

COP 5611 Simulator Project - Spring 2005

The directions below assume that you are logged into your *olympus* account. If you have any questions, send email to your instructor.

- (0) Remain in your directory. There is **NO** need to do `cd` into any other directory.
- (1) There is a Makefile in the `~emontagn/project` directory. Make a link to that file in your directory. Do not copy it to your directory. You can link to it with the following command:

```
ln -s ~emontagn/project/Makefile Makefile
```

- (2) Execute **make copyfiles**. This will copy necessary files from my directory into your current directory. After this, you should have the following files:

```
obj1.c obj2.c obj3.c obj4.c obj5.c obj6.c simulator.c  
externs.h osdefs.h intro.doc
```

Print all the files.

After printing, **delete** `externs.h`, `osdefs.h` and `simulator.c` from your directory.

- (3) To compile, execute **make obj1.o**
(change this to `obj2.o`, `obj3.o`, etc. for the other objectives)
- (4) To copy data files, execute **make datafiles**
(copy other data files by replacing 1 with the current objective number).
- (5) To link, execute **make sim**
- (6) To run your program, execute **sim**
- (7) Debug your code and correct errors.
- (8) To run `ossim` and get a correct output file to compare, execute **make correct-output**
This always creates a file `ossim.out` in your current directory.
- (9) To compare your results, execute **make compare OBJ=1** (=2, =3, etc. for the others)
- (10) To submit, execute **make submit**

SPECIAL NOTES:

- (a) Do NOT edit **any** datafiles. Not even `config.dat`. (despite what the instructions say)
- (b) Do NOT retain any header files (`*.h`) in your directory after printing them. You will run into problems later if you do not delete them.
- (c) You will only submit the files `obj1.c`, `obj2.c`, etc. **DO NOT** modify the header files, `simulator.c` or the `Makefile`. We will not accept those files and will not use them when we compile and test your objectives. If your code depends on them, it won't run for us, and you know what that means.

SIMULATOR PROJECT SCHEDULE Spring 2005

After ending each objective you must submit to verify that the objective is working properly.

DATE	EVENT	
April 15th	Due at midnight	← PROJECT END.

Submissions after midnight on the due date will be considered late and receive a penalty.

Grading and Submission Notes:

- (1) Penalties for late submission are:
- up to 1 day late - 10% off
 - up to 2 days late - 20% off
 - objectives are not accepted more than 2 days late (i.e. 0% for that project)