

Oregon State University

School of Electrical Engineering and Computer Science

CS 261 – Recitation 1

Compiling C on UNIX

Fall 2013



Outline

- **Secure Shell**
- Basic UNIX commands
- Editing text
- The GNU Compiler Collection (gcc)
- Setting up your IDE
- Basic debugging

Secure Shell Tools

- Mac OS X / Linux
 - Open a terminal
 - Type “ssh [username]@[server]”
 - *ssh kuleszto@flip.engr.oregonstate.edu*
 - scp [file] [username]@[server]
 - Transmit, Cyberduck, Filezilla, etc. (if you want a GUI)
- Windows
 - Putty (http://engineering.oregonstate.edu/computing/fileaccess/putty_ssh/)
 - WinSCP (<http://winscp.net/>)

Putty Configuration

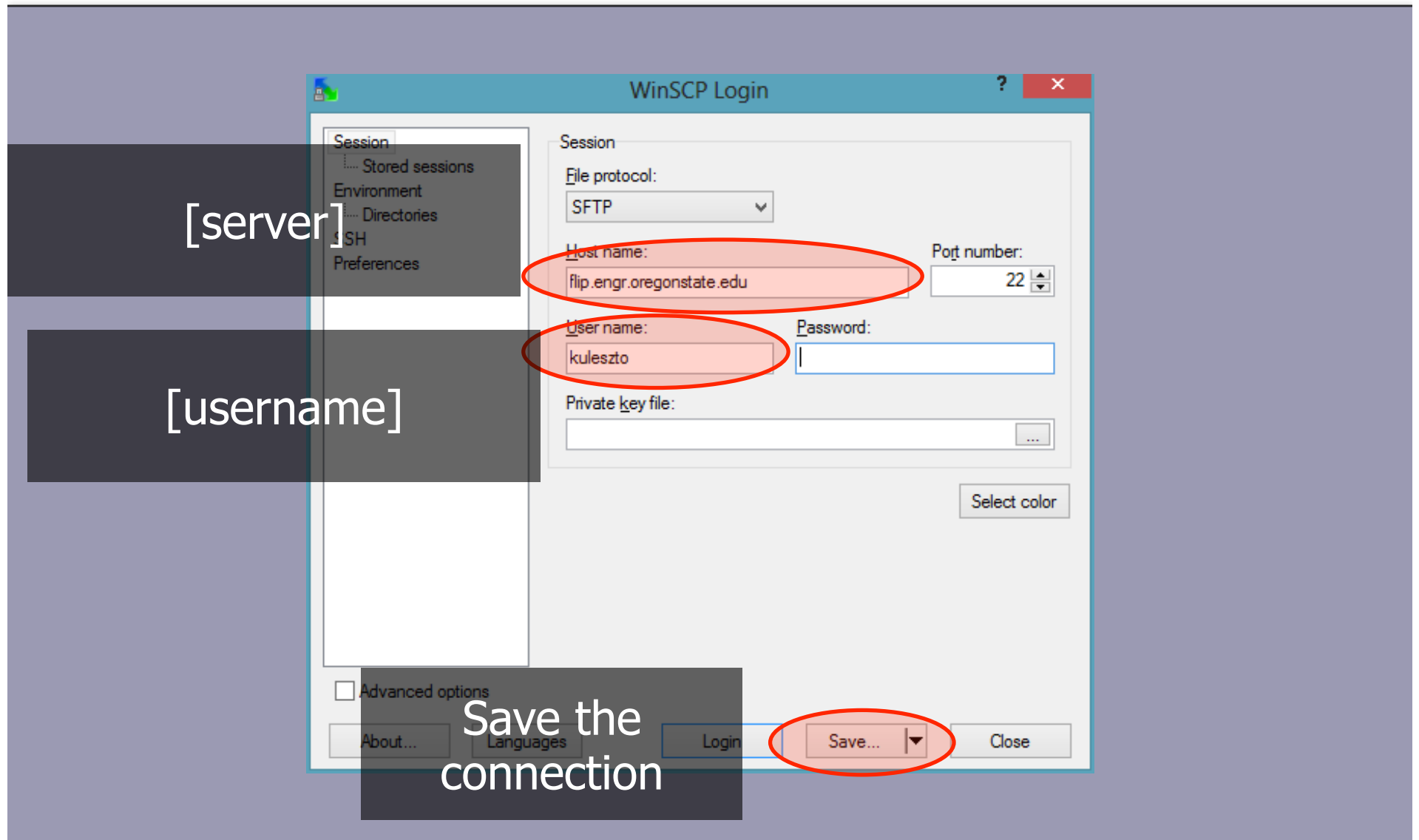
The screenshot shows the PuTTY Configuration window with several key areas highlighted by red circles and annotated with text boxes:

