

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 one of the CS department’s UNIX/Linux computers, and type:

```
checkin filename
```

You will be prompted for the name of the class - for example, `cs270`. 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:

```
Submission of prog1.c completed on Thu Jan 11 09:19:06 2007
Names of files you have checked in:
Thu Jan 11 09:19:06 2007 3315 prog1.c
Tue Jan 9 13:56:04 2007 496 oldprog.c
```

If you `checkin` a program a second time, the above message will also tell you that the old file has been renamed. 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.

You can look at any files that you have submitted. For example, perhaps you submitted a file, but you now want to make sure that it contains the correct information. This is done with the “`peek`” command. To view a file you have submitted, type:

```
peek prog1.c
```

The file’s contents will appear on the screen.

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*.