

## Assignment #5

**Due:** Wednesday, May 15 by noon

This assignment will familiarize you with programming to the Motif widget set API. Motif is a simple set of widgets widely available on most UNIX and derived systems.

Like the last one, this assignment is open-ended. Put together an application of your own choosing using several Motif widgets. You've done enough color-choosers, so this time think about creating a simple tool that helps you accomplish some useful task.

There are plenty of online guides and tutorials for motif programming. See the "links" page on the course website for links to some of these guides.

Xmtutor is a tutorial an award-winning application written by Jan Borchers which explains the Motif widget set. We have installed the application in the course directory for your use. To run Xmtutor, you should add the following to your path<sup>1</sup>:

```
/afs/ir/class/cs377a/xmtutor_package/Xmtut
```

Then you should be able to run Xmtutor simply by typing "xmt" at the command line.

**Submission:** As you did last time, make a directory in the class submission directory with your username (or your usernames, hyphenated together if you are working in a group). The submission directory for this assignment is at:

```
/afs/ir/class/cs377a/submit/assn5/
```

You can then FTP your files into that directory. Please archive your CodeWarrior project directory (use the DropStuff application on any public cluster macintosh) and submit the archive to us.

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<sup>1</sup> To add an element to your path in cshrc, you can type the following:

```
setenv PATH /afs/ir/class/cs377a/xmtutor_package/Xmtut:$PATH
```

There is a shell script called "path\_yourself.sh" in the xmtutor\_package directory that you can run to automatically insert this element into your path.