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# Stensal Doc

May 25, 2020



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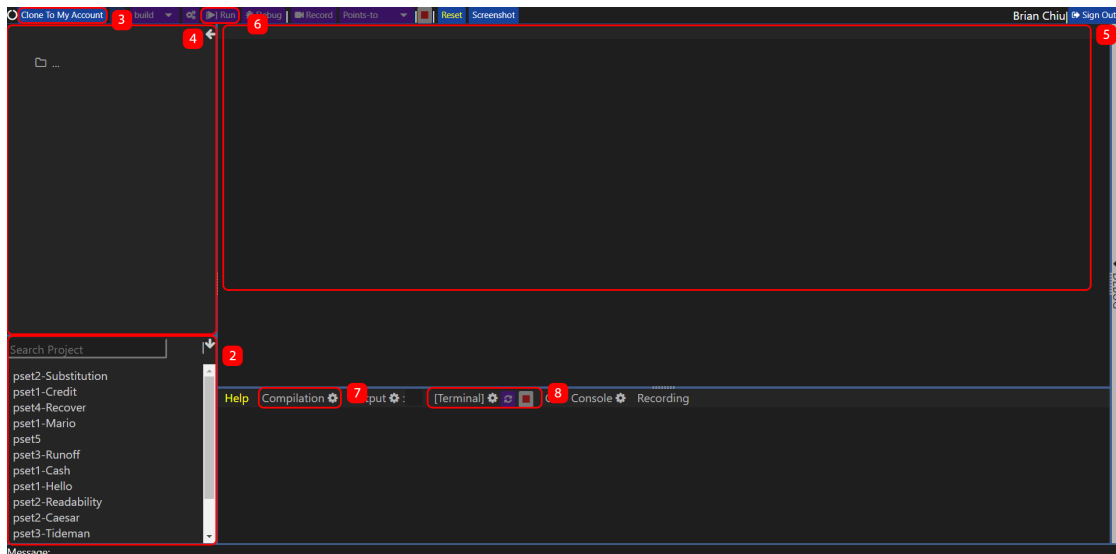
# CHAPTER 1

## A Quick Start on Psets

### 1.1 1. Starting up

Click on this link <https://cde.stensal.io/2020-cs50> to go to the demo pages.

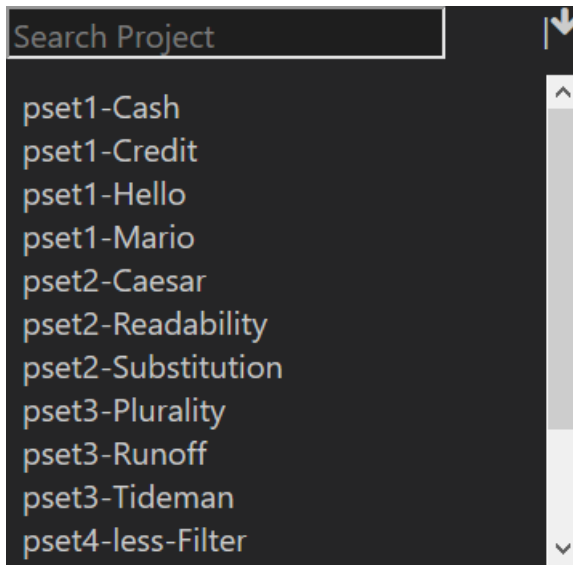
You should be introduced with this page:



### 1.2 2. Opening up the Projects Folder

Scroll through the projects panel to find the pset that you want.

The panel should look like the below:

