

How to Submit Programs with `checkin`

Program assignments for this class are to be submitted electronically using the “`checkin`” program. This program takes your file and copies it to a class directory. The contents of the file are left unchanged; however, the file name is prepended with your userid. Thus, if your userid is `user1234`, and you submit a program named `prog1.c`, the name that will be used when the file is submitted is `user1234.prog1.c`. In this way, your file named `prog1.c` will not interfere with another student’s file named `prog1.c`. The saved file is stamped with the date and time it was submitted. This date is used to determine whether a program has been submitted on time or not.

You can submit files of any type - source files, binary files, etc. If you resubmit a file with the same name - for example, you resubmit `prog1.c` because you found a bug in the original file, the original `prog1.c` will be renamed `prog1.c.bak` before the new file is copied. Only one level of backup is saved.

To submit your file, log into the CS department’s UNIX/Linux computer and type:

```
checkin filename
```

You will be prompted for the name of the class - for example, `cs210`. If the `checkin` was successful, you will get a confirmation that the file has been successfully copied, along with a list of all the files you have submitted, similar to the example below:

```
Saving old prog1.c as prog1.c.bak
Submission of prog1.c completed on Thu Jan 29 09:19:06 2004
Names of files you have checked in:
prog1.c
prog1.c.bak
oldprog.c
```

If the `checkin` command is issued without a file name, nothing will be checked in, but the list of files you have checked in will be displayed as shown above.

More specific information about the required submission for each assignment will be provided with the assignment requirements.

Note: Program assignments *must* be submitted using `checkin` - email or any other means will *not be accepted*.