

CS 1550

Lab 1 – Linux/Shell/C Pointers Basic commands Introduction

> Teaching Assistant Xiaoyu (Veronica) Liang

Recitation TA – Office Hours

- Office Hours (tentative)
 - Tuesday:
 - 5:00pm 6:00pm
 - Thursday:
 - 3:00pm 4:00pm
 - 5:00pm 6:00pm
- Office
 - SENSQ 6410
- Email
 - xil160@pitt.edu
- Slides Website
 - http://people.cs.pitt.edu/~xil160/CS1550 Fall2019/

CS 1550 – Introduction to Operating Systems

Common operating systems abstractions and mechanisms









CS 1550 – Introduction to Operating Systems

- Common operating systems abstractions and mechanisms
- Will provide basic knowledge common to many modern Operating Systems

































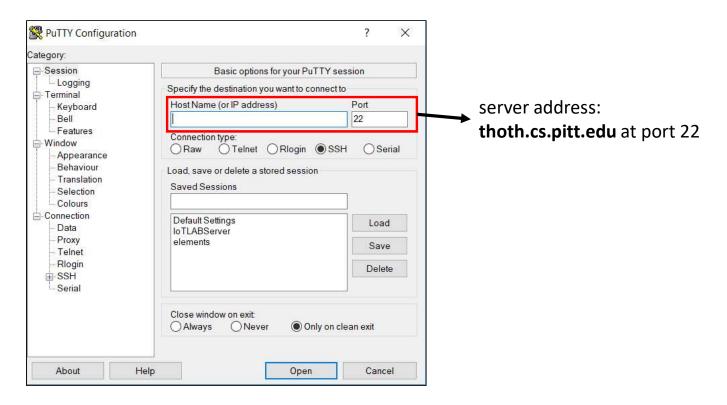


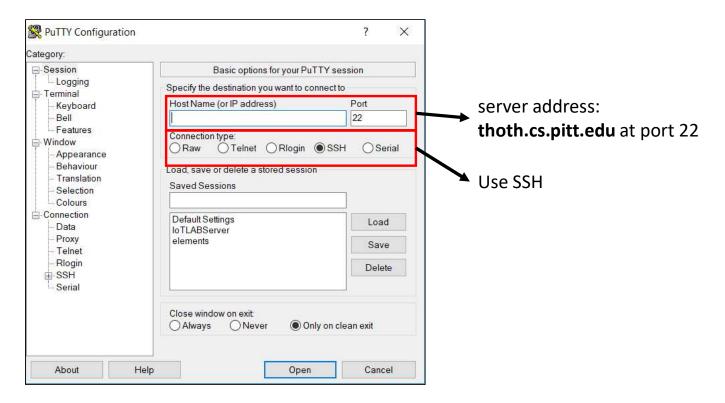


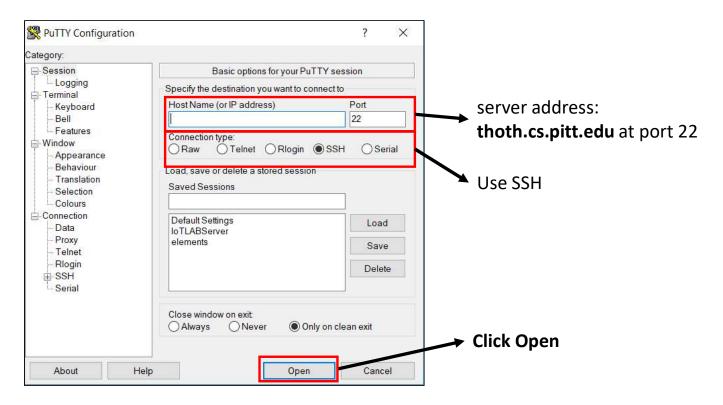
NetBSD DragonFly BSD Mac OS

SSH Clients

- Windows
 - Putty
- MacOS/Ubuntu
 - Terminal







```
elements.cs.pitt.edu - PuTTY - X

login as:
```

```
login as: xil160

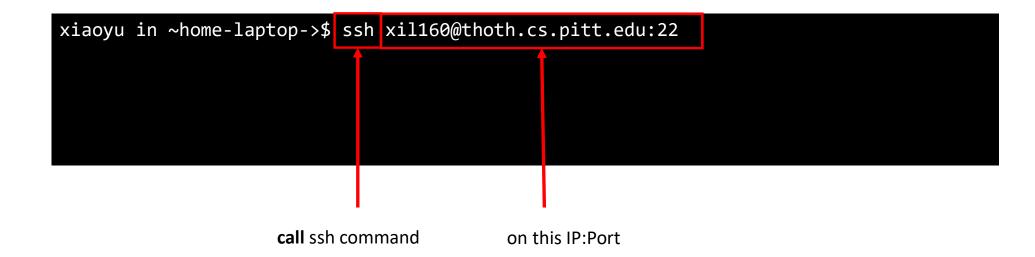
University of Pittsburgh
Department of Computer Science
Unauthorized access prohibited
xil160@elements.cs.pitt.edu's password:
```

```
xiaoyu in ~home-laptop->$
```

```
xiaoyu in ~home-laptop->$ ssh user@IPaddress:port
```



