## PA-0: Hello World!

Total points: 5 pts Due on Tuesday Jan 28, 2020 at 11:59 PM

Instructor: Endadul Hoque

## Logistics

1. This assignment must be done individually, not in groups.

- 2. For this programming assignment (PA-0), you have to download an archive called **student-pa0.tar.gz** from Blackboard. Upon extraction, you will see a directory named **student/**, which contains 1 directory named **task-0**.
- 3. For this task, you have to follow a set of instructions. The purpose of this assignment is for you to get familiar with the submission process, so you don't make mistakes in your later assignments. Since the assignments are graded automatically, you need to be careful with following the instructions. In this assignment, you will just create a dummy archive for submission.
- 4. Unless stated otherwise, you **must not** modify/edit/rename/move other existing files under the **student/** directory.
- 5. For the following task, you have to use the Linux server (lcs-vc-cis486.syr.edu) dedicated for this course. You must know how to remotely login to that machine, how to use terminal and how to copy files back and forth between your computer and the Linux server.

## Task 0

1. Obtain student-pa0.tar.gz from blackboard. Unpack the package to find the skeleton code required for this PA. The extracted directory is named student/.

```
$ tar xzf student-pa0.tar.gz
```

- 2. Change directory (cd) to your student/ directory. Now student/ should be your current working directory.
- 3. There is a blank file named netid.txt under task-0 directory. Write your netid inside it:

```
$ echo your_netid > task-0/netid.txt
```

4. **Use your netid** to create a compressed archive (<netid>-pa0.tar.gz) of your solution directory. For instance, if your netid is johndoe, create a compressed archive as follows:

```
$ cd .. # moving to the parent directory
$ mv student/ johndoe-pa0/
$ tar czf johndoe-pa0.tar.gz johndoe-pa0/
```

5. Use **Blackboard** to submit your compressed archive file (e.g., johndoe-pa0.tar.gz).