

Programming Basics — Recap
First step is to understand the problem.
Next step is to develop an "algorithm" (roughly, a computer-understandable way to solve the problem).
After that (or really at the same time), express the algorithm in a program ("source code", which we'll create with a text editor).
Finally, do what you need to do to get the computer to run your program. Usually on the first try you will get "syntax errors" — computers are far pickier than humans. Once you resolve those you can try the program and observe whether it solves the intended problem.

Text Editors
Many, many text editors, and people have favorites. Notepad is an example from the Windows world.
I use and will teach in this class vi: It's found on every UNIX/Linux system I know of, and is very powerful, though it takes some getting used to. (vi on our Linux machines is actually vim, a more featureful "clone" of the original vi.)
Other popular Linux text editors include emacs, pico, and gedit. Advice: Give vi a real try first, but if using it is just too painful, use something else!

vi Basics
vi has two modes — insert mode (where what you type goes into the file) and command mode (where you can type commands to copy, move, delete, save, etc.).
You start an editing session by typing, e.g., vi hello.txt. It starts in command mode. Enter insert mode by typing i. Exit by pressing ESC. Move around with the arrow keys. (Try entering some text.) Backspace deletes a single character.
Save by typing : w; exit by typing : q.
Highly recommended: vimtutor brings up an interactive tutorial. (Homework 1 asks you to try it.)

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