

# Learning To Love Linux

## Program Introduction Spring 2007

### Why Are You Getting This Letter?

Your professor has told you about this program and has required that you complete learning about the LINUX Lab. Please see your instructor if you have any questions about your being required to do this.

Participating instructors are: Breecher, Green, Han, Sternberg, and Xuan.

### WHY Are Professors Requiring This?

Because we believe that learning about LINUX and how our lab works will allow you to better use the resources we have available. You probably can get around using Windows on your own Personal Computer – but Windows is very limited in what it allows you to do. Linux is very powerful – and we want to give you that power. In addition, being able to put Linux familiarity on your Resume is a good thing.

### How Will It Work?

Details about all these items are given below. But very briefly:

1. Show up in during the time Proctors are there – BP 310.
2. Do The Work
3. Get Signed Off

### When Should You Show Up In The Lab?

The Lab is open Sundays thru Thursdays. Hours are 4:00 – 10:00 except Sunday, which is 6:00 – 10:00. There's a proctor there during all of those times. The proctor is your friend – he/she will show you how to get the LLL materials, will answer your questions, and will sign you off when you've completed the tasks.

### What Happens When You Come To The Lab?

There is a series of 6 modules that you will complete during the semester. Each of these modules is divided into several sections:

1. Introduction – what's this module about and why should you care.
2. References – where you can go to get additional information about the tasks you are asked to perform.
3. Things to Learn – these are the general topics we want you to know more about.
4. Things to Do – we give you specific tasks that will help you become familiar with the topics we've defined in #3.
5. Show And Tell – you demonstrate to a proctor that you have succeeded in learning the material in this section. The proctor "signs you off".
6. Feedback – this section asks that you tell us how it went. Were there parts of this module that you found incomprehensible? What can we do to make it better?

Your job is to complete each of these modules. Read through the materials provided – focus on the "Things To Do" section, and then find material among the References that will let you accomplish those tasks. This isn't about theoretical learning – it's about hands-on doing.

## **How Do You Get Signed Off?**

That's the job of the proctors. They will give you help along the way too. Ask them if something isn't clear. BUT – do try to figure it out on your own first. A big part of LINUX is that there's a tremendous amount of information on-line so you should first see what you can find yourself. Then ask the proctors when you get stuck. The proctors will ask you the questions in the Show & Tell section. When they are satisfied that you sound intelligent, they will declare you "signed off" and record that fact in a file where we can find that information. That "Signoff Record" will then be conveyed to your Professor.

## **Time Table – When Are These Modules Due?**

Human nature being what it is, we would all likely wait until the last minute to complete these modules. In general, you should plan on spending about two weeks on each of these modules. The first one will be a bit tougher – it's longer and it's always hard to get into a new endeavor.

- Module 1: Basic Command Line
- Module 2: VI, SSH, and other goodies
- Module 3: The System Environment
- Module 4: Developing Scripts Using Perl
- Module 5: Getting new programs
- Module 6: Building a webpage

## **Who's In Charge?**

Professor Xuan is in charge of making this happen this semester. Modules have been written by Liz Couture '08, Jule Slotbeek '05 and Christina Paciello '06. If you have any questions, ask the proctors and/or a professor.