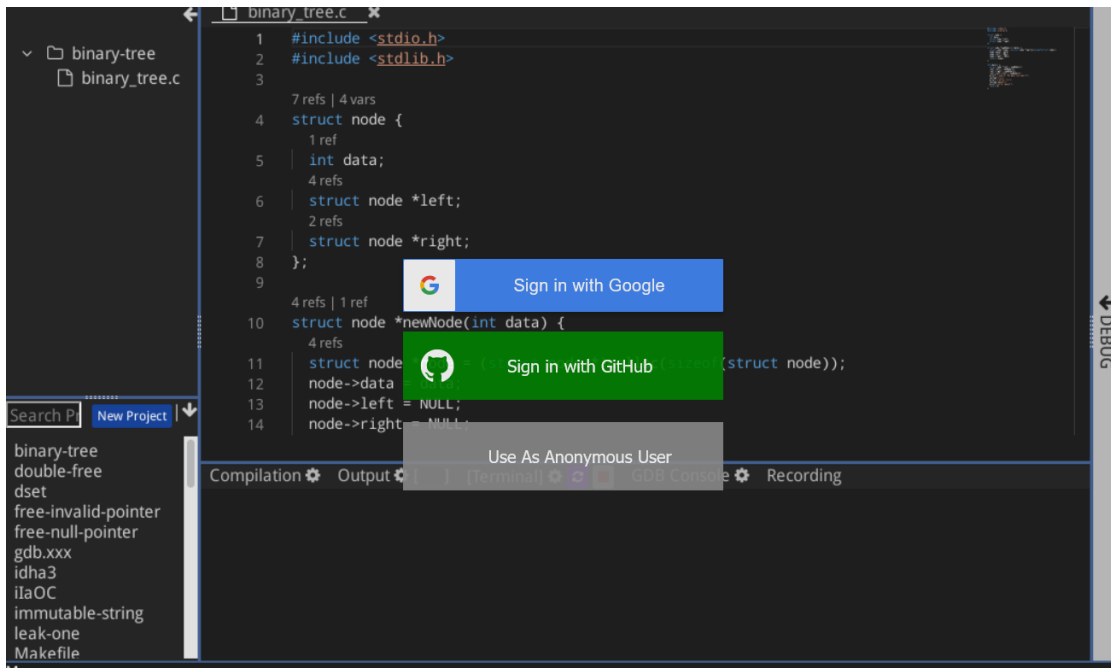


Click on the Pset that you want to use to open it.

## 1.3 3. Cloning the project

Click on the [Clone To My Account](#) to clone the pset to your account so you can save changes.

It should show you this page:



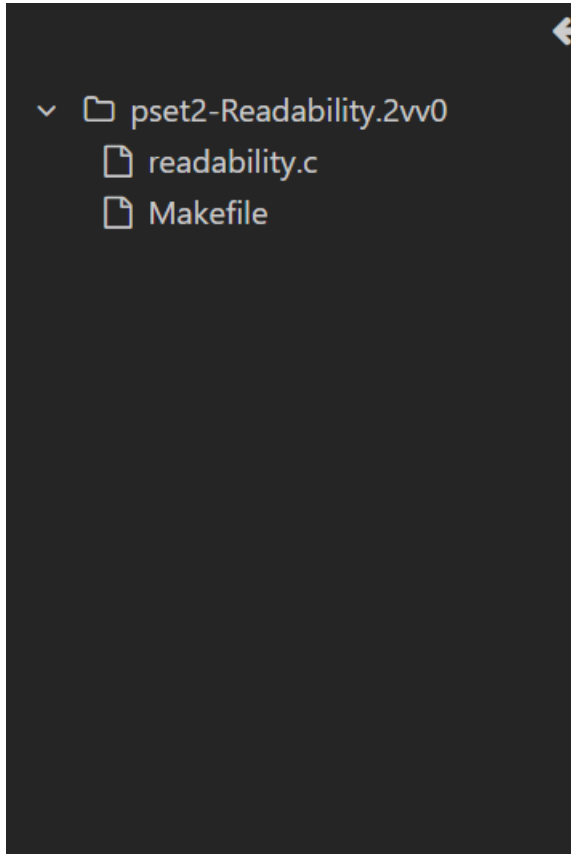
Log in anonymously or with Github/Google.

This will redirect you to a similar looking page as the *page before*, but this time with different buttons on the top-right, shown below:

