Administrivia

- Did you get a "this is a test of the class mailing list" e-mail message? and/or a message about the syllabus? If not, let me know and I'll add you to the mailing list.

- Homework 1 will be on the Web soon (I'll let you know when and a due date by e-mail).

Slide 1

Syllabus / More Administrivia

- One purpose of the syllabus is to spell out policies, especially about:
  - Course requirements and grading.
  - Late work.
  - Academic integrity.

- Most other information will be on the Web, either on my home page (office hours) or the "course Web page".

- Part of my job is to answer your questions outside class. E-mail usually works well if office hours don't.

Slide 2

A Few Words About Computer Use in Class

Slide 3

- (I say this to all my classes. For this class it seems less necessary, but . . .)

- Checking your e-mail when you first get here is okay.

- Taking notes online is okay. Trying out things we're talking about in lecture is okay.

- Surfing the Web or playing games during lecture is not okay — fun, but distracts you and maybe your neighbors.

- Remember that I can lock all screens, project what's on one student's screen, etc. — and I will if need be. But I'd rather start by assuming you're all responsible people who will do the right thing!

What I Hope You Will Get From This Class

Slide 4

- More things in your "bag of tricks" — shell features, shell scripts, makefiles, a text editor, etc., etc.,

  (Most of what we talk about will be applicable to all UNIX systems, not just Linux.)

- Practice in reading man pages and otherwise learning more.

- Exposure to a different operating system / user interface paradigm.

Shameless Evangelism/Ranting

Slide 5

- There are those who will say that UNIX is obsolete — history goes back to 1969! But you can fix a lot of bugs in 35 years, and the odds are better that what you learn will still be useful years from now.

- And it's not user-friendly! Sure it is, it's just choosy about its friends. Designed by programmers for programmers — "expert-friendly" as opposed to "novice-friendly."

- And everyone knows GUIs are better! For some things and some people, maybe so. But which is more expressive, pointing and gesturing or speech?

The UNIX Philosophy

Slide 6

- As stated by one of its developers (Doug McIlroy):

  "Write programs that do one thing and do it well. Write programs to work together. Write programs to handle text streams, because that is a universal interface."

- There's more, but the emphasis is on (1) providing a set of lightweight tools that can be put together to do interesting things, and (2) providing choices to users (sometimes almost too many!)

Slide 7

Reading The Fine Manuals

- One of the most useful things you can learn is how to learn more. Documentation on UNIX systems is not always perfect, and it's not particularly novice-friendly, but usually it's thorough.

- Places to look:
    - `man` pages. Organized into "sections" (user commands, sysadmin commands, library functions, etc.). `apropos` or `man -k` are useful.
    - `info` pages.
    - Elsewhere on the system. `locate` on Linux may help.
    - The Web, via your favorite search engine.
    - Usenet, including Google's archives (click "Groups" from Google's main page).

Slide 8

RTFM, Example

- Try `man man`.

- Of particular interest is the section `SEE ALSO`.

- Try `apropos`.

- Now you probably want to know about `more`, or `less`.

Files — A Primer

- Filenames — what characters are legal?

- Paths — absolute and relative.

- Permissions — how to view/set.

- Hidden files.

- Links.

Slide 9

Minute Essay

- What are your goals for this course? Are there specific topics you're interested in?

- Do you have access to a Linux or UNIX system other than the department's lab machines?

Slide 10