

# Getting Started With Agda

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- Start XEmacs by executing from a shell the command `xemacs`.  
Quit XEmacs again.
  - If XEmacs wants you to migrate the `.emacs`-file, do so (that’s the only reason for starting up XEmacs and killing it again).
- Check if you have a file `~/xemacs/init.el`

```
cd
ls ~/xemacs/init.el
```

  - If not, create a directory `~/xemacs` and then copy the file `~csetzer/xemacs/init.el` into this directory:

```
cd
mkdir .xemacs
cp ~csetzer/xemacs/init.el ~/xemacs
```
  - If you already have already an `.xemacs/init.el` file, you should add instead the content of this file to your current `.xemacs/init.el`-file by using any editor (for instance the `xemacs`).
- Now start `xemacs` and open in it a file called `test1.agda`.
- Type in

```
A:: Type
= {! !}
```
- Select from the Agda menu at the top of your screen the items “(Re)Start Agda” and then “Load Buffer” and press return when the system asks for the buffer to be loaded.
- Now the goal `{! !}` should have changed color and be in a special mode..
- You can type into it `Set` and by choosing from the menu with the right mouse button “Give”.  
Now there are no longer any goals left.

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- Now you can copy one of the files `~csetzer/examples/2004/cwk21.agda` or `cwk22.agda`, `cwk23.agda`, `cwk24.agda`, `cwk25.agda` to your home directory and start to solve your coursework.
- If you want, you can try out Alfa by starting `~csetzer/bin/alfa &`  
You need to resize some of the menus in order to make them visible.