

# Week 1



## Welcome to Disc. 1G!

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## Agenda

- quick intros
- demo using the linux server and a debugger
  - debugger will be in XCode but the information is still general
- Office hours afterwards

- we'll dive into material starting next week
- agenda is usually me reviewing material and then you guys work on problems in breakout rooms

## Questions?

- anything?

## Linux Server Steps

- all steps are on the class website:  
<https://web.cs.ucla.edu/classes/spring21/cs32/linux.html>
- if you haven't set it up yet, you'll need to log into the server and run this command

```
setupg32
```

- connect through the VPN
  - [ssl.vpn.ucla.edu](https://ssl.vpn.ucla.edu)
  - authenticate through Duo
- Copy your files over

```
scp ~/path_to_project/project.zip taas@cs32.seas.ucla.edu:Desktop
```

- or use something like Cyberduck
- Log into the server

```
ssh taas@cs32.seas.ucla.edu  
# will ask for a password, don't worry if you don't see the cursor move
```

- Navigate to where you copied your file (the command above puts it in the Desktop), then confirm that its there

```
cd Desktop
ls
```

- unzip the zip file

```
unzip -j -a -d proj0 project.zip
```

- compile and run!

```
g32 -o proj *.cpp
./proj

# if you get a permission error when running an executable, run
# the ls -l command will show a 'x' for your target file when you run it the
# second time, indicating that you now have permission to run your executable
# the ls -l commands aren't needed but illustrate the problem
ls -l
chmod +x proj
ls -l

# then try running it again
./proj
```

## Project 1

- shouldn't be too difficult, here are Carey's slides that cover everything you need to know

- Xcode debugger and "include etiquette" around halfway through the presentation

<https://drive.google.com/file/d/1limUDZYyIsUjs5b0hPSwXS55FKYqSXki/view?usp=sharing>