

Turn-in your project from your Windows PC

You can work on CS177 projects at home using your laptop. You also can turnin your CS177 project from your laptop. This document explains you how to do that.

Before starting:

If you do not have an antivirus software installed in your PC/MAC, download and install the antivirus software!!

Goto <http://www.purdue.edu/securepurdue/> and then click Read More under Security Downloads:



Remote turnin from Windows 7 laptop

Download first the SSH Secure Shell Client 3.2.9. You can google it or find at

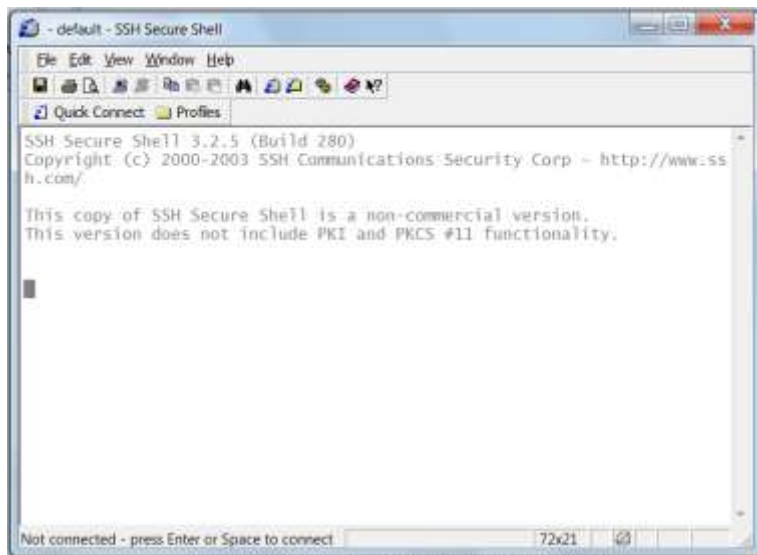
<ftp://ftp.tm.informatik.uni-frankfurt.de/pub/prog/SSHSecureShellClient-3.2.9.exe>

This program is like Putty but has more functionalities that help you transfer the final version of your project file into your project1 directory on lore.cs.purdue.edu.

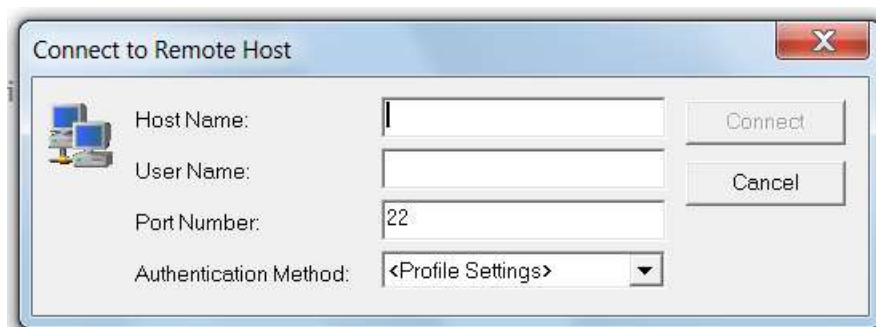
Once you have installed it, do the following steps:

STEP 1

launch it by clicking All Programs, SSH Secure Shell, and then Secure Shell Client. The following window will show-up.

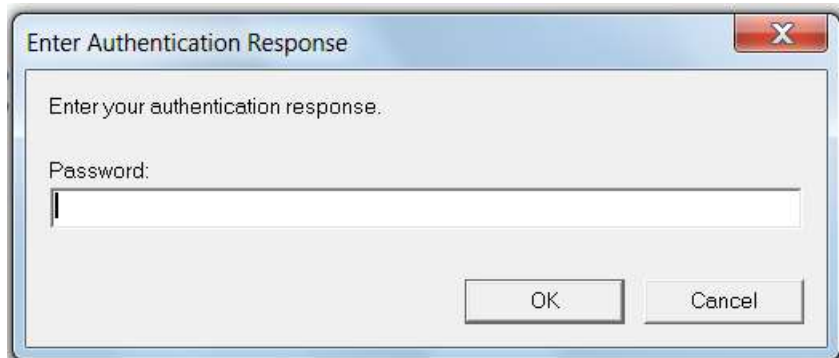


STEP2: Click Quick Connect. The following window will show up:



