The command prompt should now reflect that you're using the My Documents folder, similar to:

```
C:\Documents and Settings\Dan\My Documents>
```

or:

```
C:\My Documents>
```

(The last part of the prompt reads "My Documents.")

In Linux, FreeBSD, or Mac OS X, type the **cd** command to change to your home directory. That single command does the job.

3. **Change to the `learn` directory.**

   Everyone, type:

   ```
   cd prog/c/learn
   ```

   except for older versions of Windows, where it's

   ```
   cd prog\c\learn
   ```

   (Note the backslashes, not forward slashes.)

4. **Confirm that you're in the proper directory.**

   You do this in Windows by typing the **cd** command; in Unix, type **pwd**. The current directory is displayed, which should look like one of these:

   ```
   C:\Documents and Settings\name\My Documents\prog\c\learn
   C:\My Documents\prog\c\learn
   /home/user/prog/c/learn
   /Users/user/prog/c/learn
   ```

   Note that the common part is the last part, `prog/c/learn`. If you see that (or `prog\c\learn`), you're ready to start work.

The `learn` directory is where you're working while you use this book. That's where you edit, create, compile, and manage files.

Running an editor

To concoct your C language source code, you need to use a text editor. In Windows, you can use the `EDIT` command to summon the MS-DOS Editor. It's rather simple to understand and use, it works with the mouse, and it's free and available.

For the various Unix operating systems, you have multiple editor choices. The simplest text editor is Easy Editor, activated with the `ee` command. Otherwise, you can use any of the Unix editors — and quite a few of them are available.