CSCE3613 Operating Systems Programming Assignment Zero Using the system to compile, run, and submit

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1 Problem Description

Learn and practice how to login to your turing account, to move files between turing and your computer, to compile on turing, to execute on turing, and to submit your work from turing.

2 Purpose

Review C/C++ programming. Review using Linux/Unix. Be familiar with the submission process.

3 Design

None.

4 Implementation

- 1. Download the example.c file from Blackboard to your computer or lab computer.
- 2. Connect to your turing account from your computer or lab computer
- 3. In your turing home director, make a directory named csce3613.
- 4. Change the current directory to csce3613.
- 5. Make a directory named homework0.
- 6. Move the file downloaded from Blackboard to the above directory.
- 7. Compile your program: in the homework0 directory type gcc -Wall example.c. This generates a a.out as the default executable file.
- 8. Run your executable program: in the homework0 directory type .\a.out
- 9. Before submitting, you should put your name in the source file and you may add more comments if you prefer.
- 10. See Homework submission section for how to submit.

5 Test and evaluation

You should read and study example.c code to make sure you understand every single statement. If you have any question write it in your report or ask in class. You may also try to run the executable file with different command line arguments and be creative and observant. Describe your finding or observation in the report as well.

6 Report and documentation

A short report about things observed and things learned and understood or problem encountered.

7 Homework submission

To have a better organization, for each of our programming assignments we should have a directory (folder), under which we should have source code (.c .h files), report, and makefile if you use make, etc. This is the directory where we compile and test run our program. In **this directory**, type the following:

submit csce3613 wingninggrader assign0