

CIS 90 UNIX/Linux Lab Exercise

Lab 1: Scavenger hunt Spring 2015

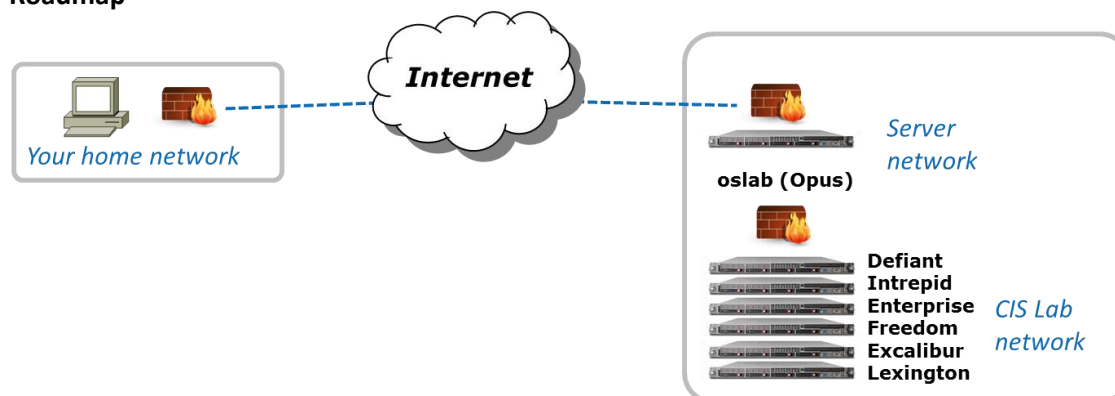
Lab 1: Scavenger hunt

In this lab you go on an electronic scavenger hunt to collect various items from different systems. These systems can be accessed remotely via a network connection. You will use the **ssh** command to login into each system and then use the Lesson 1 commands to answer each question. Once you correctly answer all the questions you will receive the scavenger hunt item for that system.

UNIX/Linux Systems

System name	Port	Scavenger hunt item to collect
Defiant	2221	A star
Enterprise	2223	A movie
Excalibur	2226	A dog breed
Freedom	2225	A book
Intrepid	2224	A fruit
Lexington	2222	A musical instrument
Oslab (Opus)	2220	No items to collect here. Start and end the scavenger hunt on Opus.

Roadmap



Preparation Tips

- Review Lesson 1 commands section of the slides: [Lesson Slides](#)
- Read the Howto on how to log into Opus: [Howto #143](#)
- Watch Benji do part of this lab assignment: [Getting Started](#) [Submitting](#)
- Register on the forum if you haven't already and check for news and updates: [Class Forum](#)
- If you would like some hands on help come to the CIS Lab: [CIS Lab Schedule](#)

Step 1 - Log into Opus

Use Putty on Windows or the terminal application on Mac or Linux to log into Opus:

- **Hostname:** oslab.cis.cabrillo.edu
- **Port :** 2220
- **Username:** *see email from your instructor*
- **Password:** *see email from your instructor*

Step 2 - Start scavenging

Enter the **scavenge** command to get started and follow the instructions. You will be guided on a unique journey through each system above. On each system you will have questions to answer in order to get your scavenger hunt item.

On each system continue to use the **scavenge** command to track progress, answer questions or get a list of Lesson 1 commands:

- To see current status and the next unanswered question use the scavenge command with no arguments, e.g. **scavenge**
- To answer a question type the answer as an argument on the scavenge command, e.g. **scavenge "my answer goes here without the quotes"**
- To see a list of Lesson 1 commands use "commands" as an argument, e.g. **scavenge commands**
- If you like typing less you can abbreviate the **scavenge** command as just **sc**.

You can answer a question as many times as needed till you get a correct answer. Each student will have a unique set of answers to the same questions. Once you have answered all the questions correctly you will receive a unique scavenger hunt item for that system. Record each item (exactly) so you can submit them at the end of the lab.

Step 3 - Make a forum post

Go to the forum and make a post. You could introduce yourself, post a question or observation , or reply to an existing topic.

Step 4 - Submit your work

On Opus run the **submit** command and select Lab 1. You can submit as many times as you wish up to the deadline. Only your last submittal will be graded. Remember **late work is not accepted** so if you run out of time submit what you have for partial credit.

Grading Rubric (30 points)

5 points for each correctly scavenged item.

Extra Credit (3 points)

1 point per correct answer on the bonus questions asked by the **submit** script.