

TEACHING SHELL PROGRAMMING IN A GUI ENVIRONMENT

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Scripting and command languages are important programming paradigms that many computing students need to learn. However, they are usually presented in a terminal-based environment, which is foreign to students used to a windows GUI environment. This paper discusses "scriptlets" - small windows applications that are designed to be used in shell scripts. It shows how these can be used to teach shell programming constructs, while giving a GUI flavour to the lessons. Student reaction is also discussed.

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