## Logging into TACC and exploring your directories

You should have already set up a TACC account (with username and password) and also have set up multi-factor authentication.

Log in to TACC Frontera using a **secure shell** on your computer. You will need your TACC user ID, your password, and to have set up multi-factor authentication. Paste the line you used to login to TACC below.

Once you’re logged in, navigate to your different directories within TACC (home, work, work2, and scratch). Put some examples of how to do this navigation below.

What’s the full path to your scratch directory?

## Copying files

Download the **Day2\_TACC\_worksheet\_files.zip** folder from the **data** directory on GitHub to your personal computer. Unzip the folder.

Now, **secure copy** this entire directory to your TACC account, in the *scratch* directory (remember, you’ll need to use the **recursive flag** -r because you’re trying to copy an entire folder, and not just files).

In your TACC account, navigate to your scratch directory.

Move to Day2\_TACC\_worksheet\_files folder.

Take a look at the files inside Day2\_TACC\_worksheet\_files. What is the full file path for the files contained within the Day2\_TACC\_worksheet\_files folder?

Start an idev node that will last 1 hour (in the allocation Phylogenomics).

Check your queue. What appears?

Exit the idev node.

There’s a file within your Day2\_TACC\_worksheet\_files that’s called skeletonslurm. We’ll use this to make new slurm files and submit jobs for the course. What do the contents of this file look like?

You may have noticed that skeletonslurm is an incomplete slurm file; there are several more lines required for TACC to run a job. A typical slurm file should look something like this:

#!/bin/bash

#SBATCH -J jobname

#SBATCH -o jobname.o%j

#SBATCH -N 6

#SBATCH -n 64

#SBATCH -p normal

#SBATCH -t 2:00:00

#SBATCH --mail-user=youremailaddress

#SBATCH -A Phylogenomics

Copy the above missing lines, add them into the skeletonslurm file, and save the file. Now doublecheck that the file looks correct.

Next, let’s actually make and submit a job. Copy the skeletonslurm file and make a new file called fake\_job.slurm.

Edit the contents of fake\_job.slurm such that the job name is fake\_job, and the time for the job to run is 30 minutes.

Now, submit the job.

Check the status of the submitted job.

Cancel the job you’ve submitted. Print the output below.