1. To find out what your shell is, run `echo $SHELL`. The output should look like `/bin/bash` or `/usr/bin/bash` or similar.

2. Ideally, you should use a `Makefile` (or an easier to use build system) to compile anything that involves multiple `.c` files, but since we have not discussed that in class, for now, we will simply compile all C files together, as shown in the example below.

   ```
   gcc -g -Wall avl-generic.c avl-generic-utils.c driver.c
   ```

3. Run the program using the following command (syntax is bash specific).

   ```
   ./a.out 30 41 21 53 2 >| some-name-that-you-choose.tex 2>&1
   ```

   Provide the values that you want to insert as command-line arguments. For some programs, a single command-line argument, e.g., 10, tells the program how many random numbers to insert in / delete from the tree. The latex commands to print the corresponding tree after each operation will be dumped into `some-name-that-you-choose.tex`.

4. Upload `wrapper.tex`, along with `some-name-that-you-choose.tex` to your Overleaf account. Make sure the name that you choose for your output file matches the file name in the `\input` line of `wrapper.tex`.

5. In the Overleaf menu (obtained by clicking the top left corner of the page), make sure you choose either XeLaTeX or LuaLatex as your compiler.

6. Compile `wrapper.tex`. The generated PDF should show you the state of the tree after the various insert/delete operations.

Please let me know if any of this does not work as expected.