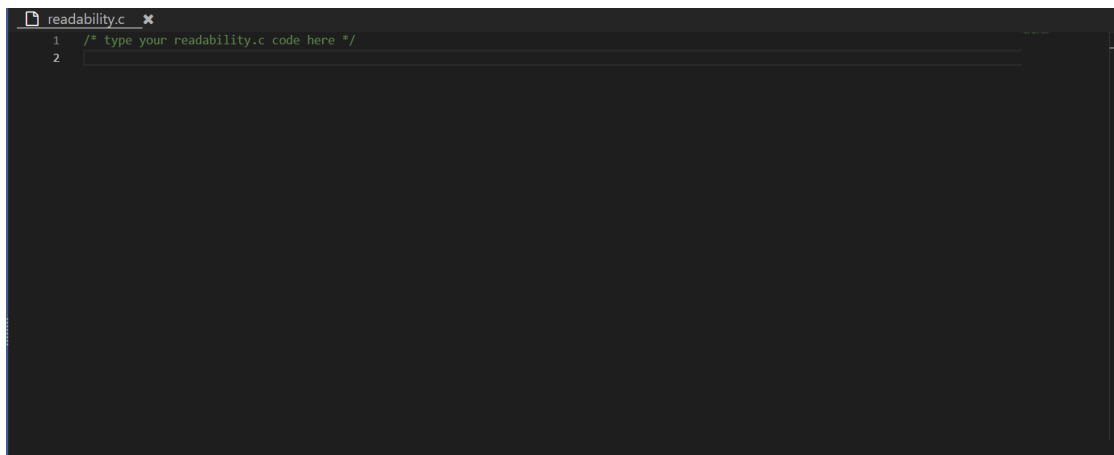


## 1.4 4. Opening Your Project


If done correctly, your panel on the left should look like below (we are using pset2 for this example):



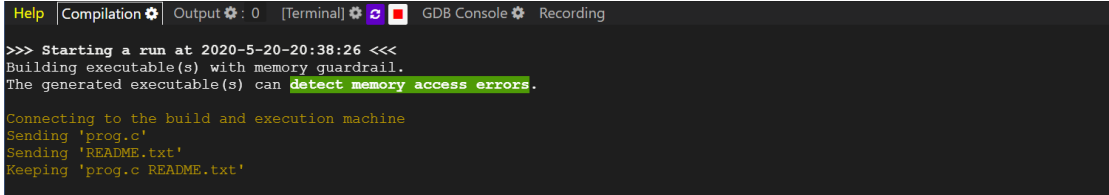
Click on any of the files names to open up the file. The right side of your screen (5) should look something like below:



## 1.5 6. Running Your Project


To run your project, use the  button. For people doing pset4, please see (*Additional Information*) before clicking the button.

If clicked, the IDE should pop up the compilation panel (7) before going terminal panel (8), shown below:



```
Help | Compilation | Output 0 | [Terminal] | GDB Console | Recording
>>> Starting a run at 2020-5-20-20:38:26 <<<
Building executable(s) with memory guardrail.
The generated executable(s) can detect memory access errors.

Connecting to the build and execution machine
Sending 'prog.c'
Sending 'README.txt'
Keeping 'prog.c README.txt'
```

In this tab, you can run your program by calling the function as you would in a normal terminal. Note that if you change anything in the code, you must click the  button again.

## 1.6 9. Saving Your Project

In order to save your project, there should be a  button on where the  should be.

Clicking on that button or using Ctrl+S will allow you to save the project and you can safely close the website.

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Additional Info. Pset4 Configs

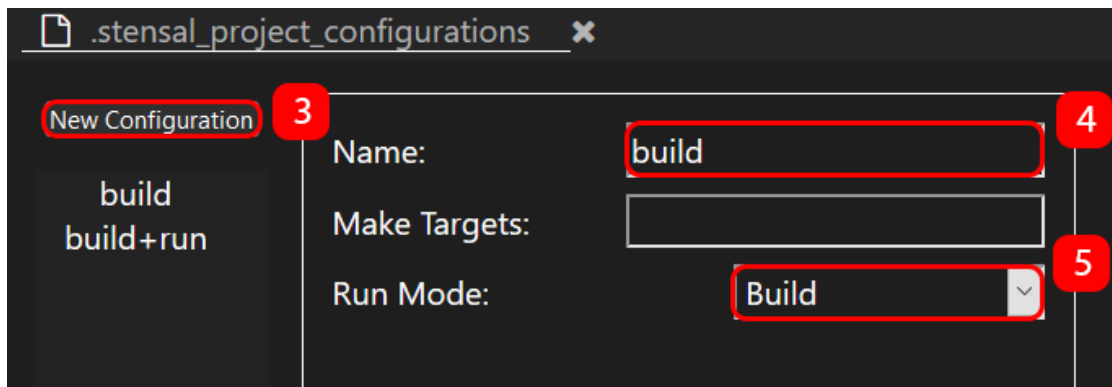
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Since pset4 requires a bmp, there are some things you have to do to set it up in the build configuration, shown below:



