

CIS 90 UNIX/Linux Lab Exercise

Lab 1: Scavenger hunt Spring 2019

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. Be sure and read everything below before starting the lab.

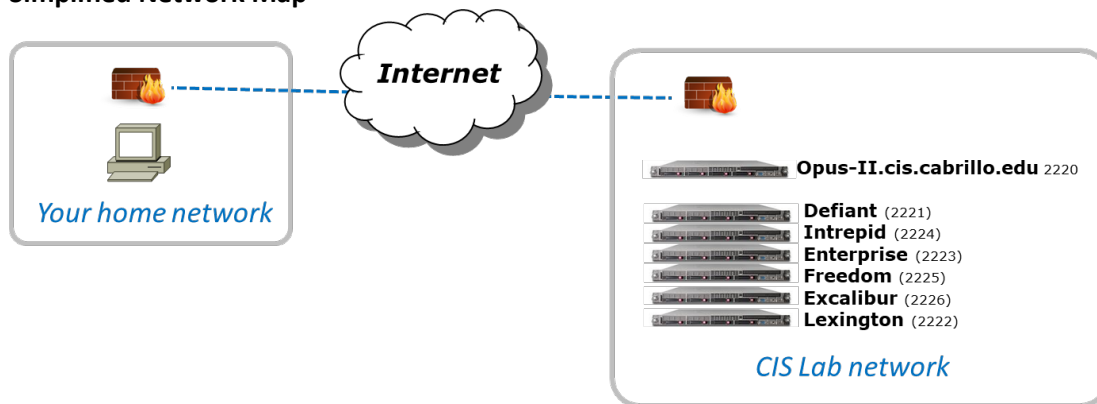
UNIX/Linux Systems

The following systems will be used for this lab. ***It is very important to start on Opus-II.*** Everyone will take a different path through the remaining systems. Use the `scavenge` command (or just type `sc`) on Opus-II to find the next system to visit. Remember, every student will take a different route.

System name	Port	Action to take
Opus-II	2220	The scavenger hunt starts on Opus-II by entering the <code>scavenge</code> (or <code>sc</code>) command.
Defiant	2221	Collect a star
Enterprise	2223	Collect a movie
Excalibur	2226	Collect a dog breed
Freedom	2225	Collect a book
Intrepid	2224	Collect a fruit
Lexington	2222	Collect a musical instrument

The order of the systems above is NOT the order you will visit them. Always use the `scavenge` command to learn the next system to visit. You must answer all the questions correctly on a system before you are shown the next system to visit.

Simplified Network Map



Preparation Tips

- Review Lesson 1 commands section of the slides: [Lesson Slides](#)
- Read the Howto on how to log into Opus-II: [Howto #146](#)
- Watch Benji do part of this lab assignment (a little out of date but still helpful): [Getting Started Submitting](#)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-II

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

- **Hostname:** opus-ii.cis.cabrillo.edu
- **Port :** 2220
- **Username:** *see Welcome announcement in Canvas from your instructor*
- **Password:** *see Welcome announcement in Canvas 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-II 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. You can run **verify** to see what you submitted for grading.

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.