

Computer Science & Engineering 150A Problem Solving Using Computers

Mini Lecture 01 - Editors, Compilers, Etc.

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Steps to programming, compiling, handing in your assignments.

1. Edit your program in a text editor
2. Compile your program using `gcc`
3. Test (run) your program on CSE
4. Handin using webhandin (link on course webpage)
 - ▶ If in Lab: save and access your Z drive
 - ▶ If at home/your computer: transfer the file to your computer then upload

Text Editors

- ▶ You can write programs in any *plain text* text editor
- ▶ MS Word, Wordpad, etc: bad idea (documents have formatting)
- ▶ Notepad: plaintext editor, *but*: windows endline characters
- ▶ Best to use an editor that supports *Syntax Highlighting*

GVim Easy

- ▶ Many editors out there, its your choice
- ▶ GVim is recommended: free, easy (Use GVim Easy)
- ▶ Available (Windows) on the course web page
- ▶ Available (Mac): <http://macvim.org/OSX/index.php>
- ▶ Available on CSE (Windows): GVim Easy

Command line editors

- ▶ Via Putty: may access several text editors, gvim, emacs, pico
- ▶ Pico is the most user friendly: `prompt>pico helloWorld.c`
- ▶ Help and commands appear at the bottom of the screen

Compiling

- ▶ Compile using `gcc` on the command line on CSE
- ▶ More details in lab
- ▶ Thoroughly test your programs on several inputs/outputs

Transferring Your File

- ▶ Your program is still just a *text file*, `helloWorld.c` for example
- ▶ If you're in the lab: your file is on your local machine (your Z drive): you can easily hand it in via webhandin
- ▶ If you're at home, you need to transfer this file to your computer (or transfer to CSE for compiling/testing)

File Transfer Protocol

- ▶ FTP programs allow you to transfer files.
- ▶ Good one: FileZilla, free, easy, Mac or Windows
- ▶ Available: <http://filezilla-project.org/>
- ▶ Can transfer files from your computer to cse.unl.edu
- ▶ Host (cse.unl.edu), Username, Password, Port: use 22