Introduction to Computer Systems

This new course links together different ideas that you have encountered but not covered deeply in other courses. We'll learn about tools used in programming and how they work. The goal of this course is to help you understand how your computer and programming environment work so that you can debug and learn independently more confident.

Quick Facts

• Course time: Fall 2022, MW 4:30PM - 5:45PM

· Credits: 4

To request a permission number complete this google form you must be signed into your URI google account to access the form

Why Take this course

- 1. use and understand git/ GitHub
- 2. make sense of cryptic compiler messages
- 3. understand how file organization impacts programming
- 4. fulfill your 300 level CSC elective requirement
- 5. preview ideas that will be explored in depth in 411 & 412

Topics covered

this is a partial list

- · git and other version control
- · bash and other shell scripting
- · filesystems
- basics of hardware
- · what happens when you compile code
- · what are the different types of software on your computer

Catalog Description

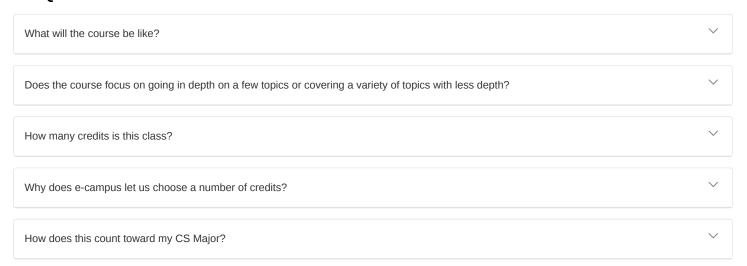
How the history and context of computing impacts the practice of computing today. Tools used in programming and computational problem solving. How programming works from high level languages to hardware. Survey of computer hardware and representation of information. **Pre:** CSC110, any 200 level CSC course, or equivalent (prior experience programming in at least two languages).

Learning Outcomes

By the end of the semester, students will be able to:

- 1. Differentiate the different classes of tools used in computer science in terms of their features, roles, and how they interact and justify positions and preferences among popular tools
- 2. Identify the computational pipeline from hardware to high level programming language
- 3. Discuss implications of choices across levels of abstraction
- 4. Describe the context under which essential components of computing systems were developed and explain the impact of that context on the systems.

FAÇ



References

These resources are available to students. Level 1 is a basic scratch the surface explanation of the topic. Level 2 is an intermediate level of explanation. Level 3 is an in-depth explanation of the topic.

History of Computers

Tools of the Craft

Survey of Hardware Components

What is a CPU, and What Does It Do?	1	Article	Easy to read article that explains CPUs and their use. Also touches on "buses" and GPUs.
Processors Explained for Beginners	1	Video	Video that explains what CPUs are and how they work and are assembled.
The Central Processing Unit	1	Video	Video by Crash Course that explains what the Central Processing Unit (CPU) is and how it works.
Input/Output Device	1	Article	Easy to read article that explains what an I/O device is. Touches on troubleshooting I/O Errors and examples of I/O devices.
Computer Bus	1	Article	Article that explains what computer buses are and how they work. Talks about the different types of buses and bus speeds.
What is a GPU?	1	Article	Defines a GPU in simple terms. Explains the difference between a CPU and a GPU. Also touches on how it works and its uses.
What Are Parallel Processing Systems	2	Article	Explains what a parallel processing system is and how it works.
<u>Logic Gates</u>	1	Video	Crash Course video that explains boolean logic and their respective gates in a visual and easy to understand way.
[What are derived logic gates?] (https://www.youtube.com/watch? v=wGilEPBfcT8	1	Video	Video that explains what the derived logic gates are (NAND, NOR, XOR, XNOR). Uses simple, easy to understand real-world examples such as light switches in a room.
Registers and RAM	1	Video	Crash Course video that explains what registers are and how RAM works.

Software Infrastructure

Operating Systems: Crash Course	1	Video	Very basic introduction to
			operating systems and the
			history of how they began.
Files and File Systems	1	Video	Crash Course video that gives a
			very basic introduction to files and
			file systems.
Abstraction Layers Explained	1	Video	Video that gives the basics of how
			abstraction layers are organized.
The Linux File System Explained	1	Video	Video that explains the Linux file
			system. Explains by showing.
	1	Article	Article that explains the differences
			between programs, processes, and
Programs, Processes, and Threads			threads. Has helpful diagrams that
			show the differences and how each
			one works.
Cache Memory in Computer Organization	1	Article	Explains how cache memory works
			and how it is accessed by the CPU.
			Also talks about cache mapping,
			types of cache, and cache
			performance.

Number Systems

Representing Numbers and Letters with Binary	1		Basic intro to how numbers and
		Video	letters are represented using
			binary.
Binary, Octal, and Hexadecimal	1	Text	Explains the three different types of
			number representations used in
			computer memory. Explains which
			ones are more efficient for storing
			information.
Numeral Systems	1	Text w/ chart	BRIEFLY explains how each
			numeral system works (binary,
			octal, decimal, and hex). Shows
			examples of each numeral system
			would work. Has a conversion table
			at the bottom of the page.

Machine Representation of Data

What is a Bitwise Operator and How to Use Them	2	Video	Presentation that explains what bitwise operators are and how they work. The presentor gives examples of their use and shows them in action.
Why Your Storage or RAM Size Doesn't Add Up	2	Article	Talks about the difference between
			base-10 and base-2 storage
			options. Table that visualizes the
			differences between the two
			number systems.
Integer and Floating-Point Number Representation			3.0-3.10 for information on integer
			representation and 1's and 2's
		Text	complement. 4.0-4.4 for information
			and exercises on Floating-Point
			Numbers.
What are Overflow and Underflow?	1	Article	Explains what overflow and
			underflow are. Each is explained
			using an example.

By Sarah M Brown

[©] Copyright 2021.