- Host Name (or IP address):** The text `kuleszto@flip.engr.oregonstate.edu` is entered in the Host Name field.
- Port:** The value `22` is entered in the Port field.
- Connection type:** The `SSH` radio button is selected.
- Saved Sessions:** The text `flip` is entered in the Saved Sessions list.
- Save button:** The `Save` button is highlighted.
- Open button:** The `Open` button is highlighted.

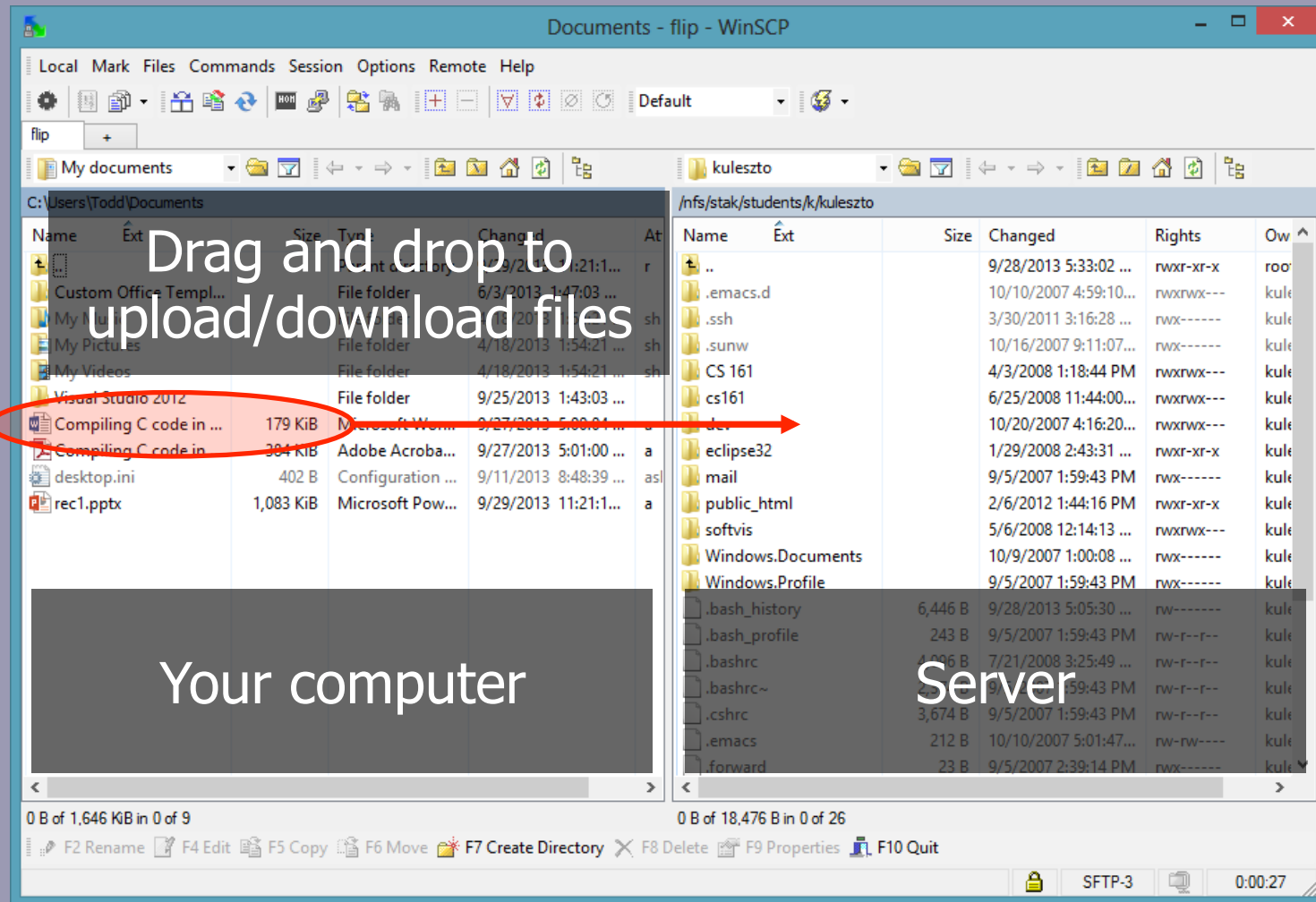
Annotations and their corresponding text boxes:

- `[username]@[server]` points to the Host Name field.
- `Server name` points to the Saved Sessions list.
- `Save the connection` points to the Save button.
- `Open a saved connection` points to the Open button.

