CIS 15 Spring 2010
Getting started with C++ programming in UNIX

1. Login to your computer. The user name is `student`, the password is `r0b0t`.
2. Open a terminal window.
   - Just click on the  icon on the menu bar at the top of the screen.
   - You can also get hold of the terminal via:
     Applications> **Accessories**> **Terminal**
   - When the terminal starts up, it will open a window where you are given a "prompt". You type commands at the prompt, such as **ls** to list the files in the folder (directory) or **pwd** to print the name of the current "working directory" (i.e., where you are).
3. Familiarise yourself with Unix.
   - Look at the "Unix Introduction and Quick Reference" sheet.
   - Try out some of the commands.
   - Move around the file system using **cd**.
   - Print the directory name using **pwd**
   - List the directory contents using **ls**
   - Create a directory/folder using **mkdir** on the Desktop The location of the Desktop is **/home/student/Desktop**. Give the directory your name (no spaces).
   - use **cd** to change to this directory (this is where you should keep your programs).
4. Edit your program using your choice of editor
   - To use Nano, type **nano** at the terminal prompt (it is pretty self-explanatory, and there are instructions on screen).
   - To use Emacs:
     - Type **xemacs** at the terminal prompt and press return (enter).
     - This will run a version of the Emacs editor in a new window.
     - Refer to the "Quick and Dirty emacs" handout distributed in class for instructions on using Emacs, though Xemacs has a graphical interface for many commands.
   - To use Gedit, find the icon in **Applications**>**Accessories**.
5. When you are done editing, make sure you save your program, and if you are using nano you may need to quit the editor before taking the next step.
6. Compile your program.
   - At the unix prompt, type **g++ myfile.cpp -o myfile.exe**, substituting the name of the C++ source code file that you want to compile for "myfile.cpp" and substituting the name that you want for your executable program for **myfile.exe**.
   - If there are compiler errors, go back to your editor and edit your file.
7. Run your program
   - In order to run and test your program, from the unix prompt, type: **./myfile.exe** (substituting with the name of your program).