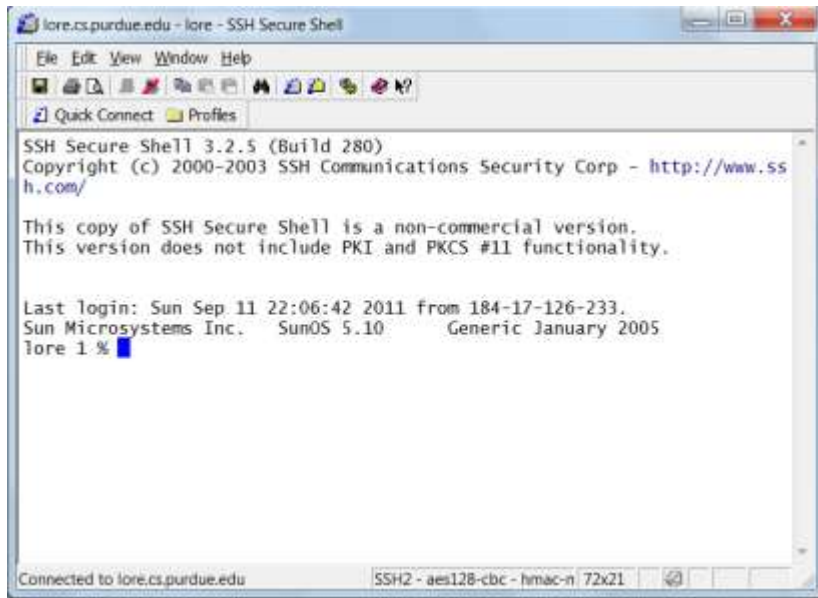
In the field Host Name type lore.cs.purdue.edu
In the field User Name type your purdue account (example: lmartino)
DO NOT CHANGE THE PORT NUMBER.
Then click Connect.

The following window will show up:



STEP3: Type your **UNIX** password and click OK.

You are now connected (logged in) your UNIX account, and you are positioned in your home directory!



STEP4:

You should have already created a directory **CS177** on your UNIX account. If so, type the following command:

```
% cd
% cd CS177
```

To see if you already created the directory **projectX** (where X can be 1,2,3,4, 5), just type the following command:

```
% ls
```

You should see the directory projectX in the list returned by the ls command.

If you did not have created the directory projectX, you can do that by typing the following commands:

