1. Within the provided Linux image, use the *GUI-based file system navigator* to open your *Home Folder*. 
2. Within the GUI-based file system navigator, create a new **Folder** by right-clicking within the file system GUI window. (For this example, the newly created folder will be named “**homework**”.)
3. Open **gedit** and create the *minimal Makefile* needed to assemble and load your assembly source code. (You can open **gedit** by double-clicking the **gedit** icon located on the Desktop). Once you’re done editing, **save** the file as "Makefile" within the newly created **homework** directory. This Makefile assumes your assembly source code will be named "**homework.asm**".

```
all:
    nasm -f elf -g -F stabs homework.asm
    ld -o homework homework.o
```
4. Using **gedit**, create an assembly source code file that contains the *minimum* contents required to begin coding in x86 assembly. The “preamble” is similar to `#include` statements and `int main()` in C++. Once you're done editing, save the file as **homework.asm** within your newly created **homework** folder.
5. Open a **terminal** and enter the sequence of commands depicted below. You can open a terminal by double-clicking the **LXTerminal** icon on the Desktop. After you 1) navigate to the **homework** folder and 2) assembly / load *homework.asm* (using **make** + **Makefile**), you can use the **KDBG debugger** to set breakpoint(s) and Run the **homework** executable.

Here's what each command does:

```bash
//ls - list the contents of the current directory (~ or home, by default)  
UNIX> ls

//cd homework - change directory to homework  
UNIX> cd homework

//ls - list the contents of the current directory (**homework**)  
UNIX> ls

//make - use the Makefile to assemble and load your code  
UNIX> make

//kdbg homework - run the homework executable in the KDBG debugger  
UNIX> kdbg homework
```