WinSCP Configuration



WinSCP Usage



UNIX Servers @ OSU

- ENGR
 - flip.oregonstate.edu (RHEL 6.4)
 - flop.oregonstate.edu (RHEL 6.4)
- ONID
 - shell.onid.oregonstate.edu (Debian 6.0)

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Basic UNIX Commands

Command	Description
<code>ls</code>	Lists files and folders (use " <code>ls -l</code> " for a "long" listing)
<code>cd [dir name]</code>	Change directory (" <code>cd ..</code> " will go up a directory)
<code>pwd</code>	Print name of current directory
<code>mkdir [dir name]</code>	Make a directory
<code>rmdir [dir name]</code>	Remove a directory
<code>cp [file] [new file]</code>	Copy a file (use " <code>cp -r</code> " to copy a directory)
<code>mv [file] [new file]</code>	Move (or rename) a file or directory
<code>rm [file]</code>	Remove a file
<code>cat [file]</code>	Show file contents
<code>exit</code>	Close connection to server
<code>ctrl-c</code>	Kill the current process

Basic UNIX Commands

- For more info on a command, use the manual page:
\$ man ls
- Tutorial: <http://www.ee.surrey.ac.uk/Teaching/Unix/>

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UNIX Text Editors

- Nano
 - Easiest choice
 - Command: nano [filename]
 - *ctrl-o* to save file
 - *ctrl-x* to exit
- Emacs
 - Amazingly powerful, steep learning curve
 - Command: emacs [filename]
 - *ctrl-x ctrl-s* to save file
 - *ctrl-x ctrl-o* to exit
 - <http://www2.lib.uchicago.edu/keith/tcl-course/emacs-tutorial.html>

Practice

1. Use any Secure Shell Client to connect `flip.engr.oregonstate.edu`
2. Create a folder named `CS261`
3. Change working directory to `CS261`
4. Create a folder named `Rec1`
5. Create a folder named `Temp`
6. Remove folder `Temp`
7. Change working directory to `Rec1`
8. Using `nano`, `emacs`, or `vim`, create a file named `info.txt` and input your name.
9. Use `cat` to show content of `info.txt`
10. Copy `info.txt` to the `CS261` folder
11. Delete both `info.txt` files.

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GCC

- GCC is the standard UNIX/Linux/Mac OS X compiler for about a dozen languages (e.g., C, C++, Objective C, Fortran, Java)
- Compiling with GCC:

gcc <list of options> sourcefile.c

e.g.: *gcc -Wall -std=c99 -o test test.c*

- Compiling multiple files:

gcc <list of options> <list of source files>

e.g.: *gcc -Wall -std=c99 -o test test1.c test2.c test3.c*

Makefile Example

A makefile is like a script for the compiler. We'll provide makefiles for many of your assignments so you'll be able to compile by typing 'make'.

Contents of a makefile:

```
default:main
```

Executed when you
type "make"

```
main: main.c
```

```
gcc -Wall -std=c99 main.c -o main
```

```
clean:
```

```
rm main main.o
```

Executed when you
type "make clean"