## 2.1 Changing build configuration

On the top-right tooltip, there should be a settings tool (1). You can click on that to open up something called .stensal\_project\_configurations. We will be focusing on the top part of the configuration for now, shown below:



### 2.1.1 Changing the top parts

First, start by making a new configuration (3) and naming it (4), then setting the run mode (5) to “Build and Execute”. Doing so will allow you to enable the bottom panel, shown below:

The image shows a dark-themed 'Execution Options' dialog box. It contains several input fields and buttons. Red circles with numbers 6 through 10 highlight specific elements: 6 points to the 'Executable:' label, 7 to the 'Program arguments:' label, 8 to the 'StdIn:' label, 9 to the 'Output files:' label, and 10 to the 'Save' button. The 'Build Machine' field contains the text 'leave it empty'. At the bottom are 'Delete', 'Save', and 'Cancel' buttons.

Execution Options

Executable:

Program arguments:

StdIn:

Output files:


Build Machine

### 2.1.2 Changing the bottom parts

For pset4, you have to change the executable (6) to the program you call and the program arguments (7) to be any arguments that you gave it.

The stdin (8) isn't needed for the current pset, but it is everything that you send in after you run the arguments.

The output file (9) for pset4 is "out.bmp" or the bmp file you made with the program.

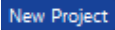
After changing configurations, click on the save (10) button **as well as** the  Save button on the top left. You can then switch the configurations to your configuration (2) and continue the tutorial with the *"Running the Program"* step.

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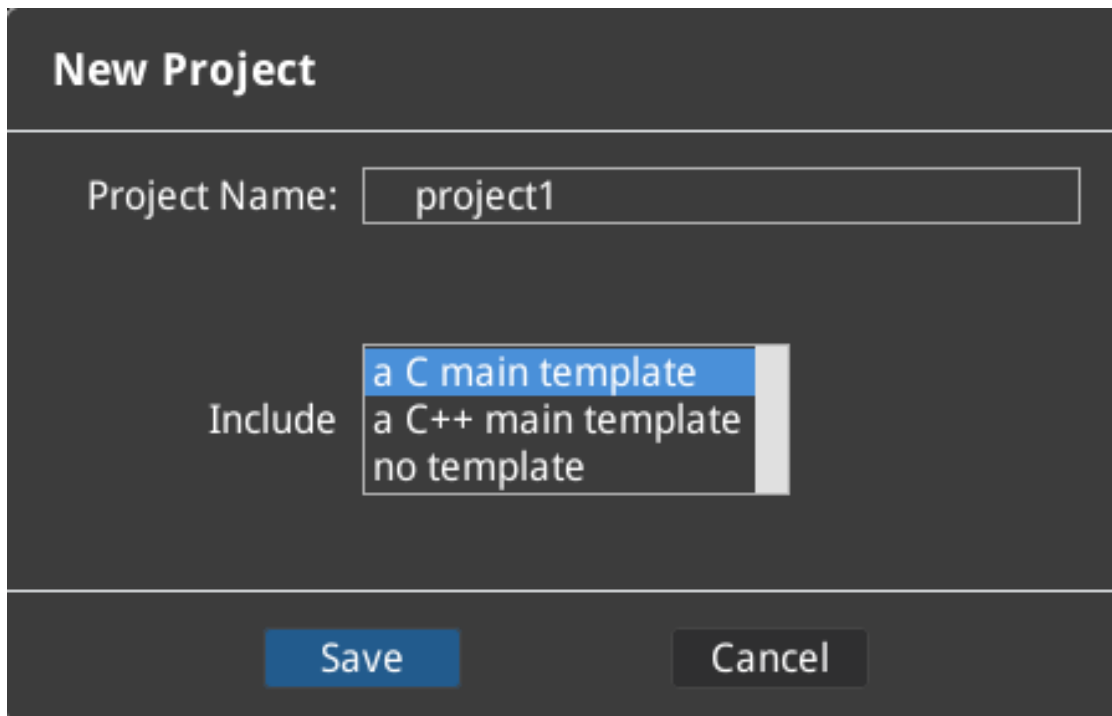
### Quick Steps on How to Use CEE Studio

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#### 3.1 Create a New C Project

1. Click  to open a new project form.

There will be a form/box that appears in the middle of the page like this:



