# Making Perl Executible on IS2

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September 26, 2007

Scenario: You've written a program in Perl. You want to run it on the is2 machine. What do you do?

## Log Into IS2

Use ssh to log into the is2 machine. (The is2 machine is the one on which we are hosting your accounts.) If you are using Windows on campus, you should be able to run the ssh client that is already installed on your computer. After ssh starts, simply press enter. That will bring up a box with some blanks to fill in.

If your account name is "bob", you would connect to "bob.is2.byuh.edu" with a user name of "bob". Alternately, you can connect to "is2.byuh.edu" with a user name of "bob".

After connecting, you should be sitting at a command line prompt. You can use the "w" command to see who else is logged in right now.

## Upload the File

If you have written your program on a Windows machine, you need to copy (upload) your program to the is2 machine.

Once you are connected to the is2 machine through ssh, open a "transfer" window. Select "Window", and then "New File Transfer." Then drag and drop your program from the Windows side to the is2 side.

Another method (which sometimes works better) is to run emacs directly in your is2 machine, and cut and paste text from the Windows side to the is2 side. Then save your file.

## Initial Testing

Let's say your program is named "asdf.pl". To verify that your program is correct, you can test it by running this command at the command line:

```
perl asdf.pl
```

If this fails, you should be able to see the error messages that will help you fix your program.

## Making It Executible

Next, you will need to make your program executible. We do this using the chmod command. If your program is named "asdf.pl" one command you can use is this:

```
chmod 700 asdf.pl
```

## Identify The Interpreter

You also need to insert a line into the top of your program to tell it what kind of program it is. Yours is a perl program. We need to figure out the full name of the perl interpreter.

```
which perl
```

The "which perl" command will tell you where your perl interpreter is. The answer is typically one of the following:

```
/usr/bin/perl  or  /usr/local/bin/perl
```

Put that into the top of your program with a line like this:

```
#! /usr/bin/perl -w
```

Make sure it is the absolute first line of your program. Not even a comment line can be ahead of it. Be sure to use the name that was returned by the

`which` command.

Then save your file.

## Run Your Program

You should now be able to run your program by typing this command:

`./asdf.pl`

If it runs, you have successfully done all the steps that are needed.