

Overview of Computer Systems For Non-Majors

CSE 5043

Credit Hours:

3.00

Course Levels:

Undergraduate (1000-5000 level) Graduate (5000-8000 level)

Course Components:

Lecture

Course Description:

Introduction to computer architecture and organization at machine and assembly level; pointers and addressing using C programming; introduction to operating system concepts: process, memory management, file system and storage, and multi-threaded programming.

Prerequisites and Co-requisites:

Prereq: 5022 or equiv, and 5032 or equiv.

Course Goals / Objectives:

- To be competent programming with pointers in C
- To be competent with application development and debugging in Unix environments
- To be familiar with overall organization and design of computer systems
- To be exposed to representation and manipulation of information in computer systems
- Be competent with process concepts
- Be familiar with memory hierarchy, storage, and I/O
- Be familiar with process synchronization and threads.
- Be familiar with multi-threaded programming.

Course Topics:

- Transitioning from Java/C++ to C, Basic C syntax, working in Unix Environments
- C pointers and memory allocation/deallocation and programming dynamic data structures with C
- Other misc C features: I/O operations, bit operations, function pointers, command line argument passing
- Debugging in Unix with gdb/xgdb, Use of Makefile, Other Unix features
- Introduction to Computer Systems Organization
- Integer representation and arithmetic, floating point
- Memory hierarchy (including basics of virtual memory)
- Process management
- Process synchronization and concurrent programming
- Input/output

Designation:

Elective