

## EECS22 Lab Week1

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## Course Overview

- Course website: <https://eee.uci.edu/11f/18056/>
- Course Communication
  - [eecs22@eecs.uci.edu](mailto:eecs22@eecs.uci.edu) (Administrative questions)
  - **Course Messageboard** (Homework and/or lab related questions)
- Some tips
  - Assignments
    - 5 assignments (1<sup>st</sup> 1.5 week, 2<sup>nd</sup>~5<sup>th</sup> 2 weeks)
    - **The deadline is strict.** (Monday at midnight 11:59pm )
    - Send homework early (multiple times, send something)
    - Academic Honesty (**Discussions are highly encouraged. Please don't copy codes**)
  - Exams
    - 1 mid-term, 1 final (Be ready for it, exam comes quickly)
- What will we do in the Lab section?
  - Discuss the homework (30 ~ 40 mins)
  - Implement the homework, Q&A
  - **Please read the assignment before the lab!!!**

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2

## Assignment1: Getting Started

- Log into the server
  - Use a terminal with SSH protocol (secure shell)
    - Windows: putty (demo), OpenSSH, cygwin
    - Macintosh: built-in ssh client
  - Connect to the EECS Linux server
    - ladera.eecs.uci.edu
  - Authorize yourself with user name and password (password will not be shown explicitly on the screen)
- Work in the Linux system environment
  - Linux shell prints command prompt awaiting input
  - Type in system commands
    - echo, date, ls, cat, man, more,
    - pwd, mkdir, cd, cp, mv, rm, rmdir
  - Refer to manual pages or google for help on commands

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3

## Assignment1:Linux System Environment

- Similar as Unix
- Linux Working Environment: Texture based
- Text editing
  - **vi** standard Unix editor
  - **vim** vi-improved (supports syntax highlighting)
  - **pico** easy-to-use text editor
  - **emacs** very powerful editor
  - many others...
- Pick one editor and make yourself comfortable with it!

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4

## Assignment 1: Guess the Number

### Activity 1: Jigsaw Discussion

- What is the input of the “Guess the Number” game? **[Red]**
  - Upper bound
  - Gessed numbers
- What is the output of the “Guess the Number” game? **[Yellow]**
  - Welcome messages
  - Whether the guess is too low/high
  - Correct guess information
  - Guess times

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5

## Assignment 1: Guess the Number

### Activity 1: Jigsaw Discussion

- How to generate a random number in C? (Any functions? Any header files? Please refer to the *HINT* part in Section 3) **[Orange]**
  - `srand(time(NULL));`
  - `stdlib.h, time.h`
- Please write down the characteristics you need to define a function. How many functions will you use to implement the “Guess the Number” game? **[Green]**
  - Function definition: function name, parameter list, return type, function body
  - Function declaration: if function is called before it is defined.

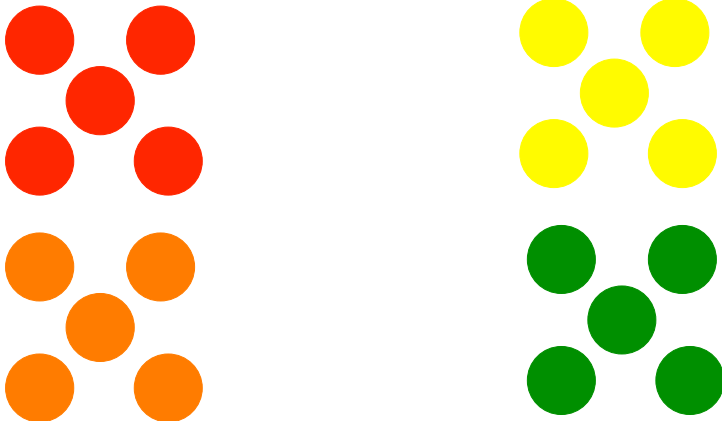
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6

## Assignment 1: Guess the Number

### Activity 1: Jigsaw Discussion



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## Assignment 1: Guess the Number

### Activity 2: Small Quiz + Think Pair Share

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W. Chen 8