

CS245 - Computer Organization

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.s`, the name that will be used when the file is submitted is `user1234.prog1.s`. In this way, your file named `prog1.s` will not interfere with another student’s file named `prog1.s`.

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.s` because you found a bug in the original file, the original `prog1.s` will be renamed `prog1.s.bak`. Only one level of backup will be saved. The saved file will be stamped with the date and time it was submitted.

To submit your file, log into one of the CS department’s HPUX computers, and type:

```
~cs245/checkin filename
```

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

```
Submission of prog1.s completed on Tue Feb 12 16:38:17 PST 2002
Names of files you have checked in:
-rw-----  1 cs245      class          4130 Feb 12 16:06 abcd1234.prog1.s
-rw-----  1 cs245      class          4495 Feb 12 16:03 abcd1234.prog1.s.bak
```

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:

```
~cs245/peek prog1.s
```

The files contents will appear on the screen.