#### RESTRICTED ENVIRONMENT COMMANDS

kill cat ls νi gedit ps ср pc2team time lpr jove score pico compile mν xcalc less tee head run man tail clear wc rm diff xterm grep

## STANDARD COMMANDS

cat utility that reads each named file in sequence and writes it to the terminal

clear clear the terminal screen

cp copy files

diff compare two files gedit desktop text editor

grep search a file for a pattern

jove interactive text editor (like emacs)

kill terminate or signal process less page through a text file lpr send a file for printing

Is directory listing

man display on-line manual for a command

mv rename a file

pc2team start the PC^2 team program

pico an interactive text editor ps report process status

ps report process starm delete a file

tail show the last part of a file

time time a command

vi an interactive text editor

wc display the count of lines, words and chars in a file

xcalc scientific calculator

xterm terminal (command) window

#### MAN PAGES FOR THE NON-STANDARD COMMANDS

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#### NAME

compile - compile contestant's source code

## **SYNOPSIS**

compile NAME.c c

compile NAME.cc c++

compile NAME.java java

## **DESCRIPTION**

The compile command compiles the contestant's source code into an executable. To compile Java source code, only supply the name of the file containing the main class.

For C/C++ source code, the compiler switches -O2 -Wall are passed to the gcc/g++ compiler. For Java source code, the compiler switch -O is passed.

# **SEE ALSO**

run(1)

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## NAME

run - run contestant's executables on an input file

## **SYNOPSIS**

run NAME.c c inputfile outputfile

run NAME.cc c++ inputfile outputfile

run NAME.java java inputfile outputfile

#### **DESCRIPTION**

The run command executes the contestant's compiled executable on the supplied input file, and writes its output to specified output file. Error messages (if any) are also saved to the output file. The name of the executable should be the same as the one used for invoking the compile (1) command.

Note: any previous content in the specified output file will be overwritten.

# SEE ALSO compile(1)

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#### NAME

score - display the contest scoreboard

# **SYNOPSIS**

score

score filename

# **DESCRIPTION**

The score command allows the contestant to view the current contest scoreboard. Without any argument, the score command display the current contest scoreboard using less (1). With a filename argument, the scoreboard is written to the specified file. Any previous content in the file will be overwritten.

Note: the scoreboard displayed is only current at the time the command is invoked.