

CSE 30: Introduction to System Programming

CSE Department, University of California, San Diego
Winter 1998

Lecture: Monday/Wednesday 5:45-7:05 PM – HSS 1330

Section: Monday/Wednesday 7:10-7:40 PM – HSS 1330

Instructor: Keith Muller (muller@cs.ucsd.edu); **Phone:** 485-3953

Office: APM 1111; **Hours:** Monday/Wednesday 7:10-8:40PM

TA: James Rimmer (jrimmer@cs.ucsd.edu)

Office: APM 3337; **Hours:** Tuesday 11AM-12 Noon; Thursday 12 Noon-1PM

Tutor: David Beattie (dbeattie@ucsd.edu); **Hours:** After Class in UAPE Lab and by appointment

Text: Richard Dawes (rdawes@ieng9.ucsd.edu); **Hours:** By appointment
Patternson and Hennessy, *Computer Organization & Design: The Hardware/Software Interface 2nd Edition*; Morgan Kaufman, 1997

Course Synopsis:

This course has two different and distinct goals. First, is to introduce the concepts behind the architecture and organization of modern computer hardware. Second, to study the assembly language and instruction set architecture of a specific computer, the MIPS R2000. The focus is on understanding the basic concepts to create the necessary framework for upper division CS courses. The goal is to obtain an in-depth understanding of the inner-workings of modern computers, their evolution, and trade-off present at the hardware/software boundary.

Course Grading:

Midterm: 25%

Final: 50%

Homework: 25%

Homework will be 4-5 programming assignments plus problems from the back of the chapters.

This class is intended to be interactive. Questions are encouraged and expected!