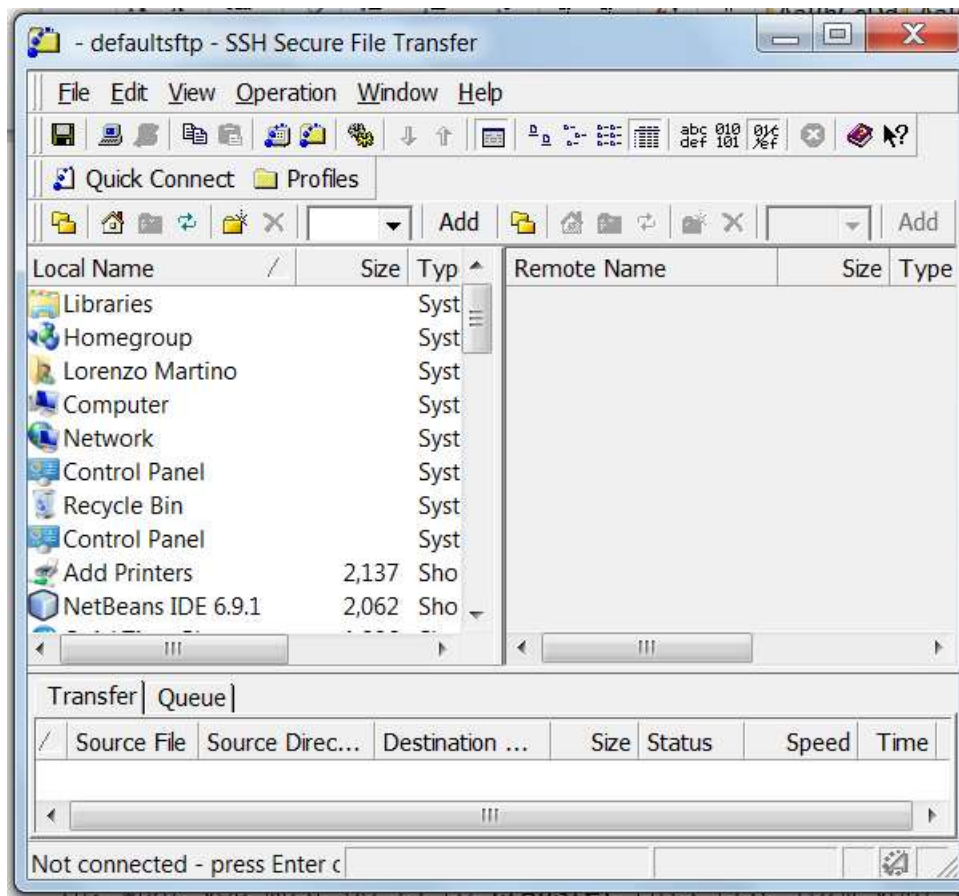
```
% mkdir projectX
```

Now, the following example assumes that you created the `project1.py` file under a folder `project1` in your laptop (however, you may create it where you like!). Once you have finished testing it and are ready to turn it in, what you must do is to **transfer** this file from your PC to your UNIX account, under the UNIX directory `project1` you should have created before (see the steps described before). Do the following steps:

STEP 5

Click All Programs, SSH Secure Shell SSH, and then Secure File Transfer Client.

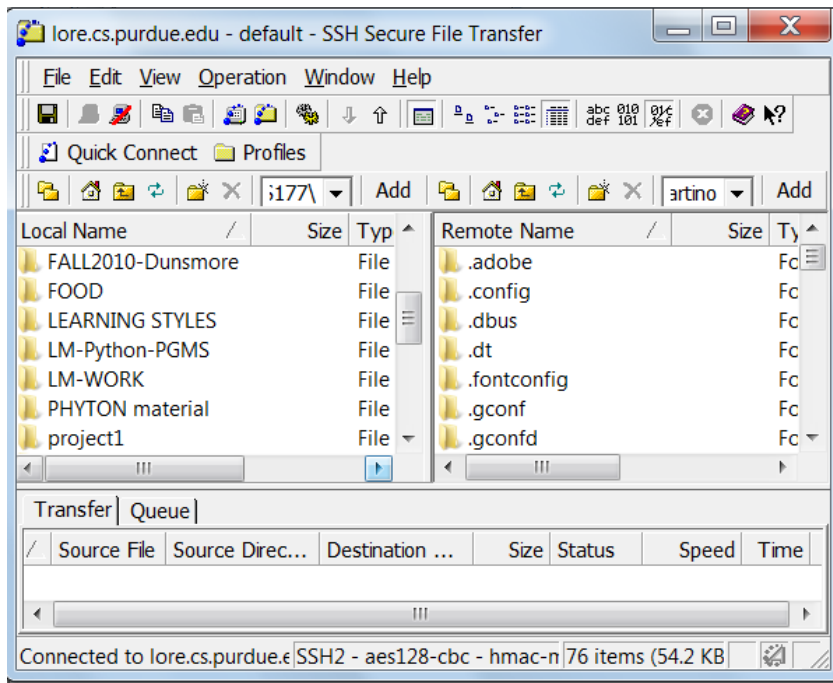
The following window will show up.



