$ cat welcome.c
#include <stdio.h>

int main(int argc, char *argv[])
{
    printf("Welcome to COS 217\n");
    printf("Introduction to Programming Systems\n\n");
    printf("%s %d\n", "Fall", 2022);
    return 0;
}

$ cat Makefile
CC=gcc217
welcome: welcome.o

$ make
gcc217 -c -o welcome.o welcome.c
gcc217 welcome.o -o welcome

$ ./welcome
Welcome to COS 217
Introduction to Programming Systems
Fall 2022
Agenda

Course overview
• Introductions
• Course goals
• Resources
• Grading
• Policies

Our computing environment
• Key software / terminology
• Navigating the filesystem
• Demo (time permitting)
Introductions

Instructor of Record

• Christopher Moretti  cmoretti@cs.princeton.edu

Faculty Preceptors

• Xiaoyan Li  xiaoyan@cs.princeton.edu
• Donna Gabai  dgabai@cs.princeton.edu

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• Jihoon Chung  jc5933@princeton.edu
• Qingchen Dang  qdang@princeton.edu
• Maxine Perroni-Scharf  maxi@princeton.edu
• David Xu  dx8527@princeton.edu
• William Yang  williamyang@princeton.edu
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Goal 1: Programming in the Large

Learn how to compose large(r) computer programs

Topics

- Modularity/abstraction, information hiding, resource management, error handling, testing, debugging, performance improvement
- Tools: ssh, bash, shell utilities, git, gcc, make, gdb, gprof, valgrind, splint
Along the Way: Learn Linux

**Question:** Why use the Linux operating system?

**Answer 1:** Linux is the industry standard for servers, embedded devices, education, and research

**Answer 2:** Linux (with GNU tools) is good for programming (which helps explain answer 1)
Goal 2: Lower-level Languages

int main(void) {
    while ((iChar = getchar()) != EOF) {
        lCharCount++;
        if (isspace(iChar)) {
            if (iInWord) {
                lWordCount++;
                iInWord = FALSE;
            }
        }
    }
}

main:
.LFB0:
.cfi_startproc
stp x29, x30, [sp, -16]!
.cfi_def_cfa_offset 16
.cfi_offset 29, -16
.cfi_offset 30, -8
add x29, sp, 0
.cfi_def_cfa_register 29
b .L2

RELOCATION RECORDS FOR [.eh_frame]:
OFFSET TYPE VALUE
000000000000001c R_AARCH64_PREL32 .text

Contents of section .text:
0000 fd7bbfa9 fd030091 39000014
00000090 ..........9.......

C PROGRAMMING LANGUAGE
Along the Way: Learn C

Question: Why C instead of Java?

Answer 1: A primary language for “under the hood” programming in real code bases.

Answer 2: A variety of experience helps you “program in the large”
Goals: Summary

Help you to gain ...

Programming Maturity
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Lectures

Describe material at a mix of levels

• Some conceptual (high) overview
• Some digging into details

Slides on course website

Recordings of live lectures may be posted

Videos from some previous offerings are available on Youtube

Etiquette

• Ask questions as they come up!
• Use electronic devices only for taking notes or annotating slides
• Limit your SnapFaceInstaGooTok, please -- for yourself and your neighbors
iClicker

Occasional questions in class, graded on participation not correctness.

- Using an app on your phone or the web client

- Setup is "iClicker Cloud", integrated with our course's Canvas.

- Register, select Princeton University, and find the course "COS 217 – Fall 2022"
iClicker Question

Q: Can you answer this iClicker question today?

A. Yes

B. No, but I’ve been practicing my mental electrotelekinesis and the response is being registered anyway

C. I’m not here, but someone is iClicking for me (don’t do this – it’s a violation of our course policies!)
Precepts

Describe material at the “practical” (low) level
• Support your work on assignments
• Hard-copy handouts distributed in precept
• Handouts available via course website

Etiquette
• Attend your precept: attendance will be taken
• Must miss your precept? ⇒ inform preceptors & attend another
• Use TigerHub to move to another precept

Precepts begin today!
Websites

https://www.cs.princeton.edu/~cos217
(Course website)
  • Home page, schedule page, assignment page, policies page

https://princeton.instructure.com/courses/7711
(Canvas)
  • Links to Ed, Library reserves and other readings, NameCoach
https://edstem.org/us/courses/27494/discussion

• Also available as a Canvas link from the course website
• Q&A – post here instead of emailing staff when possible

Etiquette

• Study provided material before posting question
  • Lecture slides, precept handouts, required readings
• Read / search all (recent) Ed threads before posting question
• Don’t reveal your code!
  • See course policies
  • Click “private” if in doubt – we can make it public after-the-fact
Books

  • King
  • C programming language and standard libraries

ARM 64-bit Assembly Language (required / online)
  • Pyeatt with Ughetta

The Practice of Programming (online)
  • Kernighan & Pike
  • “Programming in the large”
Help!

Office Hours
• 2+ hours every weekday + Sunday, some in-person, some Zoom
• "Concepts" office hours after lecture: course material, not debugging
• Schedule is on the course website
• Zoom office hours links to queue form and status page are on Canvas

Intro COS Lab Hours
• Intro Lab TAs are your peers who have already completed this course.
• Available 4+ hours per day, every single day (some days in-person, some online): https://introlab.cs.princeton.edu/
• These sessions are specific to debugging your assignments.
Go to (regular or concepts) office hours for conceptual help with course materials
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Grading

* 6 assignments × 10% each. Late assignments 20% off per day; 4 late days free.

