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#### Administrivia

• Reminder: Projects due next week (May 5, presentations during finals time).

All homeworks due no later than May 8.

• Information about grades so far mailed (a bit) earlier today.

#### Slide 1

# Course Wrap-Up — What I Hope You Got From This Class

- More things in your "bag of tricks" (see next slide).
- Practice in reading man pages and otherwise learning more.
- Exposure to a different operating system / user interface paradigm many small programs that work together, information kept in text files, emphasis on being expert-friendly and scriptable, etc.

"A tour of UnixWorld / TextWorld."

Slide 2

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# Course Wrap-Up — Topics

 Shell features — command history, redirecting input and output, scripting features (if/then/else and loops).

- Pipes.
- Filter programs (awk, sed, grep, etc.).
- Text editors.
- ATEX.
- make and makefiles.
- Regular expressions (for text editing, grep, etc.).
- Miscellaneous other text-mode tools mail, screen, games, etc., etc.
- A little about X, installing software, and CGI scripting.

#### From First Lecture — Shameless Evangelism/Ranting

- "UNIX is obsolete history goes back to 1969!"
   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.
- "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."
- "Everyone knows GUIs are better!"
   For some things and some people, maybe so. But which is more expressive, pointing and gesturing or speech?
- (You don't have to agree with me; listen and decide for yourself.)

Slide 3

Slide 4

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# From First Lecture — The UNIX Philosophy

• 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."

Slide 5

• 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!)

### Minute Essay

• None — sign in.

Slide 6