

Homework 1 – Getting Started

Assignment Details

Assigned: January 17th, 2013. Due: January 24th at midnight.

Background

This assignment is just here to get everyone started quickly into CS 216. There are two main parts of the assignment; both should be complete before the next practicum session on Wednesday, January 22nd, and both must be complete by the end of that week.

Part I – Some History

Simply put, you will need to read Edsger Dijkstra's "A Case Against the GO TO Statement" (more often called "GOTO Considered Harmful" due to it being published to a wider audience under that name). You can find this text at <http://www.cs.utexas.edu/users/EWD/ewd02xx/EWD215.PDF>.

While the text is not necessarily easy, it is less than three and a half pages long. Expect a quiz on it in the near future.

Part II – Some Fun

For the next part, you'll need to be able to access your Multilab account. Information regarding the Multilab facilities can be found here: <http://www.cs.uky.edu/students/facilities/multilab>

For this assignment, you will need to log in to a Multilab machine remotely, and play the game Nethack. Nethack is installed on all Multilab machines, and can be launched by just typing `nethack` at a command prompt after logging in to a Multilab machine.

You can certainly use the powers of Google to get more information about the game, but for this assignment, you'll need to play it on the Multilab machines, *not* a local download.

To complete the assignment, you will need to:

- 1) Play the game enough to be able to discuss it (and how might one write a similar game!) in class on Friday, January 24th.
- 2) Take a screenshot of you logging into a Multilab machine and playing the game there; you will need this screenshot for the practicum on Wednesday, January 22nd.

You can find builds of the game for various other platforms (e.g., Mac, Windows) at <http://nethack.org>, and detailed information about the game at <http://nethackwiki.com>. Note that the requirement for the assignment is to specifically take a screenshot of the game running on your Multilab account – but feel free to grab a copy to play locally.