Note that the left part of the window shows the folders of the Desktop of your laptop. You can navigate these folders by using the buttons:



Find the folder where you created your `projectX.py` file (in the example shown the folder is named `project1` and is located under the folder `CS177`):

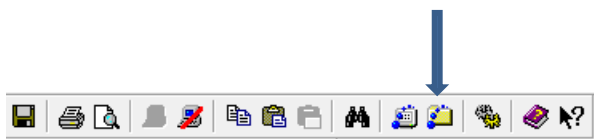


STEP 6

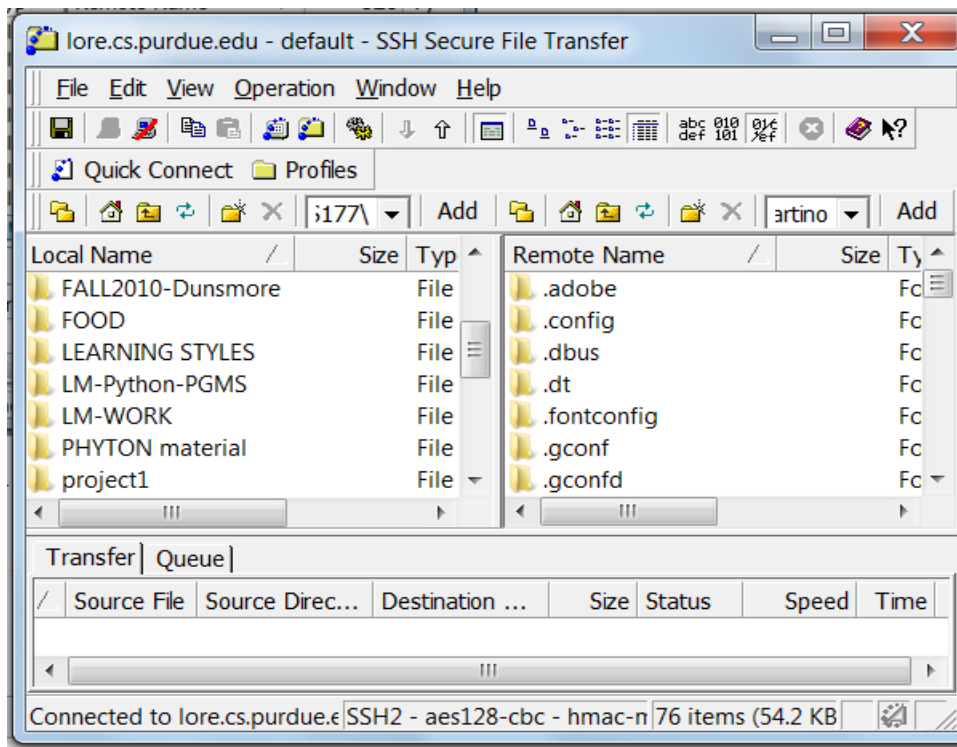
Click Quick Connect and enter your password (as described before).

