

CS 341 Linux Notes

To enter and edit a program:

After you log in, if you type `pico filename` you will automatically create a file with the file name you gave it and can begin editing with the **pico** editor. The pico editor is probably the easiest linux editor to use at the beginning (later on you will appreciate vim and/or emacs). pico is a menu driven full screen editor, so just follow the menu commands.

Note: When writing a C or C++ program use the file name extensions of `.c` or `.cpp`

For example: `program1.c` or `program2.cpp`

This will also help you to know that these are C or C++ programs.

After you save your program, you can type **ls** at the command prompt. This is the directory listing command in linux (UNIX). Now you will see the files that you have in your directory.

Compiling and Running a c or c++ program:

In linux, to compile a c program you type:

`gcc filename.c -o executable_filename` (of course you make up your own executable filename). The `-o` means create the output file named

Now to run your program, you must run the executable filename:

`./executable_filename`

Your program will now run.

Note: If there are any syntax errors they will show up at the compile stage. You may go back into pico to debug your program:

`pico filename.c`

Note: If you write a program that uses c++ commands, such as `cout`, `cin`, `class`, etc. use a `cpp` filename extension and use the `c++` (or `g++`) compiler. For example:

`c++ program2.cpp -o program2`