

CS246 TUTORIAL

Week 01

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Agenda

- Introductions
- Purpose of tutorials
- Course outline
- Getting started and A0
- A1
- Working remotely suggestions

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Getting started and A0

- Work through lecture material on Linux first!
 - 1.1 The Teaching Environment
 - 1.2 Interacting with the Shell
- Read "a0.pdf", "GettingStarted.pdf" and "linuxCommands.pdf" **before** starting A0.

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A1

- Requires that you complete all of lecture module 1.
- Has 2 deadlines:
 - DD1 Friday, September 17: Q1-2
 - 1.1 The Teaching Environment
 - 1.2 Interacting with the Shell
 - 1.3 Regular Expressions
 - If finish early, start Q3-Q5!
 - DD2 Friday, September 24: Q3-5
 - 1.4 bash scripts

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Working remotely suggestions

- **Always test your code in the CS environment well before the submission deadline!**
- Approaches:
 1. Work entirely in the student environment.
 2. Connect to the student environment so that you edit locally but compile remotely.
 3. Work locally, periodically transfer files over to check compilation.

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Useful Tools

- Secure file transfer tool e.g. Filezilla
- IDE e.g. Visual Studio Code
- gdb, valgrind

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