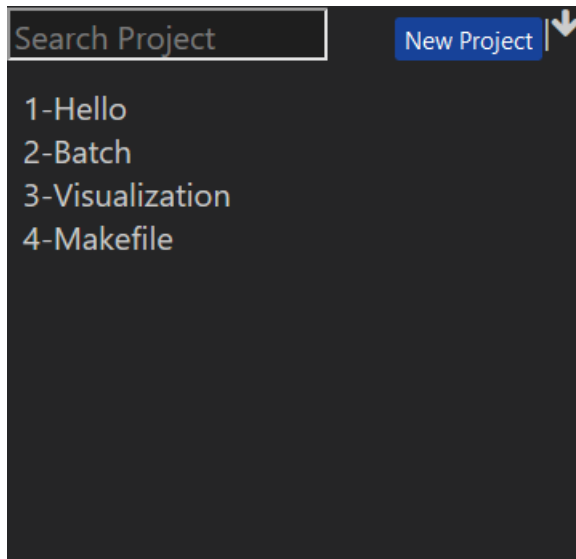
The image shows a 'New Project' dialog box with a dark gray background. At the top, the title 'New Project' is displayed in white. Below the title, there is a label 'Project Name:' followed by a text input field containing the text 'project1'. Underneath this, there is a label 'Include' followed by a dropdown menu. The dropdown menu is open, showing three options: 'a C main template' (highlighted in blue), 'a C++ main template', and 'no template'. At the bottom of the dialog box, there are two buttons: 'Save' (in a blue box) and 'Cancel' (in a dark gray box).


2. Fill in the field named “Project Name” with any name you want.

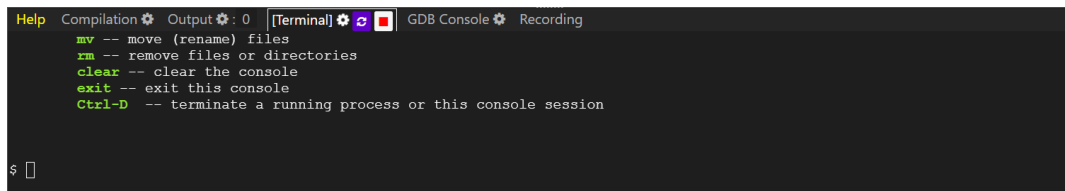
3. Select “a C main template” for the C template.
  4. Click “Save”.
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## 3.2 Running Code With Segfault Protection

1. Create a *new project*, or click on a project in the bottom right panel, similar to the one shown below:

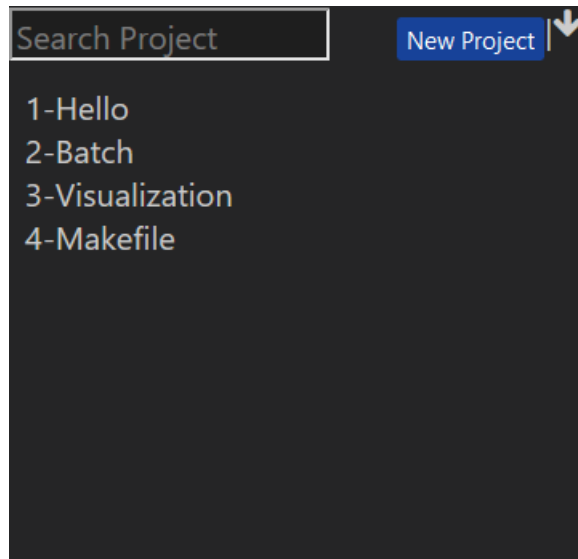



2. Click  to build and start the execution.
3. The bottom part of the screen should look like the one shown below. You can use it to run your programs.