call ssh command on this IP:Port



Go to Applications > Utilities, and open Terminal.

```
xiaoyu in ~home-laptop->$ ssh xil160@thoth.cs.pitt.edu:22

University of Pittsburgh
Department of Computer Science

Unauthorized access prohibited

xil160@elements.cs.pitt.edu's password:
```

Just type and press enter, no cursor will show

Basic Linux Shell commands

- Once into a elements machine
 - Read, create directories and files
 - Compile C/C++ code
 - Whatever program/service you install or the OS already offers

Basic Linux Shell commands

- Check Current Directory pwd
- List directories Is
- Create/Remove directory mkdir/rmdir
- Remove files rm
- Copy files from anywhere to anywhere cp
 - cp <current path> <new path>
 - cp some_text.txt Desktop/
- Move files from anywhere to anywhere mv
 - mv <current path> <new path>
 - mv some_text.txt Desktop/

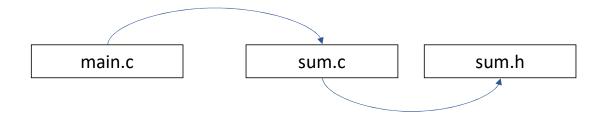
Environment variables

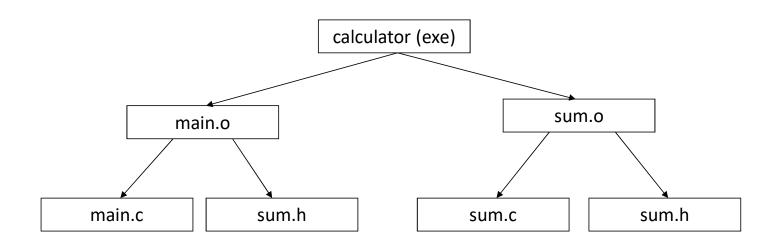
- Environment variables can hold textual information stored within the system that can be used by OS programs
 - env Lists all of the environment variables in the shell
 - *printenv* Prints all (if no environment variable is specified) of environment variables and definitions of the current environment
 - export Assigns or defines an environment variable
 - export PATH=\$PATH:/usr/local/bin
 - *unset* Deletes the environment variable

- Small programs (easy to compile)
 - single file

```
~home-laptop->$ gcc main.c -o calculator
```

- Small programs (easy to compile)
 - single file
- Bigger programs
 - multiple files





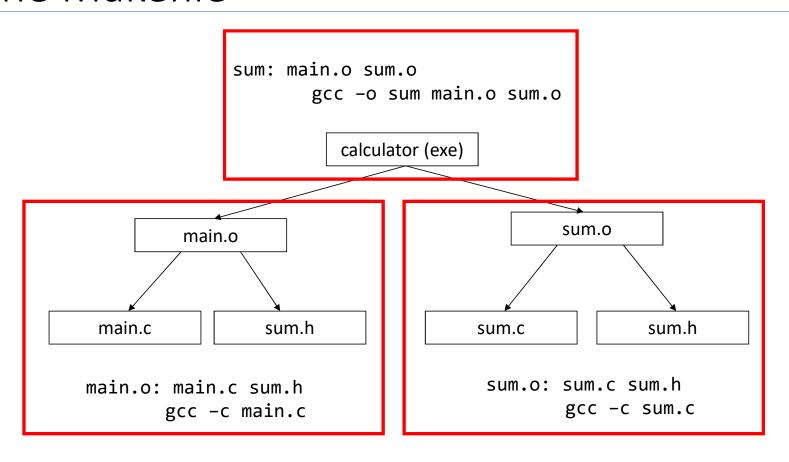
target: dependencies

action

```
calculator: main.o sum.o
  gcc -o calculator main.o sum.o

main.o: main.c sum.h
  gcc -c main.c

sum.o: sum.c sum.h
  gcc -c sum.c
```



• Running "make"

```
~home-laptop->$ make calculator
```

```
calculator: main.o sum.o
  gcc -o calculator main.o sum.o
main.o: main.c sum.h
  gcc -c main.c
sum.o: sum.c sum.h
  gcc -c sum.c
clean:
    -rm -f *.o
```

