COMP 248/EC: Lab Manual

(Revised May 4, 2019)

This guide is intended to familiarize you with the process of starting the PC² Lab System, changing your password, submitting a program to PC² Lab System, and finally exiting the PC² Lab System.

Before you start be sure that:

- You have access to the Internet
- You have downloaded Java
- You have downloaded and installed Eclipse (or another IDE of your choice)

This document explains how to:

- Set-up
- Login to PC² Lab System
- Change your PC² Lab System password
- Submit a program for judging to the PC² Lab System
- Exit the PC² Lab System

Set-up Instructions

- 1. Login to your eConcordia portal.
- 2. Go to the **Lab page** via the **Assessment** page.
- 3. Download and save on your computer the Zip file called comp248 Labs. (Desktop is fine.)
- 4. Extract all of the files from the folder comp248_Labs.
- 5. Start the PC² application- Figure 3 illustrates the login screen which will result.
 - For **Windows Users**: Locate and run (by double clicking) $comp248_lab/bin/pc2team.bat.$
 - For Mac users: The first time, be sure to copy the pc2V9.ini file located in the comp248_Lab/bin/ folder into your user folder. Figure 1 illustrates the user folder Adham.

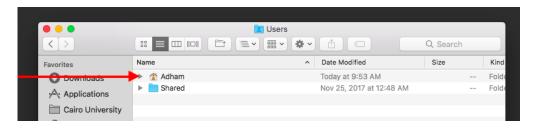


Figure 1 - User Folder on a Mac

For Mac and Linux users: Locate and run (by double clicking)
comp248_Lab/bin/pc2team. (Note: The Unix executable version, not the one with the .bat
extension.) See figure 2.

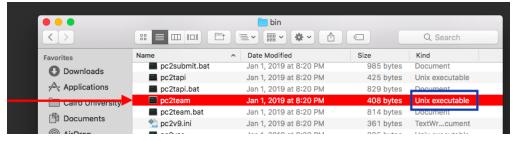
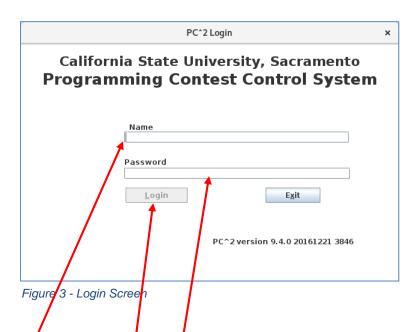


Figure 2 - Unix Executable version of pc2team file



Instruction on how to login to PC² system (Lab system)

- 1. Click once on the **Name** box on the login screen, enter your login name. Your login name is *teamxxxxxxxx*, where *xxxxxxxx* is your student id. If your student ID contains only 7 digits, add a 2 before (ex: 2*xxxxxxx*).
- 2. Press the **TAB** key or click on the **Password** box, to enter your password. The first time you use the system, your password will be the same as your login name. After entering your login name and password, click on the **Login** button.
- 3. The **Main Menu** screen will appear. (Figure 4.)

Changing Password

If this is your first login to the *Lab System*, we strongly encourage you to change your password.

1. Click on the **Options** tab.

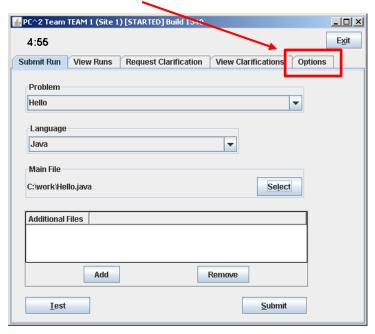


Figure 4 - Main Menu

2. Figure 5 illustrates the Options screen. Click on Change Password.



Figure 5 - Options screen

3. The Change Password screen will appear (see Figure 6) where you will be asked to enter your current password and your new password twice. Once done click on OK. You will be back at the Main Menu screen. Click on the Submit Run tab to return to the Submit Run screen (figure 4).

