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# 16.070 Introduction to Computers and Programming

February 7

Recitation 1

Spring 2002

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## **Logistics**

### **Sign-up**

At lab sessions, you are required to register your presence with the TA present. Please don't leave the sessions without being signed in!

### **Schedule**

**Lectures:** MWF at 2PM in 3-270

**Recitations:** Classroom sessions on Thursdays at 2PM. Classroom recitations will be held in 2-190, and will cover important course information, additional material that might not be covered in class, and reinforcement/elaboration of material that was covered in class.

**Lab sessions:** Mondays at 3PM and 4PM, and Tuesdays at 9AM, 12PM, 1PM, 2PM, 3PM and 4PM. By Friday at 2PM you will have indicated which of the Lab session slots clash with your curriculum. All lab sessions will be similar during any one week, i.e. attend only your assigned one. Only official changes to assignments are accepted, to be approved by Dr. Fesq, Kay Sullivan, or Louis Breger.

Lab sessions will be held in 33-202, a Win2k-Cluster. These sessions will comprise of example programming problems that will augment your programming skills and also guide you towards solving the course's compulsory problem sets. Each tutorial session will be concluded with a 10 minute discussion of the solutions to the problems. Lab problem solutions will be handed out at the end of lab and posted on the course website by 6PM on Tuesdays.

## 16.070 Website

The 16.070 website is at <http://web.mit.edu/16.070/www/>. Course information will be posted on this website, including announcements, handouts, Handy Board information and links to C programming sites. Be sure to check the site often. Problem sets, Lectures, Lab problems, Recitations, etc. may be found under the Handouts tab. Please spend a few minutes of your time becoming familiar with the page. Since this is after all a course about software and computers, we will be relying heavily on this page.

Always keep a look-out for announcements under Announcements (link from bottom center of main page)! Essential information such as problem set revisions, emergency help, surveys, etc. will all be posted here.

In addition there is a link to a “Muddy Points” (MP) section, under the Student Resources tab. MP is our way of receiving feedback regarding your understanding of the lectures and recitations. Please complete this section after each lecture whenever you would like to provide feedback. All comments are anonymous and we take your inputs very seriously. This helps us to gauge our performance and your understanding, thereby maximizing your benefit from this course during each lecture. Responses to MP inputs will be posted on the web.

## Problem Sets (see “Workstations” for more!)

Problem sets will be posted to the web on Wednesdays. Your solutions to the problem sets’ questions need to be returned at the start of class, on the due date indicated on each problem set. Problem sets are normally returned on Wednesdays, usually a week after they were handed out.

Each problem includes a Turn In requirement, listed at the end of the problem. Please follow the instructions carefully, since your grade will depend upon it.

Each separately numbered problem needs to be started on a separate page (regardless of the size of the answer), since each problem within the Problem set will be returned separately. There will be a return box for each problem, in class, on the problem set due date. Place each problem in its assigned box when returning your problem set. If your solution to a problem covers multiple pages, then staple together all pages belonging to a specific problem, and remember to write your name on each page. Do not staple all problems together.

Early Turn In on the due date of the problem set will be possible in the graduate TA office 17-010. If the office is not open, slide your work under the door.

Late Turn In will **ONLY** be accepted if you approach Louis Breger or Kay Sullivan before the problem set is due and the arrangement is accepted. All problem sets returned late without a prior arrangement will be marked down 1/3 of the total original mark for every window of 24 hours that it is late.

Solutions to problem sets will be posted before midnight of the first Monday after turn in.

Some problem sets require you to turn in C code in electronic format. We require you to use a naming convention when turning in files. Your Athena username makes up the first part of all file names that you hand in. This is then followed by “\_PS $n$ ” with  $n$  indicating the problem set number and then “\_P $x$ ” where  $x$  indicates the problem number. So let’s say your Athena email address is `mabaker@mit.edu`, and you are turning in a C file for problem 2 of problem set 4, then the filename would be `MABAKER_PS4_P2.c`. Any questions? If a different convention is required, it will be explicitly stated in the problem.

Indicate how long you spent working on each problem of the problem set at the top of the first page of each problem. Please remember to include this information, since it is used in your interest.

## Use of PCs

You are allowed to and encouraged to work on the programming sections of problem sets using your own PC. Laptops are ideal and can even be brought to the Lab sessions. If a PC is not available to you, the computer lab in 33-202 should be considered as your first option. Other areas with computers you can use are the Aero-Astro 1<sup>st</sup> floor lounge, the Aero-Astro library, and the mezzanine of the hangar area in building 33. Don't postpone your programming tasks until the last minute (esp. at the end of a term), since there are many more students than available PCs in the department...

To ensure that your data is readily available and the network does not get bogged down, save all information on your designated server directory space only (as opposed to the desktop). Your designated server space will be on the Aero-Astro server (18.34.0.143).

For Lab sessions you might want to bring along your Laptop if you have one. You will need to register for DHCP at <http://web.mit.edu/is/help/dhcp/> and bring along an Ethernet cable to connect to the network in 33-202. There are a sufficient number of power outlets and network drops in the room.

The TAs will support MS-Visual C as the compiler of choice, with MS-Windows Win2k as the operating system of choice. Experienced programmers may however decide to use a different operating system and compiler, without official support. This may work, but will require significantly more effort in the second half of the course when Windows specific libraries are provided.

For the first problem set, there may not be enough computers available for all the people in the class, so people with Athena skills and programming experience are encouraged to do their homework on Athena. Also **for the first problem set only**, if you are working on Athena or are unable to access the homework turn-in folder on Aero-Astro, you can email your homework answers to [lbreger@mit.edu](mailto:lbreger@mit.edu) as attachments. Email homework turn-in will still be due at 2PM on Wednesday, January 13<sup>th</sup> unless prior arrangements have been made.

MS-Visual Studio (C) is available for installation to all 16.070 students from the server `\\Aero-Astro` (IP = 18.34.0.243). The Student Resources tab of the web page has detailed Visual C install instructions for a variety of Windows operating systems.

### For new users logging into machines in bldg 33:

Username: Same as Athena

Password: to be given in recitation or contact Gerry <[nayden@mit.edu](mailto:nayden@mit.edu)>

## Workstations

### Problem Set Turn In

Some problem sets will require you to hand in program code (see Problem Set section above). Electronic turn in is accomplished by copying the .c code file (see naming convention above) into the directory "16.070HW" of the server "Aero-Astro" (IP = 18.34.0.243). Problem set turn in requirements will indicate if you need to copy a file to a specific sub-directory under `\\Aero-Astro\16.070HW\`.

You can see all files on the 16.070HW directory, but can only access the contents of files that you saved in the directory and cannot delete or rename any files. You cannot execute any file within the directory either.

Be sure to save only your final copy in this directory, since you cannot over-write even your own file and we want to stick to the naming convention discussed above. If for some reason you do make a mistake, save your updated file to the directory with "\_1" or "\_2" appended to the end of the file name to indicate a newer revision. Only your highest numbered revision will be graded.

In addition, you cannot save directly to this directory from within Visual C. You need to copy and paste your file's to this directory.