

CS150 - Lab Prep 1

Due: Friday Sept. 16, at the beginning of class

This is a short assignment to make sure everything is setup for our first lab. It shouldn't take long, but will require you coming in to the lab in MBH 505, where class is held.

1 Getting your environment setup

You should have an account on the computer science machines. This account uses the same username and password as your general Middlebury account, however, it is a separate account. Files that you store on these computers will not be accessible when not in the lab and vice versa (without some work).

Find a computer and login. If you have troubles logging in e-mail the professor asap.

In this class, we'll be using Macs in the lab, though Python is open-source (i.e. freely available) and can be installed on Windows or other operating systems. See the course web page for how to install Python and WingIDE on your own computer (at the bottom below the schedule).

- Create a new directory on your desktop called **cs150**

To do this, right-click on the Desktop (if you only have a one-button mouse hold the **control** key and click) and select **New Folder**. Click on this newly created folder (it will be called something like "untitled folder") and then hit **return/enter**. This allows you to edit the folder name. Type "cs150" and hit **return/enter** again.

- Create a new directory within the **cs150** folder called **assignment1** (in preparation for the first assignment on Friday)

If you double-click on your newly created **cs150** folder it will open up **Finder**, which is Mac's file browser. You should be in your **cs150** directory, but if you ever need to navigate to it, you can click on the **Desktop** link under **Places** on the left and then double click on the folder from there.

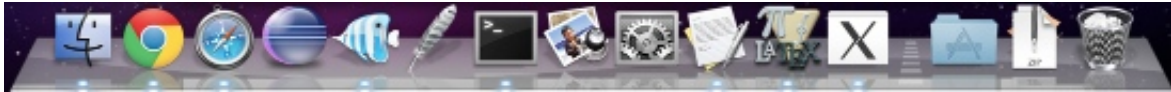
Once you're inside your **cs150** folder, click on the icon that looks like a sprocket at the top of the window:



and then select new **New Folder**. Within **Finder** you should just be able to start typing to rename the folder. Rename this new folder to “assignment1”. If for some reason this doesn’t rename it, as before, click on it then hit the **return/enter** key.

- Create a shortcut for WingIDE on the Dock at the bottom of the screen

Mac includes shortcuts at the bottom of the screen call the “Dock” that allows you to launch applications, folders, etc. quickly. Below is a picture of my Dock:

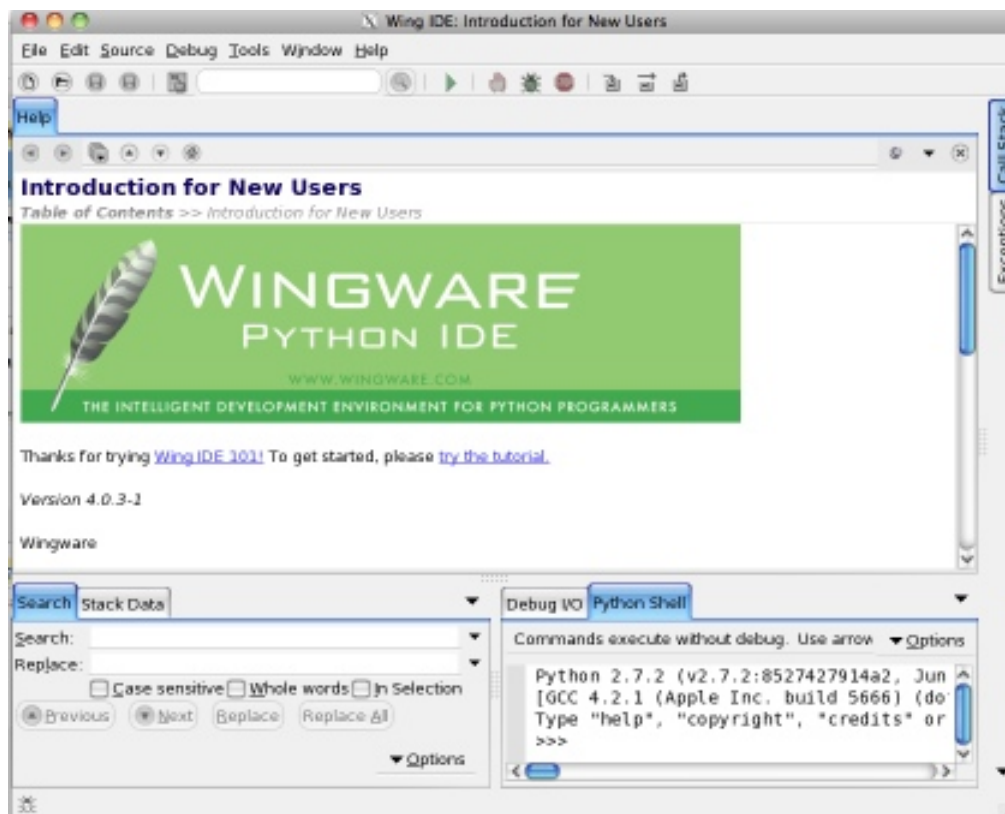


We’re going to add WingIDE to the dock for easy access (what does IDE stand for?).

To add an application to the Dock, all we need to do is find it and then drag it over the Dock where we want it. The easiest way to do this is to *search* for the application we want. Click the magnifying glass at the top right corner (or type **command + space.bar**) and then type WingIDE. As you start to type you should see “WingIDE.app”. Click and drag this into your Dock at the bottom of the screen to add it.

- You can now click on the logo in the Dock (it looks like a feather) and it starts the WingIDE. Go ahead and do this.

When you start WindIDE is should look something like:



If this screen comes up, you can quit and you're all set up for lab on Friday.

2 Administrative issues

Read the administrative handout posted on the course web page about class policies.



3 When you're done

When you're all done, write your name, class number (including section), date and assignment number at the top of the paper. Answer the following questions on this paper and bring it to class on Friday.

1. What does IDE stand for?
2. What is the class policy on late work?