CSE384 Intro. to System & Network Programming

Instructor Information

- Dr. Yuzhe Tang (ytang100@syr.edu)
  - Office: CST 4-193

Texts

- Lecture notes
- References (Optional):
  - "Advanced Programming in the Unix Environment", Second Edition, by W. Richard Stevens, Stephen Rago
  - "Computer Systems: A Programmer's Perspective," Randal E. Bryant and David R. O'Hallaron
  - Bash Guide for Beginners: [tldp.org/LDP/Bash-Beginners-Guide/html]
  - Advanced Bash-Scripting Guide: [www.tldp.org/LDP/abs/html/]
  - Using GNU's GDB Debugger: Memory Layout And The Stack: [www.dirac.org/linux/gdb/02a-Memory_Layout_And_The_Stack.php]

Learning Objectives

The learning objective is system programming skills in Linux/Unix environments. The programming skills to learn include bash scripting, C programming language, C programming tools in Linux and systems-level programming, etc.

Prerequisites

- Programming in at least one of high-level languages, such as Java, C/C++ (e.g., CIS351)

Grading

- Homework (50%), exams (50%)

Schedule

1. Linux setup
2. Shell scripting
3. C/C++ programming
4. Systems programming

Policies

Late submission is allowed but comes with penalty. Late submission within three days (72 hours) after deadline has 10% penalty. Late submission within a week after deadline has 30% penalty. No submission will be allowed after the recitation of the homework. The "no-submission-after-recitation" rule overwrites all other rules.

- Students of medical conditions can be exempt from the 10%/30% penalty; formal medical records are required.

Students can request ad-hoc office hours based on demand. But please give a 24-hour notice before the meeting (via emailing the instructor). If this protocol is not followed, the instructor may decline the meeting request.