

CS341 - Operating Systems

How to Submit Programs

Programs 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 Linux computers, and type:

```
~cs341/checkin filename
```

You will get a confirmation that the file has been successfully copied, along with a list of the files you have submitted, similar to the example below:

```
Saving old prog1.c as prog1.c.bak
Submission of peek.c completed on Thu Jan 29 09:19:06 2004
Names of files you have checked in:
prog1.c          3315 Thu Jan 29 09:19:06 2004
prog1.c.bak     3315 Thu Jan 29 08:56:13 2004
oldprog.c      4963 Thu Jan 29 08:56:04 2004
```

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.

The `checkin` program will accept 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.