

BPT100 Lab 1 - Intro Screen

In this workshop, you will begin your development of a text based game "**Code Quest!**". You will concentrate on writing source code for a very basic intro screen to your game and then you will compile and run it on Matrix.

LEARNING OUTCOMES

Upon successful completion of this workshop, you will be able to

- use operating system utilities to edit, compile and run programs on a variety of platforms
- transfer source code between a local computer and a remote one

SPECIFICATIONS

Login to your Matrix (matrix.senecac.on.ca) accounts via SSH using an SSH client like putty. You will need a Matrix account before you are able to do this.

Once logged in, make a new directory for game called codeQuest and enter that directory. The commands below will accomplish this task:

```
mkdir codeQuest
cd codeQuest
```

Now you have a place to store your source code. To begin writing source code, create a new file called "**w1.c**" in a text editor of your choice (such as VI or pico) and enter the following C code:

```
//Code Quest
//By: Your name here
//w1.c

#include <stdio.h>

int main(void)
{
    printf("+-----+\n") ;
    printf("|                               |\n") ;
    printf("|          CODE QUEST          |\n") ;
    printf("|                               |\n") ;
    printf("+-----+\n") ;

    return 0;
}
```

Prepare a Typescript

Create a typescript on the remote Linux host using the following commands:

```
+ At the prompt, type: script w1.txt
+ At the prompt, type: whoami
+ At the prompt, type: cat w1.c
+ At the prompt, type: gcc w1.c -o w1.out
+ At the prompt, type: w1.out
+ At the prompt type: exit
```

This will produce a typescript named "**w1.txt**" in your current directory. Transfer a copy of this file to your local computer.

SUBMISSION

Upload your typescript file to BlackBoard:

- Login to BlackBoard
- Select your course code
- Select Workshop 1 under Workshops
- Upload **w1.txt**
- Write a short note to your instructor
 - Under "Add comments", add a sentence or two regarding what you think you learned in this workshop in the notes textbox
 - press "Save Changes"
- When ready to submit, press "Submit". Note you can save a draft until you are ready to submit.