

Getting Started with CS 8: Using CSIL

1 Preliminaries

- Create a College of Engineering account. You can do this at <https://accounts.engr.ucsb.edu/create>. You need an account to log into a CSIL machine.

2 Navigating CSIL

Once logged into a computer in CSIL or in the lab, click on **Activities**. Search for **Terminal**. Click on the terminal window that appears.

A window will open that has your username followed by a `$`. You can use UNIX commands to navigate your folders. The following URL has a list of popular commands: <http://mally.stanford.edu/~sr/computing/basic-unix.html>. You'll probably use the commands `ls`, `pwd`, `mkdir`, and `cd` the most. Note that nothing will happen until you press the `return` key.

Create folders as you wish, and navigate to where you want to save your project file using this UNIX commands.

3 Writing a Program

You'll want to practice using gVim if you plan to use the CSIL computers for writing your code (rather than your own computer). gVim is a text editor. It's similar to Notepad and TextEdit, but it's specialized for programming. The following website has useful tips and gVim commands that you'll need to know: <http://www.fprintf.net/vimCheatSheet.html>. Note that text in square brackets is optional. For example, you can type either `:q` or `:quit` to quit, but do not type `:q[uit]`. I also recommend checking out the built-in vim tutorial. When in the terminal, type `vimtutor` to begin an interactive tutorial on gVim. The tutorial is approximately 30 minutes in length. (Note: if you prefer a different text editor and it's on CSIL, you can use it instead.)

Once in your folder of choice, type `gvim pa01.py`. This will do two things. It will create a blank file called "pa01.py", and it will open this file in gVim. Use the gVim commands to write and save your project in this file.

4 Running a Program

While in the folder which has your program file in it, you can run your program by typing `python3 pa01.py`.

5 Submitting your Project

Ready to submit? To do so, type `turnin pa01@cs8 pa01.py` when you're in the folder containing your project file. (If you're working on the second project, change `01` to `02`, and so on). Follow the instructions to complete your submission.

Congratulations! You have just submitted your programming assignment!