

Turning In Programs via Network

In addition to reading your code, I will be compiling and running copies of your programs to assure that they work as specified. Your program file must have a unique name. Name your program file using your last name and "P" and the number of the assignment, and use the appropriate extension. For instance, if you are using python, and your name is Clem Kadiddlehopper, and the assignment is program three, then your program file would be **kadiddlehopperP3.py**.

To turn in an electronic copy of programs, you will need to log on to my office computer from the lab and transfer a copy of your source file to a "DropBox" directory for this class.

The general steps are to first navigate to the directory in the programming lab where your program is stored. You will then use Secure File Transfer Protocol to establish a connection with my computer, logging in with user id cs161, cs162, or cs260 (whichever class you are in) and the password given in class.

Once you are logged in, use the **put** command to upload your program into the DropBox folder. Finally, exit.

Specific Instructions

In these directions, cs### is the number of this class, such as cs161, cs162, CS260.

- 1) Log onto a lab computer and open a terminal window.
- 2) Log on in the lab, and navigate to the directory where your work is stored.
- 3) Type **sftp cs###@rcroft.eou.edu**
- 4) In response to the password request, answer with the password announced in class.
- 5) type **cd Public**
- 6) type **put *program* DropBox**, where *program* is the complete name of your program file (see instructions for naming above).
- 7) type **exit**

Notes

Make sure that your program matches the hard copy you turn in.

Everything is case sensitive.