



Department of Computer Science

Unix Inttroduction

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Topics list - book separators

1. Outline.
2. Unix commands.
3. Files & file commands.
4. The editor “ex.”
5. The editor “vi.”
6. Mail.



7. The network news.
8. Simple shell scripts.
9. The Korn shell.
10. The C-Shell for interactive use.
11. The Bourne shell for scripts.
12. Phone book data base.
13. Games.
14. VI searching.



15. Grep.

16. Sed.

17. Tr.

18. Spelling checker.

19. Nroff.

20. Vi.

21. Tbl.

22. Eqn.



23. Pic.

24. Bc.

25. Awk.

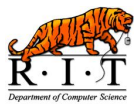
26. Calendar maintenance.

27. Sched-o-matic.

28. Xref.

29. Pretty print.

30. Vi, again.



31. Shell script control structures.

32. Some sample shell scripts.

33. “R” commands.

34. Try.

35. Traps and other built-ins.

36. C.

37. Make.

38. M4.



Goals of the Seminar: Warning

I believe Unix is the best thing going, as an interactive environment for software development.

Unix is not “user friendly”

A Unix user needs to appreciate what is going on, and a knowledgeable user has a wealth of resources readily available.

(What “user friendly” means to me: a system that will not let me do what its creators failed to imagine. “User friendly” equals expert hostile.)

Our goal in this seminar is to learn how to use Unix for software development and how to create UF systems.



Warning #2

- The Spiral Approach

The order is inductive, not linear.

Items will be mentioned before their time.

You will see and use things without full details.



Audience, prerequisites

- Seminar participants should be experienced in some high-level programming language (Fortran, Cobol, C, Pascal, etc.).
- Experience in an interactive programming environment (MS/DOS, VMS, Sigma-9, etc.) is useful, but not mandatory.

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