Foundations of Computer Systems

CSCI 2330

Stephen Houser

What we are about…

```
/**
 * Simple HelloButton() method.
 * @version 1.0
 * @author john doe <doe.j@example.com>
 */
HelloButton()
{
  JButton hello = new JButton( "Hello, wor
  hello.addActionListener( new HelloBtnList

  // use the JFrame type until support for t
  // new component is finished
  JFrame frame = new JFrame( "Hello Button"
  Container pane = frame.getContentPane();
  pane.add( hello );
  frame.pack();
  frame.show();           // display the fra
}
```

How does a program run on a computer?

Layers of Abstraction

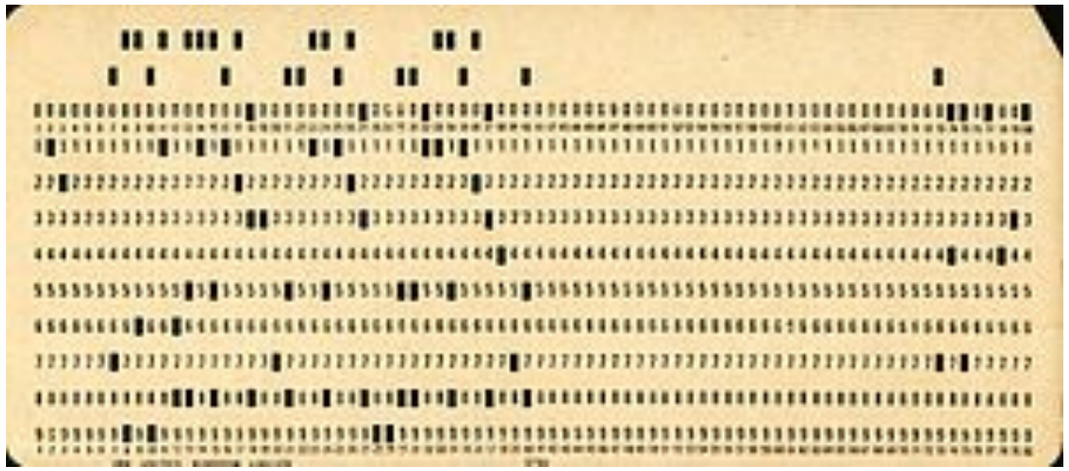
Layers of abstraction are used to reduce complexity and allow efficient design and implementation of complex systems.

We are going to peel away those layers

Before we start

Take a card and write down <u>one thing you hope to learn in this course</u>.

Pass your card forward when done.



Who, What, Where…

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—

(teaching assistants)
TBA
224 Searles, Mon, Tue, Wed

The Course

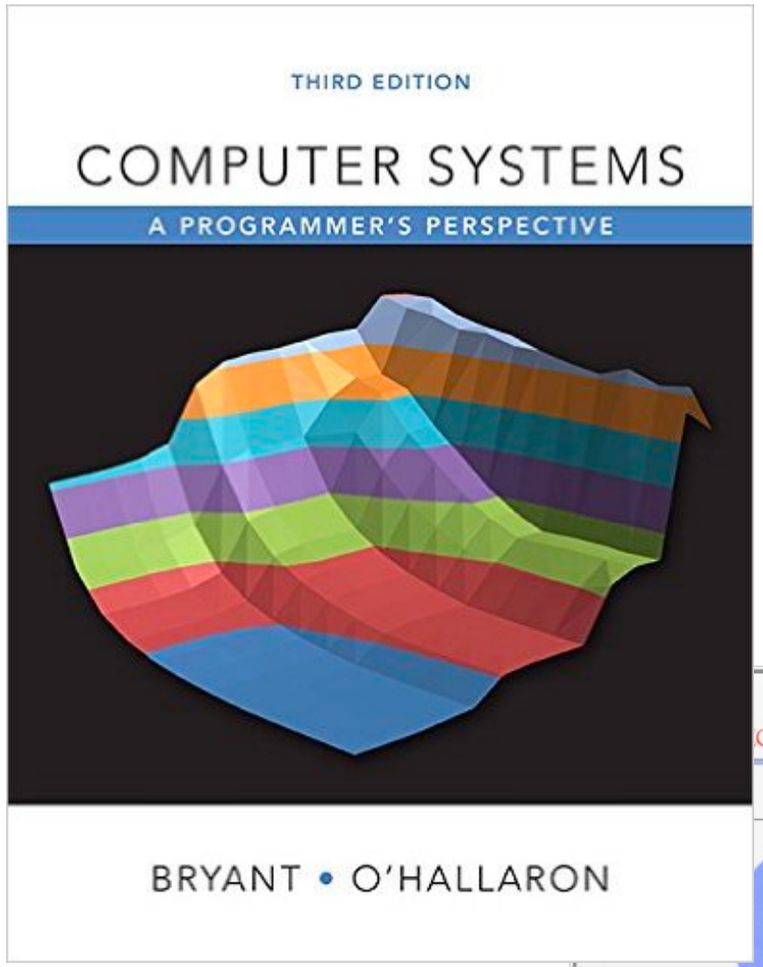
The work ahead:

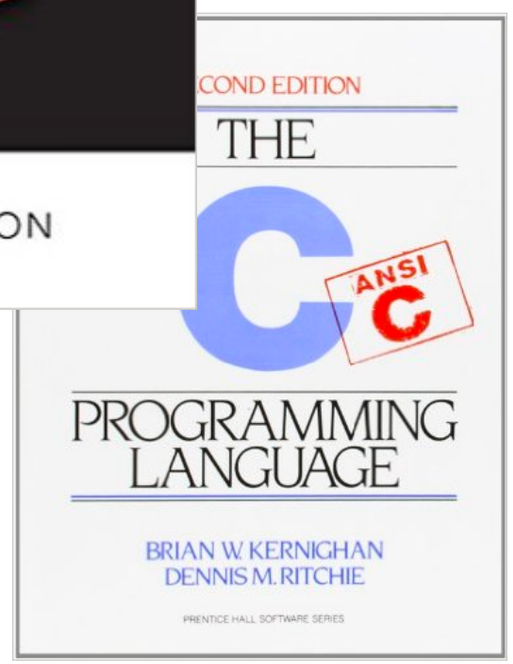
- 2 Exams (midterm and final)
- 7 Labs (only 6 are graded)
- Regular in-class exercises
- Attendance and engagement
- Collaboration policy and Honor Code

The Course

Resources and such:

- Class meetings
- Lab meetings
- Laptops / Phones
- Textbook(s)





The Course

Where's the stuff?

- Blackboard = Grades, Assignments, Links

Always start in Blackboard

- GitHub = Assignments (your work)
- Website = Schedule, Resources, etc.

The Schedule

From the bottom up:

1. Information Representation
2. x86_64 Processor and Machine Code
3. Memory and Cache
4. Processes and Threads

fin