Make Tutorial

<http://mrbook.org/tutorials/make/>

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C Programming IDEs

- Mac/Linux/Windows: Eclipse CDT
- Mac only: Xcode
- Windows only: Visual Studio

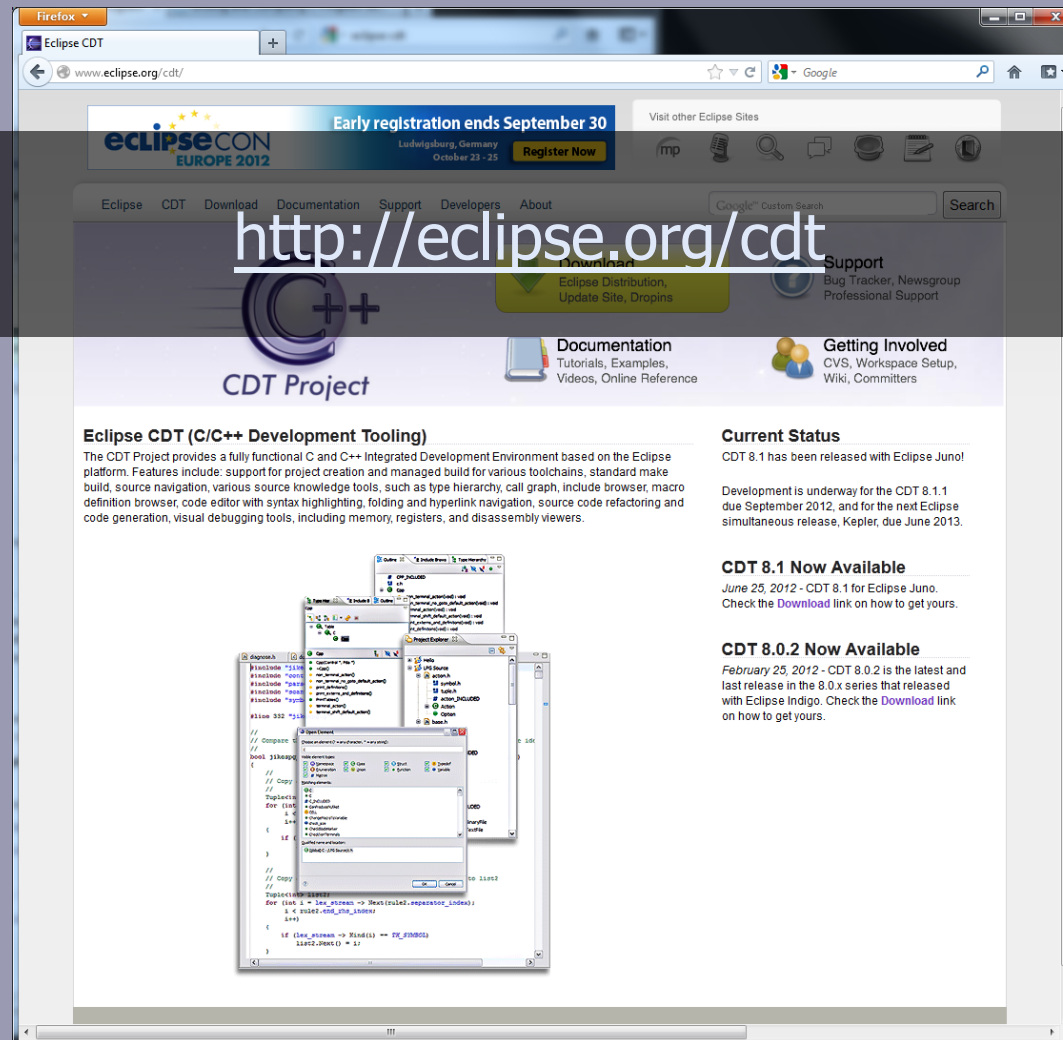
Note: Eclipse CDT does not come with a C/C++ compiler and Windows does not have a built-in C/C++ compiler either (Linux and Mac usually come with GCC installed). Therefore, using Eclipse CDT on Windows requires installation of a compiler first, for example MinGW. See <http://www.eclipse.org/downloads/moreinfo/c.php> for more info.

Always Test on UNIX!

You can use any IDE to develop and test your C application before submitting. However, UNIX is the environment in which the program will be graded.

Make sure your program will **compile and run without errors or warnings** using GCC on ***'flip.engr.oregonstate.edu'***.

Downloading Eclipse CDT



Setting up Eclipse CDT

The screenshot shows a web browser window with the address bar displaying `max.berger.name/howto/cdt/cdt.jsp`. The page title is "Setting up Eclipse CDT on". The main content area features a navigation menu with links: Home, Disclaimer, Research, Teaching, OpenSource, HOWTOs, Security, Blog, and Internal. The "HowTo" section is active, listing links for Eclipse CDT, wxWidgets, Linux + Solaris, and VoIP. A sidebar on the left contains an Amazon.com advertisement for a "Metra 99-7008 Installation Kit for 1995-1999 Mitsubishi..." with a 65% off discount. The main content area displays the title "Setting up Eclipse CDT on Windows, Linux/Unix, Mac OS X" in red, followed by the author's name "Max Berger" and contact information "<max@berger.name>". The page includes a copyright notice for 2005-2011, a disclaimer about copying, and a table of contents with links to "Introduction", "Other Resources", and "Setting up a compiler".

