

Using the script Command

The `script` command allows you to capture output from a terminal session to a file, so it can be printed out, edited, etc. Its operation is quite simple - type `script filename` to activate it. Everything typed into or output to the terminal screen from this point on will be placed into the specified file. To turn it off, type `exit`.

WARNING: Usually, you should only use `script` at the very end of the development of a program, when you are ready to generate output to turn in. Interactive terminal sessions tend to get very long, and it will all get captured! Also, `script` will capture **ALL** the characters generated by programs that manipulate the cursor on the screen, such as `vi`; these will appear as garbage in the file. The only thing necessary (and desired!) for program turn-in is a listing of the source code (i.e., `cat file.c`), the compile command (`g++ file.c`), and the execution output from the program (i.e., `a.out`).

Example: Typing the following commands produces the file shown below (assuming that the file `hello.c` exists).

```
$ script helloscript
$ cat hello.c
$ g++ hello.c
$ a.out
$ exit
```

The script file looks like:

```
Script started on Fri Jan 26 16:00:02 2001
$ cat hello.c
#include <iostream.h>

void main()
{
    cout << "Hello, world!\n" << endl;
}

$ g++ hello.c
$ a.out
Hello, world!

$ exit
Script done on Fri Jan 26 16:00:34 2001
```