STEP 7

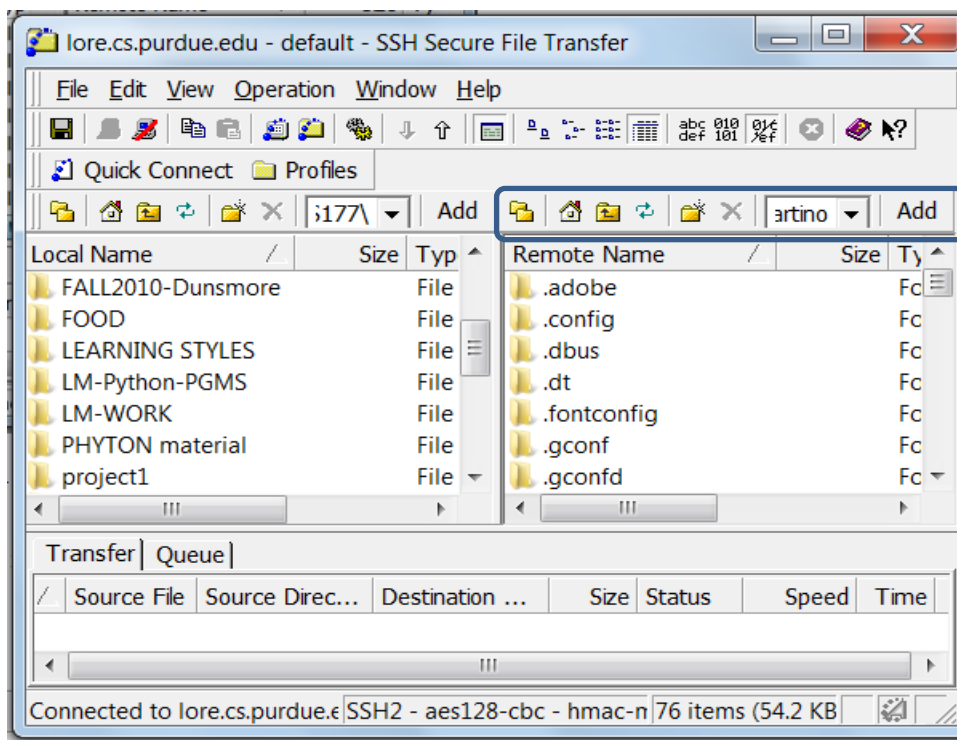
Click the File Transfer Window button:



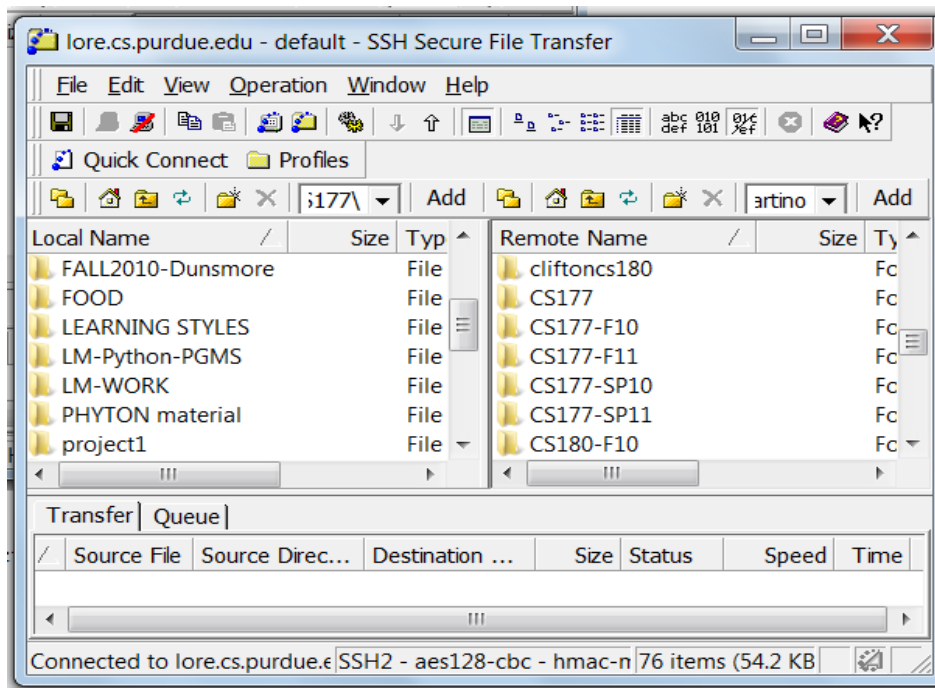
The right part of the window will now show the content (directories) of your UNIX account (see figure below).