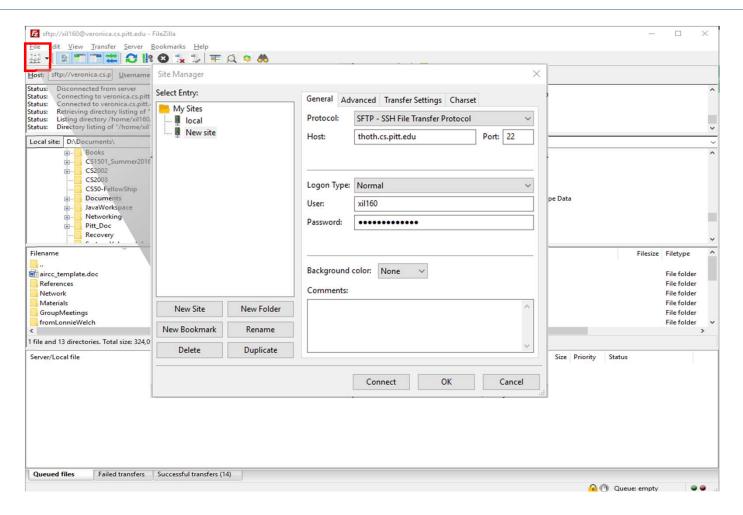
• Running "make"

```
~home-laptop->$ make clean
```

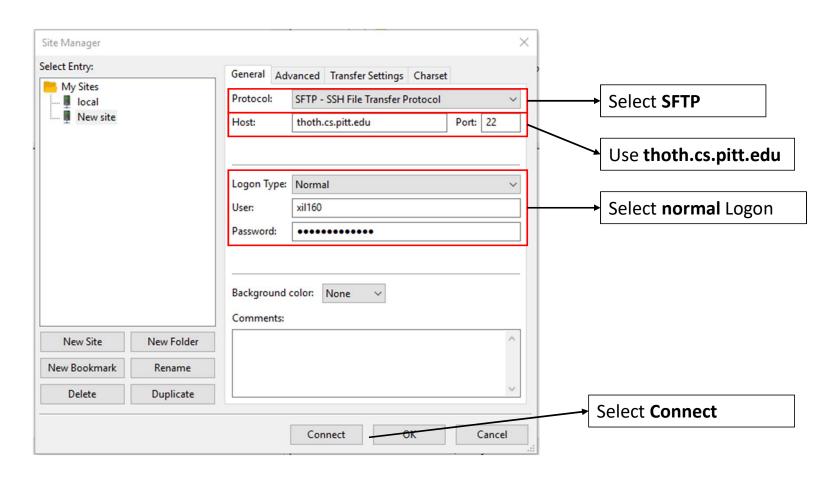
GUI based FTP Clients

- FileZilla Windows/MacOS
 - Copy files with drag and drop
 - Create directories
 - Delete files

GUI based FTP Clients

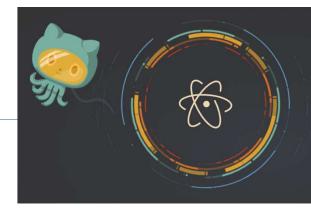


GUI based FTP Clients



Using Atom

- Good coding tool
 - Easily search for variables names in any file inside a folder
 - Lots of plugins
- Synchronize Files
 - install *remote-sync* (recommended)
 - Right click main project folder
 - Navigate to Remote Sync > Configure
 - Fill in the details / select options
 - Hit save
 - https://atom.io/packages/remote-sync



- Pointers are variables that contain memory addresses as their values.
- A variable name directly reference a value.
- A pointer *indirectly* reference a value.
- A pointer variable must be declared before it can be used.

- Examples of pointer declarations:
 - int ♣a;
 tells the compiler that the variable is to be a pointer, and the type of data that the pointer points to
- & and *:
 - & -- "address operator" gives or produces the memory address of a data variable.
 - * -- "dereferencing operator" provides the contents in the memory location specified by a pointer.

• A simple Example

```
int number;
int *ptr1;
int *ptr2;

ptr1 = &number;
number = 2;
ptr2 = &number;
printf("\n*ptr1 = %d\t*ptr2 = %d\n", *ptr1, *ptr2);
```

Arrays

```
int demoArray[5] = {8, 19, 34, 0, 3};
printf("Element \t Address \t Value \n");

for (int i = 0; i < 5; i++) {
    printf("demoArray[%d]\t%p\t%d\n", i, &demoArray[i], demoArray[i]);
}

//array names are just pointers to the first Element
printf("\ndemoArray\t\t%p\n", demoArray);

//dereference
printf("\n*demoArray\t\t%d\n", *demoArray);
printf("\n*(demoArray+2)\t\t%d\n", *(demoArray+2));</pre>
```



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