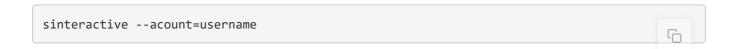# Slurm interactive jobs

Slurm **interactive sessions** allows you to connect to a compute node and work on that node directly. This allows you to develop how your jobs might run e.g., test that commands run as expected before putting them into a script and do heavy development tasks that cannot be done on the **login nodes**.

To launch an interactive job (using default values, e.g., `ntask=1` (1 cpu core), `mem=1G`, `t=24hrs`) here is the command:

```
sinteractive --acount=username
```

If you want to change default time to 3 days:

```
sinteractive --account=username --time=3-00:00:00
```

If you need multi-core (e.g., 2 CPU cores):

```
sinteractive --account=username --ntasks=2
```

If you need GPU cards per 2 CPUs:

```
sinteractive --account=username --ntasks=2 --gres=gpu:2
```

Therefore, an interactive job will not be automatically terminate unless user manually quit the session. To quit it, type: `exit` or `scancel [JOB ID]`.