- When working out of the VM, avoid using spaces in file/folder names. If you transfer files/folders to the VM, make sure you remove all spaces: and then transfer them.
 - Avoid using spaces because they need to be escaped with a backslash (\). Dealing with this is cumbersome and tedious.
- The VM does not support scrolling. If the output for some command gets cutoff (i.e. dmesg), just redirect it to a text file and then use nano to view the text file (i.e. dmesg > file.txt).
 - Alternatively, the keys "page up" and "page down" also work.
- Transferring files between host machine and virtual machine (VM):
 - If you are using Windows, please use winscp to transfer files between the machines. winscp is very easy to use and there are instructions on how to set it up.
 - If you are using a *nix based operating system, please use scp and sftp to transfer files to and from the virtual machine. If you prefer a GUI, you can use Cyberduck.
 - Transferring files from host to VM:
 - scp -P 2222 FILE osc@127.0.0.1:~ # For Files scp -P 2222 -r FOLDER osc@127.0.0.1:~ # For Folders
 - # Note: Use this command on your HOST's terminal
 - # Note: The password is "osc", without the quotes
 - Transferring files from VM to host:
 - sftp -P 2222 osc@127.0.0.1
 - # Use `cd` to navigate the directories inside the VM
 # Use `ls` to list all files and folders

 - # Use `get FILE` to retrieve the FILE
 - # Use `get -r FOLDER` to retrieve a directory/folder
 - # Note: Use this command on your HOST's terminal
 - # Note: The password is "osc", without the quotes
- Accessing the VM from the host machine is possible via `ssh`.
 - From a terminal, type the following:
 - ssh -p 2222 osc@127.0.0.1
 - # Note: Use this command on your HOST's terminal
 - # Note: The password is "osc", without the quotes
 - This will enable scrolling, copy/pasting, and a variety of other functions.
- If you make one really good Makefile, you can use it over and over again for subsequent projects, assignments, labs, etc.
 - Design your Makefile to be adaptable (i.e. Easily mutable)