

CCM UNIX Terminal Lab Access

Access your VMWARE thin-client Windows session via CCM VPN.
<https://view.ccm.edu>

When you get to the view.ccm.edu site, there is an option to use your browser or download a software client. I suggest using the browser.

Enter your credentials which includes the multi-factor authentication.

When authenticated you will get the Windows Desktop:

Use **Putty** application (Windows) or the **SSH** (IOS, Windows10, Linux or Android) to connect with UNIX lab.

Putty GUI: Site: **itunix.ccm.edu**
 Port: **22**
 Saved Sessions: **ccmlab**

Login using your CCM credentials of userid: **last.first** ,lowercase

Enter your password, this is your student ID prepended with "ccm"
ccmNNNNNN (password is masked with spaces)

Next, enter the BASH SHELL: type **exec bash**

Make a directory (first-time) called "labpgms": **mkdir labpgms**

Copy the components from the instructor's CCM shared directory at
/home/gcullen/nasmpdocs to your personal directory at **labpgms**

Type exactly: **cp /home/gcullen/nasmpdocs/* labpgms/ -pr**

Now, change into that directory: **cd labpgms**

You can check that you have successfully changed to the nasmpgms directory by issuing the command: **pwd**

Your assembly source programs will be identified with a file_extension of **.asm**.

Use script **asmlnk** with the source code name to assemble and link the program. (no file_extension)

./asmlnk pgmname , replace pgmname with your source-code name
note no suffix, .asm is implied

(Note: the ./ prepended to the command instructs UNIX to look specifically in the current folder for the source materials.)

Check for errors from assembly or linkage editor steps. If either the assembler or the linkage editor show other than return code of zero, then go back to your source code and correct the lines being flagged with errors; and retry the asmlnk.

Only after a clean assembly and link, you will have all 4 files representing the work for this program:

pgmname.asm	the source code
pgmname.lst	the listing of source and machine code
pgmname.o	the assembled object code
pgmname	the load module, executable code

now you can Execute the program load module:

./pgmname