

# Setup Linux Programming Environment



(Source: <http://dilbert.com/strip/2017-01-02>)

## Important Information

- Your **[username]** is the same as what you use to login to [www.byui.edu](http://www.byui.edu) in lowercase.
- Your **[password]** is one of the following:
  - “Temple4dpc” if you have never logged into a Linux server before
  - The first part of your email address if it’s been a while since you logged into a Linux server. For example, if your email address is [george123@byui.edu](mailto:george123@byui.edu), then your **[password]** would be “george123”.
  - Your already existing password
- Your **[server number]** is any number between 201 and 210 (inclusive). You get to pick.
- For CS124, you have the option of using just Putty (windows) or Terminal (MAC) instead of the tools described below. You will only be able to use non-GUI text editors such as emacs, vi, or nano. This option is described in I-Learn. Performance may be better without using Xquartz or MobaXterm.

## Step 1 – Install Software

If you have a MAC laptop, then download and install Xquartz (<https://www.xquartz.org>)

If you have a Windows laptop, then download and install MobaXterm (<http://mobaxterm.mobatek.net>)

Detailed instructions are in I-Learn.

## Step 2 – Run Software

If you have a MAC laptop, open the terminal application and connect to the Linux server by entering:

```
ssh -X -p 215 [username]@157.201.194.[server number]
```

If you have a Windows laptop, run MobaXterm and do the following:

- 1) Select “Session”
- 2) Select “SSH”
- 3) Set the Remote Host to 157.201.194.**[server number]**
- 4) Set your **[username]**
- 5) Set the Port to 215
- 6) Select OK

You will be connected to the server and will be required to type in your **[password]**. Once successfully logged in to the server, change your password by typing “yppasswd” and follow the instructions. Don’t forget your new password.

## Step 3 – Exit and Reconnect

- 1) Exit the Terminal or the MobXterm application.
- 2) Reconnect to the Linux server to make sure you know how to do it