** During midterms week and final exam period, respectively.

*** Did your involvement benefit the course?
  - Lecture/precept attendance and precept/Ed participation

<table>
<thead>
<tr>
<th>Course Component</th>
<th>Percentage of Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>Assignments *</td>
<td>60</td>
</tr>
<tr>
<td>Midterm Exam **</td>
<td>10</td>
</tr>
<tr>
<td>Final Exam **</td>
<td>20</td>
</tr>
<tr>
<td>Participation ***</td>
<td>10</td>
</tr>
</tbody>
</table>
Programming Assignments

Regular (every 1.5-2.5 weeks) assignments

0. Introductory survey
1. “De-comment” program
2. String module
3. Symbol table module
4. Debugging directory and file trees *
5. Assembly language programming *
6. Buffer overrun attack *
*(partnered assignment)

Assignments 0 and 1 are available now: start early!!
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Policies

Learning is a collaborative activity!
  • Discussions with others that help you understand concepts from class are encouraged

But programming assignments are graded!
  • Everything that gets submitted for a grade must be exclusively your own work
  • Don’t look at code from someone else, the web, GitHub, etc. – see the course “Policies” web page
  • Don’t reveal your code or design decisions to anyone except course staff – see the course “Policies” web page

Violations of course policies
  • Typical course-level penalty is 0
  • Typical University-level penalty is suspension
Mental Health

COS 1xx/2xx courses are hard under the best of circumstances

- Information-dense
- Programming is a new skill, or “craft”: not like writing essays or doing problem sets

These are not the best of circumstances

- 2.5 years in, yet we all remain worried about ourselves, friends, family
- We all feel stressed, anxious, uncertain – but when these veer into panic or depression…

Say something, and get help

- Reach out to CPS, your residential college dean, course staff
- No judgment – the rest of us are feeling it too
Questions?
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ssh! While I bash this shell...

A quick COS217 ↔ English dictionary so that we’re on the same page
## What’s an Operating System?

### Narrow definition:

A piece of software that controls the interaction between programs and hardware (CPU, memory, storage, peripherals).

Also called a “kernel”.

### Modern Kernel Examples

- Unix lineage: Linux, XNU
- VMS lineage: Windows NT

### Looser definition:

The kernel plus a variety of libraries and tools built upon it, that provide a specific experience to users (e.g., GUI).

### Modern “OS” Examples

- Linux kernel: Linux/GNU, Android
- XNU kernel: macOS, iOS
- Windows NT kernel: Windows
What’s a Command Line?

<table>
<thead>
<tr>
<th>Graphical User Interface (GUI):</th>
<th>Command Line Interface (CLI):</th>
</tr>
</thead>
<tbody>
<tr>
<td>Graphical “point and click” or “swipe and tap” paradigm for interacting with programs.</td>
<td>Text-based paradigm for interacting with programs.</td>
</tr>
<tr>
<td>Programs usually designed to respond to “events”, and display output via “widgets”.</td>
<td>Programs usually designed to accept typed (text-based) input and produce text-based output.</td>
</tr>
<tr>
<td>Often more user-friendly.</td>
<td>Easier to code, more flexible, and easier to execute remotely.</td>
</tr>
</tbody>
</table>
What’s a Terminal and a Shell?

**Terminal Emulator:**
GUI program that relays typed input to a CLI program and displays its output on the screen.

**Shell:**
CLI or GUI program for managing files and running other programs.

**GUI examples:** Mac finder / dock, Windows file mgr / start menu

**CLI example:** bash
What's ssh?

**ssh:**

Stands for “secure shell” but it’s not a shell!

CLI program that connects to sshd on another computer and relays text back/forth securely.

**sshd:**

Program that runs continuously on a server, accepts network connections from ssh clients, and relays text back/forth to a local shell (e.g., bash).
Programming Environment – The Illusion

Server

ArmLab Cluster

- Linux OS
- GNU tools
- Your Program

armlab01
armlab02

Client

Your Computer

SSH
Programming Environment – The Reality

Linux OS
- bash
- sshd
- armlab

MacOS
- ssh
- bash
- Terminal
- GUI

Your Mac/Windows computer
What’s a Text Editor?

**Text Editor:**
- Allows editing *plain text*:
  - just a sequence of characters.
- **Examples:** TextEdit, Notepad, emacs

**Word Processor:**
- Allows editing text with formatting (various fonts, paragraphs, etc.)
- Does *not* output plain-text.
- **Examples:** Word, Pages

**Integrated Development Environment (IDE):**
- Text editor optimized for code – usually integrates syntax coloring, compiling, searching for errors, sometimes suggesting variable names or code snippets.
- **Examples:** IntelliJ, Visual Studio, emacs *with the appropriate configuration*
Filesystems

Directories
(“folder” metaphor in GUIs)

```
#include <stdio.h>
int main(void)
{
...
}
```

Files

Machine code ..
#include <stdio.h>

int main(void)
{
  ...
}
Filesystems

Current directory / working directory

- Any name *not* starting with `/` is interpreted starting at the current directory: *relative* path

- Change current directory with `cd` command

```c
#include <stdio.h>
int main(void) {
    ...
}
```

<table>
<thead>
<tr>
<th>Relative: you/hi.c</th>
<th>Absolute: /u/you/hi.c</th>
</tr>
</thead>
</table>

- e.g., if `/u` is current:

Machine code …
Filesystems

Special names

• . (single dot) is “here”
• .. (double dot) is parent
• ~ (tilde) is home

```c
#include <stdio.h>
int main(void) {
...
}
```
Next steps ...

Check out course website soon
  • Study “Policies” page

Upcoming lectures: Git, C programming
  • In preparation for assignments 0 and 1