Setting up Eclipse CDT on

max.berger.name/howto/cdt/cdt.jsp

Max Berger
Personal information and more...

Home Disclaimer Research Teaching OpenSource HOWTOs Security Blog Internal

Home
HowTo

Eclipse CDT
wxWidgets
Linux + Solaris
VoIP

Amazon.com

Metra 99-7008
Installation Kit for
1995-1999 Mitsubishi...

Metra
New \$8.73
Best \$0.01

Stereo Install Dash Kit
Mitsubishi Eclipse 95
96 97 98...

carxto
New \$12.87
Best \$12.87

Eclipse Tools 6" F-
Type Install tool
Eclipse Tools
New \$17.01

For a newer version of this document, see the [Introduction section](#)

Setting up Eclipse CDT on Windows, Linux/Unix, Mac OS X

Next

Setting up Eclipse CDT on Windows,
Linux/Unix, Mac OS X

Max Berger
<max@berger.name>

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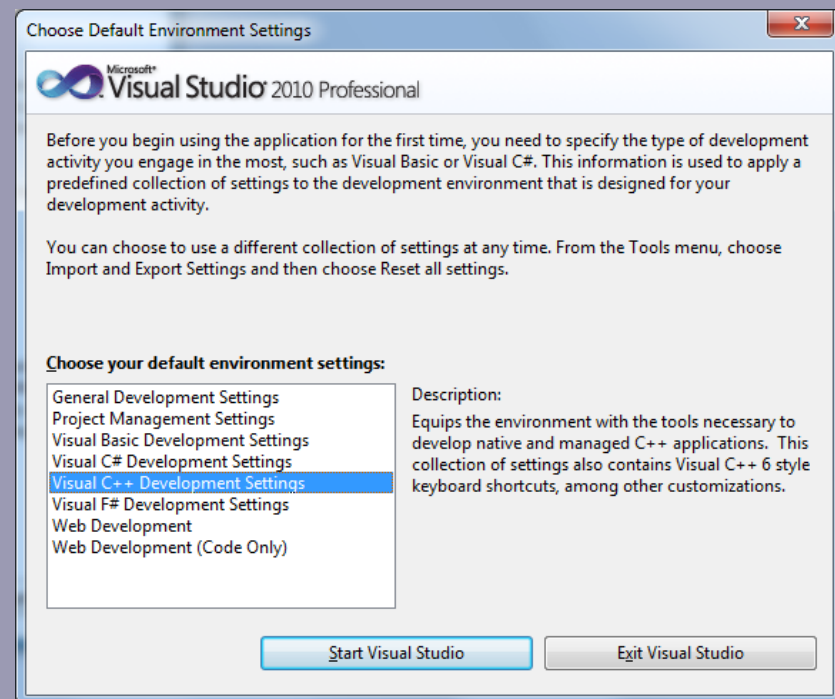
[Introduction](#)
[Other Resources](#)
[Setting up a compiler](#)

Microsoft Visual Studio 2012

- Download it from https://secure.engr.oregonstate.edu:8000/teach.php?type=want_auth
 - Click on “Microsoft Dreamspark Login”
 - Visual Studio is under “Development Tools”
 - A pre-release of Visual Studio 2013 is also available. It probably works just like 2012, but we haven’t tested it and it’s beta software that may contain [more] bugs.

Setting up Visual Studio

- First time you start MSVS
 - The first time you start visual studio it will ask what environment settings to use.
 - Select “Visual C++”
 - On EECS lab machines you may wait a loooong time.



