

- Login with your *login id* and *password*. Change password using a command `passwd`.
 - Make a directory with name *PH407*. Make a subdirectory with name *Lab1* in *PH407*.
 - Make *Lab1* your current directory.
- Create a file with name `helloworld.c` and type the program given below. Notice that there are two deliberate mistakes in it.

```
/* The first program */

#include <stdio.h>

main() {

    printf("Hello, World")

}
```

When you compile (translate) this program with `cc`, you will get some messages. Read these messages carefully. Correct the program and compile again. Execute with `a.out`.

- Type, compile and execute the following program.

```
/* Arithmetic Expressions */

#include <stdio.h>

main() {

    printf("5 is an integer\n");
    printf("%d is an integer\n",5);

    printf("Approximate value of pi is 22.0/7.0\n");
    printf("Approximate value of pi is %f\n",22.0/7.0);

    printf("100 F corresponds to %f C\n",5.0*(100.0 - 32.0)/9.0);

}
```

- Write a program to evaluate and print the result of the following expressions:
 $111*111$,
 $1.0 + 1.0 + 1.0/2.0 + 1.0/2.0/3.0 + 1.0/2.0/3.0/4.0$
 $2147483648 + 2147483648$
- Write a program that draws a picture of a flower on the screen.

Some Linux Commands File Management

- `cat`— for creating and displaying short files
- `vi`— for creating and editing files
- `cp`— for copying files
- `mv`— for moving and renaming files
- `rm`— remove a file
- `more`— use to read files
- `head`— display first part of file
- `tail`— display last part of file
- `wc`— Find the number of words, characters in a file

Directories

- `mkdir`— create directory
- `rmdir`— remove directory
- `cd`— change directory
- `ls`— see what files you have in current directory
- `pwd`— find out what directory you are in

Miscellaneous

- `chmod`— change permissions
- `date`— display date
- `lpr`— standard print command (see also `print`)

vi Editor Commands in Command Mode.

- arrow keys – for moving the cursor
- `i` or `I` or `a` or `A` – Enter insert mode for typing
- `Esc` key – End the insert mode.
- `x` or `X` – Delete a character
- `d` – Delete a line