Computer Engineering 171  
Guide to Programming Projects  
Fall 2006

We will not be using the Engineering Design Center for this class. Instead, we will use the Software Engineering Lab server for our programming projects in this course:

- The server is called sprite.engr.scu.edu.
- Your username and password are identical to those of your Design Center account. However, changing your password on the server will not change that of your Design Center account, and vice versa.
- Your home directory is located on the server and is not the same as that of your Design Center account.
- The Design Center is not responsible for this machine. Contact me if you have any problems.
- The server accepts only ssh connections.
- The server does not accept ftp connections. If you wish to transfer files, initiate the connection from the server.
- Remote files such as your mail spool file and web pages are not available. If you send mail from the server, it will appear to come from your Design Center account.

Please note that use of this machine is subject to the same terms and conditions as the Design Center machines, with the added restriction that you are allowed to use the machine for programming projects related to this class only. Unauthorized use of the server will result in termination in your account and you will not be able to complete the programming assignments. The following software is installed for your use:

- GNU Pascal compiler: gpc
- GNU C compiler: gcc
- GNU C++ compiler: g++
- GNU Scheme interpreter: guile
- GNU Prolog interpreter: gprolog
- GNU Smalltalk interpreter: gst
- Standard ML interpreter: sml
- Text editors: vi, emacs, nano

For all programming projects, grading will be based on correctness of implementation, commenting and code style, and solution to the problem. Place all files in a subdirectory of your home directory on the server called turnin. You must name your files as specified in the project assignments in order to receive credit. There will be no exceptions to this policy.