Setting up your IDE

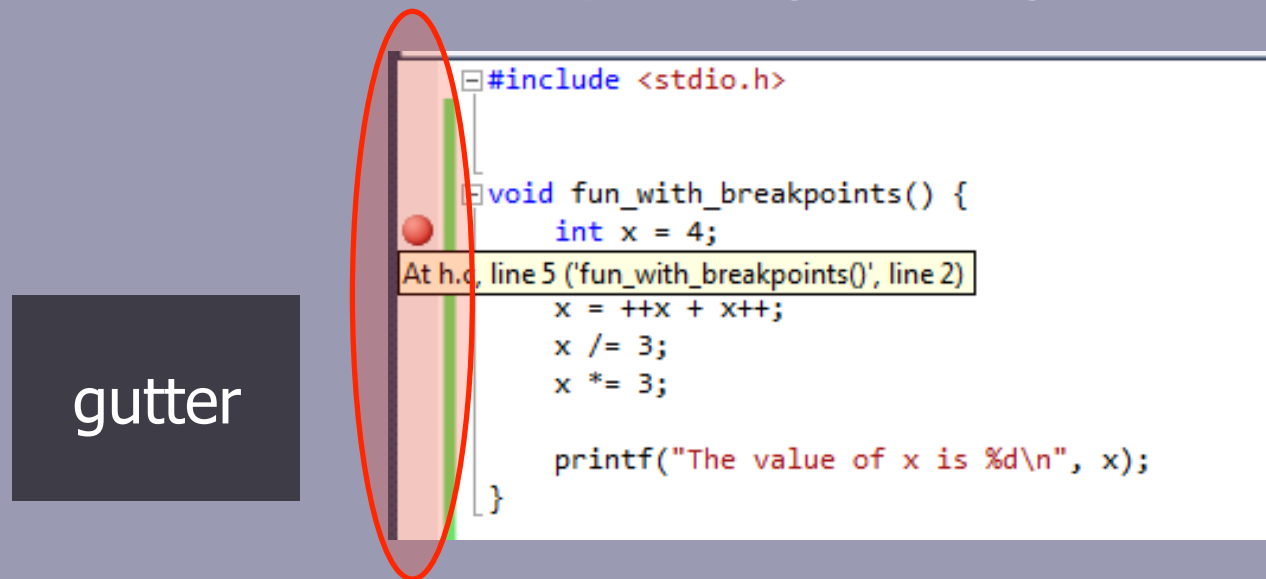
See our handouts on Visual Studio, Eclipse, and Xcode

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Debugging in Visual Studio

- **Break points** tell the IDE to stop execution at specific places. This lets you examine what the code is doing.
- Insert a break point by clicking in the “gutter”:



- Eclipse and Xcode work in a similar manner.

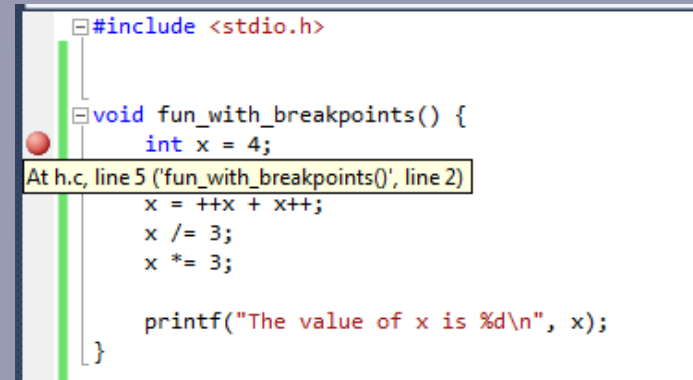
What is the value of 'x' after each line?

```
void fun_with_breakpoints() {  
    int x = 4;  
    x = ++x + x++;  
    x /= 3;  
    x *= 3;  
    printf("The value of x is %d\n", x);  
}
```

Ugh, let's not compute this by hand.
We'll let the computer do the heavy lifting.

Step-by-step execution

- Step 1: Set the break point



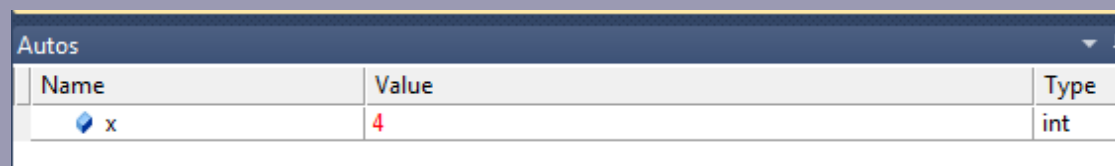
```
#include <stdio.h>

void fun_with_breakpoints() {
    int x = 4;
    x = ++x + x++;
    x /= 3;
    x *= 3;

    printf("The value of x is %d\n", x);
}
```

At h.c, line 5 ('fun_with_breakpoints()', line 2)

- Step 2: Start debugging: F5
- Step 3: Step through the program with F10 or F11.
 - The value of each variable will display at the bottom of the screen. Or, hover over a variable in the text editor to see its current value.



Autos		
Name	Value	Type
x	4	int

That's all for today!