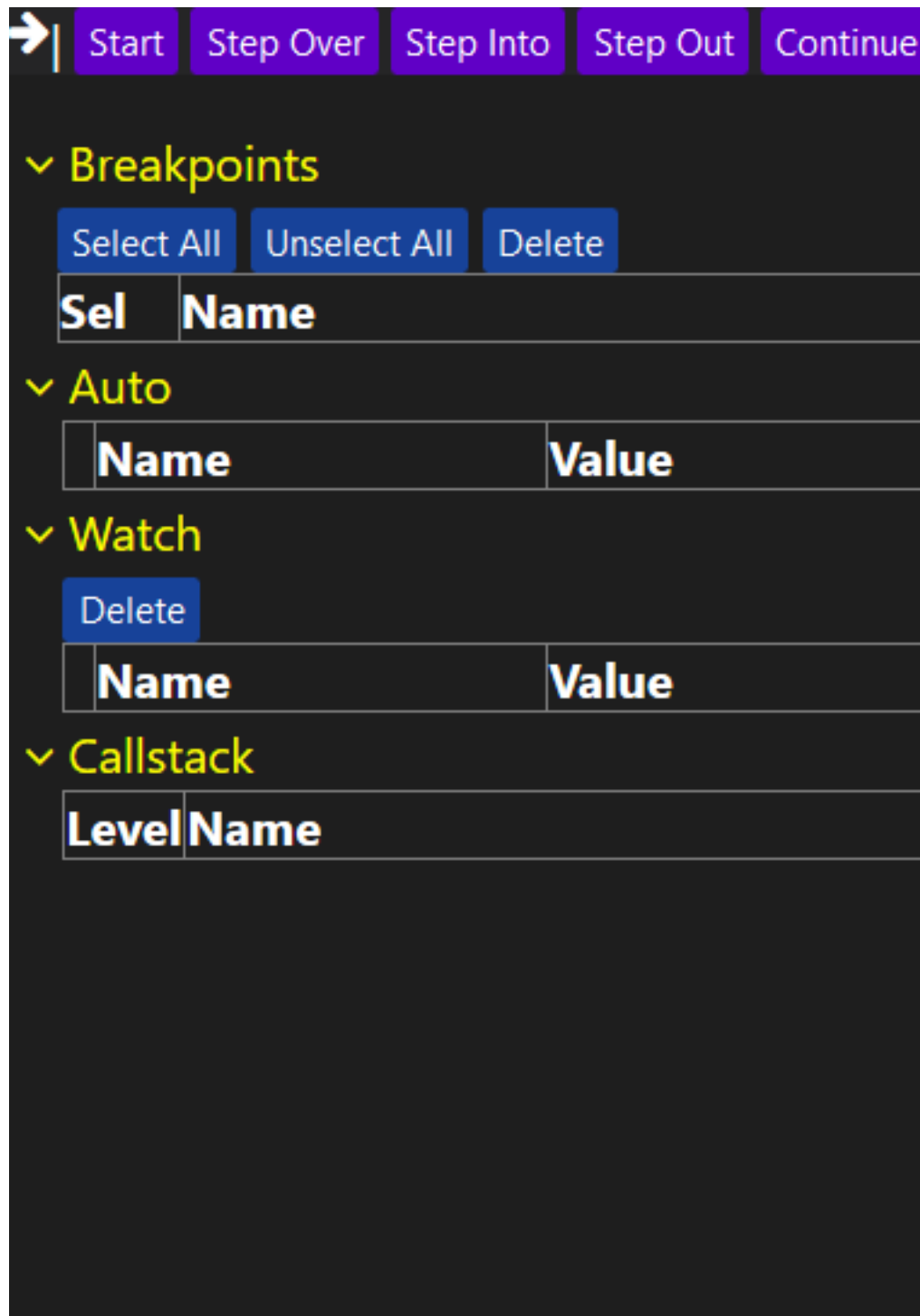


## 3.3 Debugging Code

1. Create a *new project*, or click on a project in the bottom right panel, similar to the one shown below:



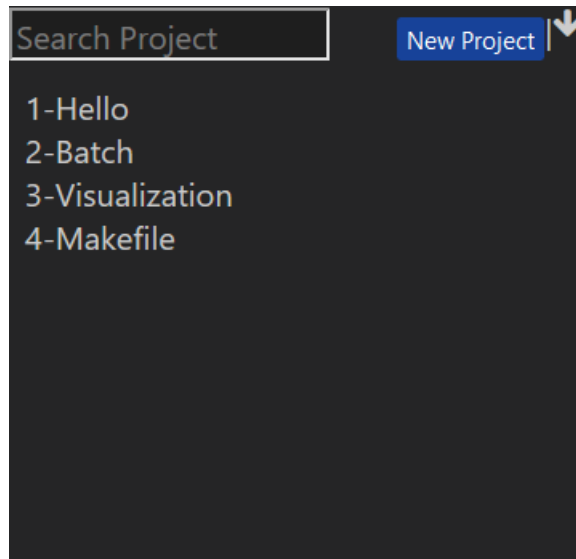
2. Click on the  button to build and start a debugging section.
3. An menu will appear to the right of the screen that should look like the one shown below. You can use it to debug your programs.



