

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

- 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*

- 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

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Introduction

Text Editors

GVim

Command
Line Editors

Compiling

Transferring
Your File

FTP

- 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

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

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- 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)

- 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