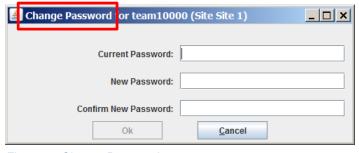
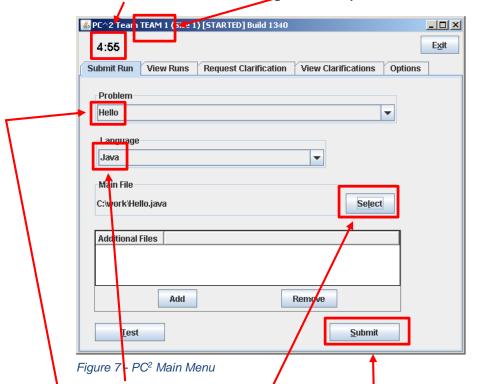


Figure 6 - Change Password screen

Submitting a Program

1. Once the system accepts your login, you will be at the PC² Main Menu screen (Figure 7), shown below. Click on the SUBMIT RUN tab near the top of the screen to display the run submission screen, which is shown in Figure 7. Note that the team ID (YOUR LOGIN NAME) is displayed in the title bar, and the amount of time remaining to submit your code is below the title bar.



- 2. The language in the **Language** box must be Java. If it is not, click in the **Language** box which will display a list of the programming languages allowed. Select Java.
- 3. Click in the **Problem** box which will display a drop-down list of the lab problem; choose the problem there (there will only be one choice). In Figure 7, the problem name is "Hello".
- 4. To submit your program for marking,
 - a. You need to specify the name of the file containing your program (your .java file) to the PC² Lab System. Click on the **Select** button to invoke the "File Dialog" which lets you locate and select your file. The dialog lets you automatically navigate to the correct path and file location (in Figure 7, the main program file "C:\work\Hello.java" has been selected). Select your <u>source code</u> file (file with extension .java).
 - b. Click the **Submit** button. This will submit your work for marking. Your code will be tested with 2 sets of data one of which is based on the example(s) shown in the lab handout and one which is not shared with you.
 - c. **Do not** click on the **Test** button It does not work.
 - **Remember:** When submitting your solution to the lab system, if you have a package statement at the top of your .java file, be sure to comment it out by placing // in front of it. Forgetting to do so will result in a grade of 0 (restriction of the PC² system).

- 5. When the *Lab System* finishes judging your submitted program, a *Lab System's Response* window will appear. The message after **Judge's Response** will indicate if your code was correct or if there was an issue. Here are the possible answers:
 - a. A green Yes means your code was error free (Figure 8)
 - A red No with an explanation of why your submission is incorrect
 - i. No Compiler error meaning you have a syntax error (Figure 10)
 - ii. No Run-time error meaning your code can't be executed.
 - No Wrong Answer meaning your code is syntactically correct and ran, but the output generated is not per the problem specifications. (Figure 9)
 - iv. No Undefined which usually means you are in an infinite loop and your program was terminated by PC² Lab System.

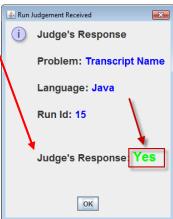


Figure 8 – Yes response from judge



Figure 10 - Compilation Error Response from Judge

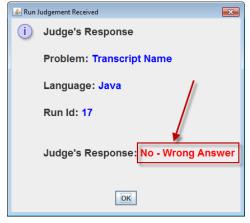


Figure 9 - Wrong Answer Response from Judge

→ If you have any of the red messages, fix your code in Eclipse and resubmit to the PC² lab system.

Remember: You have one hour (your lab time) to submit your code to the PC² lab system. Once the time has run out, you will see **STOPPED** where the timer was and the **Select** and **Submit** buttons will be disabled by the system. (Figure 11.)

Exiting PC² System

Click on the **Exit** button at the top right corner of the PC^2 **Main Menu** screen to terminate your PC^2 session.

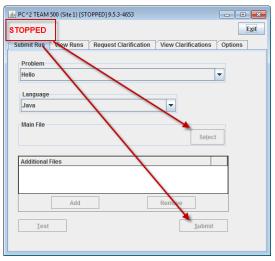


Figure 11 - System stopped screen