CS240 - Operating Systems
How to Submit Programs

Program assignments are to be submitted electronically using the `cscheckin` 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.

Sometimes it is necessary to resubmit a file - for example, a bug is discovered in the original submission. If you resubmit a file - for example, you resubmit `prog1.c`, the original `prog1.c` will be renamed `prog1.c.bak` before the new version is submitted. Only one level of backup is saved.

To submit your file, log into one of the class Linux servers and type `cscheckin`. The program will ask you for the file to check in, followed by the class name. Note that you should submit the source code for your solution. Here is a sample dialogue:

```
$  cscheckin
Your current directory is /home/abcd1234
Enter file name to check in: hello.c
Course to check file in for (e.g., cs150): cs270
Submission of /home/abcd1234/hello.c completed on Thu Jan 28 11:58:24 2021
Names of files you have checked in:
Date Size Name
Thu Jan 28 11:58:24 2021 72 abcd1234.hello.c
End of list
```

The `cscheckin` program will accept and submit any legal file name; however, to facilitate automated processing of your source file(s), you should use a conventional naming methodology for your programs. For single source files, you should use the name prog$x.y$, where x is the assignment number, and y is the type of file. For example, if you write a C program for assignment #1, it should be named `prog1.c`. For more complicated assignments that involve multiple files, you should submit a `tar` file containing the necessary files to build your application. More specific information about the required submissions will be provided with each assignment.

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