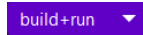
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## 3.4 Recording Code Execution


1. Create a *new project*, or click on a project in the bottom right panel, similar to the one shown below:

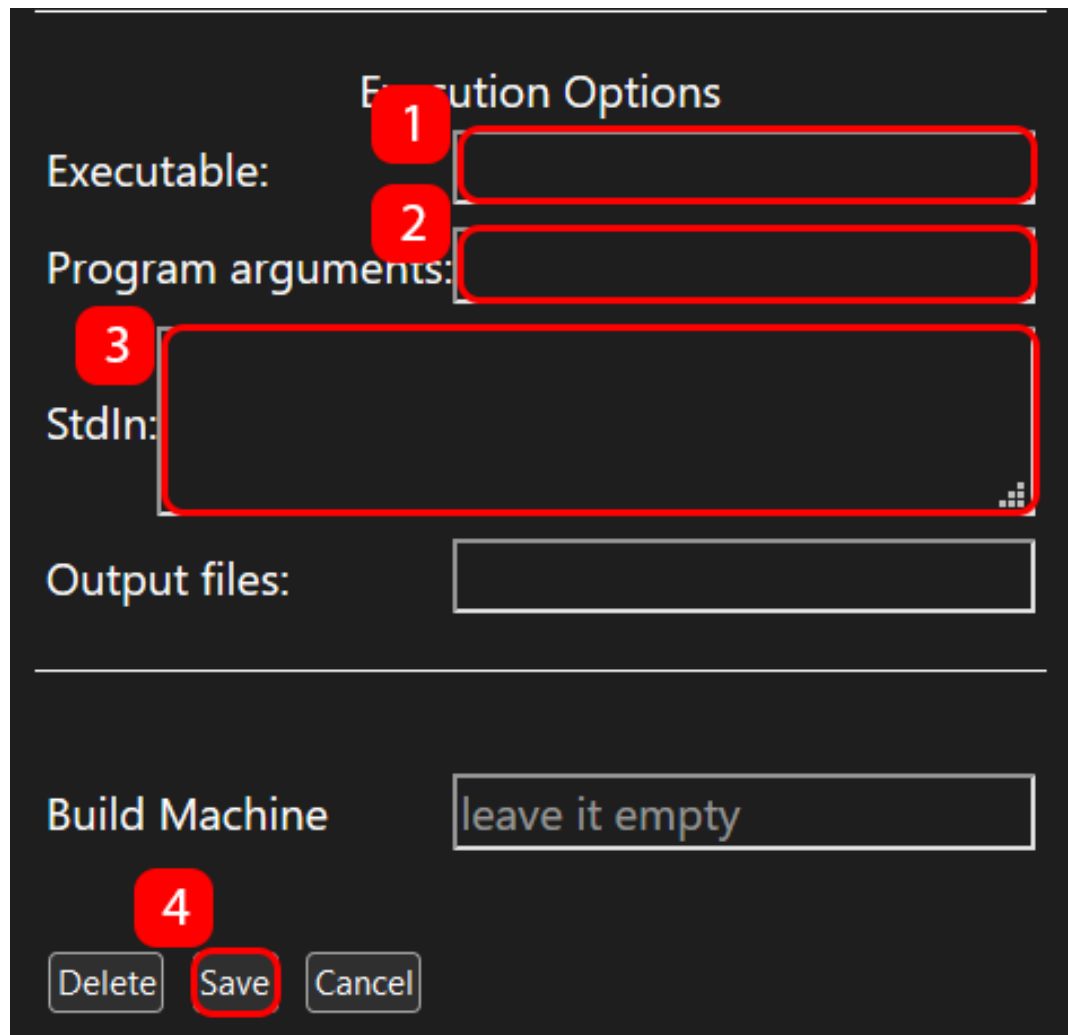



2. Select your configuration to be “build+run” like so:



**Note:** If your code takes command line arguments or reads from stdin, please also click on the  button right next to the “build+run”.

This will open up a form that will allow you to update the program arguments (2) and stdin fields (3) configuration on the bottom. Do not forget to hit the save (4) button **as well as** the  button afterwards. You can also change the executable (1) as shown below:



3. Click the  button to build, run, and execute your program.

4. You should see the  tab, as shown below:

