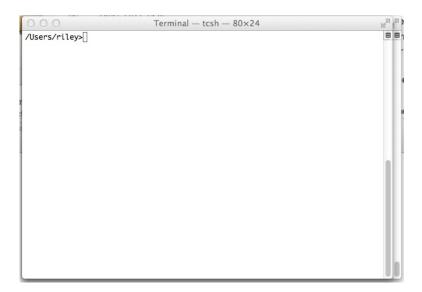
## Using SSH to Connect to deepthought

ECE2036, Spring 2016 George Riley

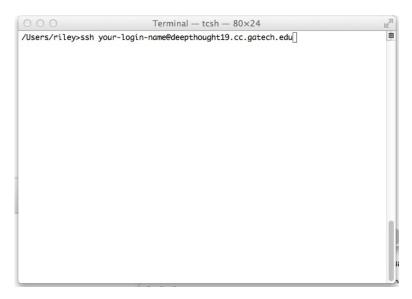
- 1. If you use Windows and have not yet installed XWin32 you should go to http://software.oit.gatech.edu, select your affiliation as student and the software type is Microsoft Windows Desktop. Then select and download X-Win32 2014 (with SSH).
- 2. Bring up a terminal window on your laptop. If you have a Mac or Linux it is simply the Terminal application. For windows use the XWin32 downloaded above. Below is a screen shot of the terminal window on Mac.



Notice the prompt showing the current working directory (/Users/riley in my case. Yours will of course be different.

3. Use the ssh command to "connect" to a different computer, deepthought19.cc.gatech.edu in this case.

Below are screen shots before and after entering the final "return" key and after entering your log in password.





Note that the "Prompt" is slightly different on deepthought in that it prints the login name followed by the local machine name (deepthought19 in this case).

4. Below is an example of how to download the *Skeleton* code that is usually provided for the C and C++ programming assignments.

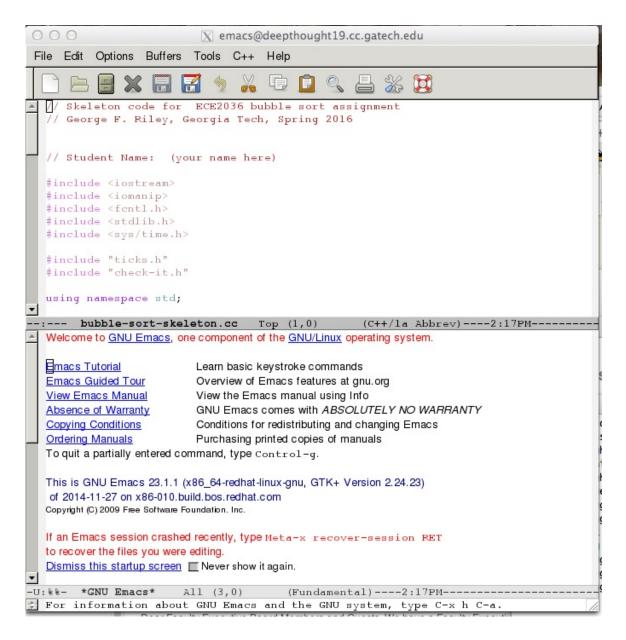
5. Finally is an example of the output after changing your working directory using cd and then a ls (list files) command.

```
	riangleq gr48@deepthought19:~/BubbleSort — ssh — 80×24
[gr48@deepthought19 ~]$ rsync -avu /nethome/ECE2036/BubbleSort .
sending incremental file list
BubbleSort/
BubbleSort/BubbleSort.aux
BubbleSort/BubbleSort.log
BubbleSort/BubbleSort.pdf
BubbleSort/BubbleSort.tex
BubbleSort/Makefile
BubbleSort/bubble-sort-skeleton.cc
BubbleSort/check-it.cc
BubbleSort/check-it.h
BubbleSort/ticks.cc
BubbleSort/ticks.h
sent 90926 bytes received 206 bytes 182264.00 bytes/sec
total size is 90197 speedup is 0.99 [gr48@deepthought19 ~]$ cd BubbleSort
[gr48@deepthought19 BubbleSort]$ ls
BubbleSort.aux BubbleSort.pdf
                                           BubbleSort.tex check-it.h ticks.cc
BubbleSort.log bubble-sort-skeleton.cc check-it.cc
                                                           Makefile
                                                                        ticks.h
[gr48@deepthought19 BubbleSort]$ |
```

6. Next is a screen shot of using the vi text editor. In this case we have specified to run the vi program on the bubble-sort.cc file. There are many good on-line resources about how to use vi.

```
// Skeleton code for ECE2036 bubble sort assignment
// George F. Riley, Georgia Tech, Spring 2016
// Student Name: (your name here)
#include <iostream>
#include <iomanip>
#include <fcntl.h>
#include <stdlib.h>
#include <sys/time.h>
#include "ticks.h"
#include "check-it.h"
using namespace std;
void BubbleSort(int data□, int size)
{ // Sort the array "data" of length "size" using bubblesort algorithm
 // YOUR CODE HERE
}
int main()
"bubble-sort-skeleton.cc" 79L, 1848C
                                                             1.1
                                                                            Top
```

7. Finally a screenshot of using emacs to edit your bubble-sort.cc file. Notice that emacs opens a second and larger window with the text of the program. This will only happen if you have *X11* installed on your laptop. For linux systems it is included with the distribution, but with Mac OSX there is a separate install process for *X11* called *XQuartz*. For windows platforms the *XWin32* discussed above should be sufficient.



- 8. There are a few linux commands that are needed to successfully complete the assignments. There are dozens of on-line resources for learning linux shell commands. A few of the useful commands are given below.
  - (a) 1s List all files in the current directory excepting hidden files.
  - (b) 1s -la List in long format all files in the current directory including *hidden* files.
  - (c) cd SomeDirectoryName Change your working directory to some other directory. If the SomeDirectoryName starts with a forward slash, the directory is relative to the system *root* directory. You would rarely do this.
  - (d) cd Change your working directory to your *home* directory.
  - (e) cd ... Change your working directory to the parent of the current directory.
  - (f) make program-name Run the compiler and linker to create an executable binary program-name using the source code program-name.cc
  - (g) g++ -o program-name -g -Wall program-name.cc Run the C++ compiler, compiling program program-name.cc and writing the executable binaries on file program -name