

CS 476/576- Systems Programming

Fall 2014 -Tuesday 7:10-9:50, Rm 2120 EC&S

INSTRUCTOR

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Office hours: T and W 11:00am-1:30pm.

Course Goals & Objectives

This course is designed to fully understand and utilize the internals and capabilities provided by UNIX and JAVA programming environments. It explains the particulars of UNIX system calls from the kernel up to the Graphical User Interfaces and socket networking programming. Through its *extensive programming assignments* using shell scripts, C and Java, this course prepares the students to be systems experts.

TEXTBOOKS

Your UNIX/Linux: The Ultimate Guide, S. Das, McGraw-Hill, 2012.

Thinking In Java , 4th Edition, Bruce Eckel, Prentice Hall, 2006. *free online*

TOPICS

UNIX Shell Programming:

~ 4 weeks

Intro to UNIX, Shell Programming, Filters, Awk, Perl, python

UNIX GUI:

~ 2 weeks

Curses, X lib, Motif

UNIX Systems Programming:

~ 4 weeks

Files, Signals, Processes Pipes, Socket Programming

Java Systems Programming: _

~ 4 weeks

Basics, Networking, Swing, Threads, Php & JavaScripts

LECTURES

GRADING

Assignments

40 %

First Exam: Tuesday October 7

30 %

Second Exam: Tuesday December 9

30 %

PREVIOUS YEARS