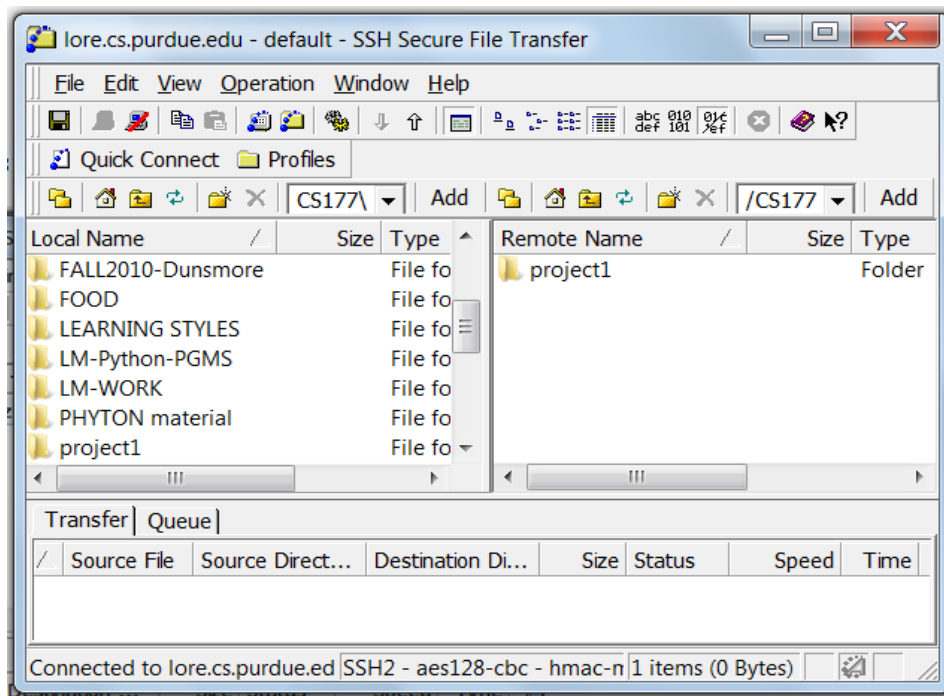
Navigate the UNIX directories (**right part** of the window) and find the directory CS177. To navigate use the buttons right on top of the right part of the window (as indicated in the figure below):



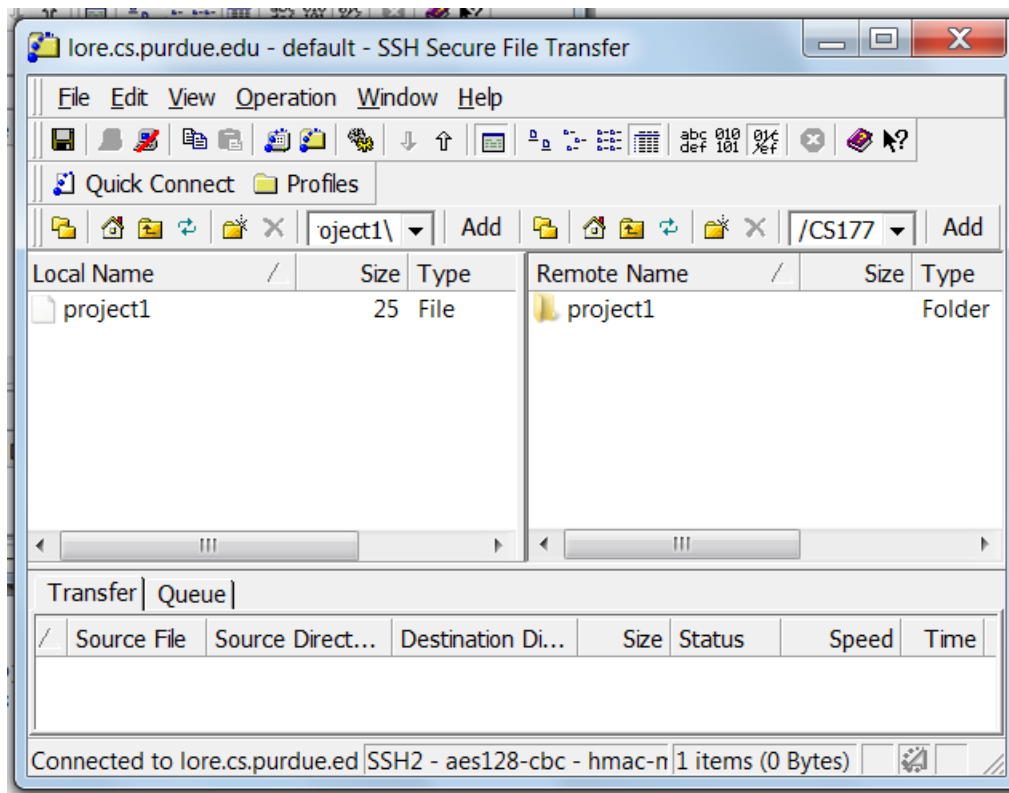
Locate the directory CS177, and double click it.



