

In CISC1600 and CISC2000 classes, you are provided accounts on the CIS Dept's servers (storm for RH sections, erdos for LC sections). Both servers run Linux (a type of operating system) and are adopted as a common programming environment for all students.

To finish a programming assignment, you typically need to go through the following steps:

1. From your local computer (your laptop or lab computer), log on to the server
2. While logged on the server, using editors (emacs or vi) to type your program, compile, revise, test the program until the program has no compilation errors or known run-time errors.
3. When your program is ready to be submitted, first transfer the program source code (.cpp file, .h file) from the server to your local computer, and then submit the source code to the Autograder system.
4. You are typically given multiple submissions opportunities, therefore you can revise your program and resubmit your program (go back to step 2).

Below are links to tutorials for students programming from Windows Laptop:

- [Install MobaXterm](#) (skip this if you are using Windows lab computers)
- [Log on to server using MobaXterm](#)
- [Introduction to Linux](#)
- [Introduction to Emacs](#) or [Introduction to vi](#)
- [Transfer files using MobaXterm](#)
- [Submit programs to Aurograder](#)

Below are links to tutorials for students programming from Mac or Linux Laptop (including Linux lab machines):

- [Log on to server \(mac\)](#)
- [Introduction to Linux](#)
- [Introduction to Emacs](#) or [Introduction to vi](#)
- [Transfer files using scp](#)
- [Submit programs to Autograder](#)

If you have any questions or see any mistakes in these tutorials, please email your instructor who will pass them to the authors of these tutorials.