

# CPSC 317 2022W1 T1F Lab 10 “C Server Programming”

Michael DeMarco

Thursday, November 24th, 2022

# Lab 1, “Intro”

- Here is the PL submission for today's lab.
- Setup instructions are discussed at length on Piazza; will focus on C++ warm-up today (if that's alright. . .).
- Briefly, we can discuss setup (and my take versus what's on Canvas).

# Environment setup

- Using the remote servers is beneficial in this course. You'll need a way to connect (e.g., via XShell on Windows or some terminal), a way to transfer files (e.g., via XFTP on Windows or again by the terminal), and an understanding of Linux.
- Many common commands are covered on Canvas for navigating the file system.
- Will walk-through getting the lab files open and ready for development.

# Working with images

- In this lab, we'll write your first C++ class, `HSLAPixel`.
- HSLA = hue, saturation, luminance, and alpha; see a description on Canvas.
- Follow the initial steps (... follow the given class if you get stuck!)
- Compile it via `make`; if you haven't read `make` before, you can check out this brief tutorial

# Writing the PNG manipulation functions

- Let's code together!
- Use `xdg-open` to view images; we'll also explore `diff`-ing them as time permits

# That's all folks!

- Thanks for coming out; should you have any questions or concerns reach out at mdemar01 [at] student [dot] ubc [dot] ca