The directories previously created under CS177 will show-up. In the example below, under the directory CS177 I created only the directory project1:

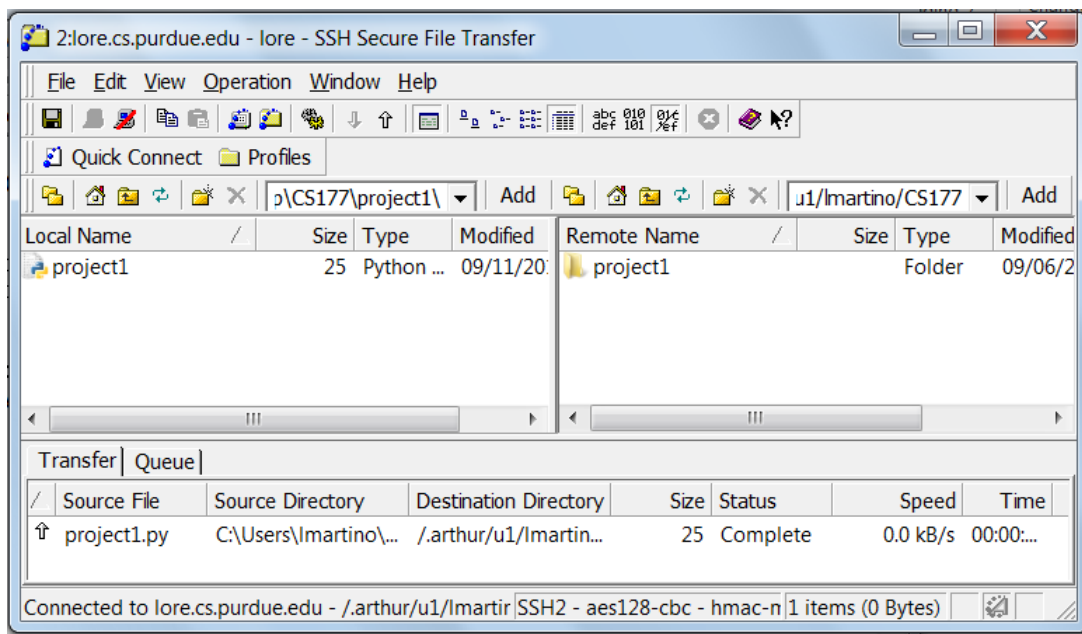


Double click on the project1 folder on the left part of the window (the one showing your PC folders):



Drag and drop the project1.file on the left window to the project1 directory on the right windows.

Your project1.py file has now been "copied" under your project1 directory of your UNIX account. You can see that from the information at the bottom of the SSH file Transfer window:



You can now close your file transfer windows.

To turn-in your project file:

Connect to your UNIX account on lore (follow the steps 1-4 described at the beginning of this document) using the SSH Secure Shell Client.

Then type the commands needed to turnin:

```
% cd
% cd CS177
% cd project1
% turnin -v -c CS177=xxx -p project1 project1.py
```