

Introduction To Computer Systems

计算机系统导论

First Day Checklist

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Overview

- **Course Lecturer:**
 - **Lei Zhang (张磊)**
 - **计算机学院 (软件学院) : 教授/硕导**
 - **四川大学招生办公室主任兼教务处副处长**
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Textbook

- 教材:

- 计算机文化（原书第20版）
- [美] 琼·詹姆里奇·帕森斯 (June, Jamrich, Parsons) 著, 吕云翔, 高峻逸, 霍晓亮, 张雨任 等译
- <https://item.jd.com/12625336.html>



Course Introduction

- 计算机系统导论是四川大学软件学院软件工程专业为大一新生开设的第一门专业课程。
- 全面介绍计算机系统的基本概念, 为学生对计算机的认知、使用和运用打下基础。课程从计算机的硬件到软件, 从系统到应用, 展现计算机的各个知识领域。
- 分为六个单元模块, 12个知识小节:
 - 引言/计算机和数字基础
 - 计算机硬件/数字媒体
 - 计算机软件/操作系统
 - 计算机网络系统
 - 数据库系统/信息系统
 - 计算机安全/计算机编程。
- 课程采用讲、做结合的方式, 一课一练, 通过课程实验使学生掌握计算机系统的使用, 帮助理解计算机系统的基本概念

2023秋季学期计算机系统导论教学安排

周次	授课教师	备注
第4周	张磊	引言，计算机硬件，数字媒体 十一假期停课一周
第6周	张磊	
第7周	张磊	
第8周	程艳红	计算机软件
第9周	程艳红	操作系统
第10周	林锋	网络基础（1）
第11周	林锋	网络基础（2）
第12周	林锋	网络应用
第13周	雷文强	数据库系统
第14周	雷文强	信息系统和软件工程
第15周	肖铭	计算机安全
第16周	肖铭	计算机编程

Course Organization

- **Readings:**
 - The course includes readings from both the textbook and the CC website .
- **Multiple-choice quizzes**
- **Exercises**
- **Mid-term Exam (包含张, 程两位老师的授课内容)**
- **Final Exam (包含后三位老师的授课内容)**

Grading

- **课程采用过程化考核，课程成绩组成如下：**
- **课程成绩=**
 - **课堂互动成绩*10%（含MOOCs课程学习）**
 - **实验成绩*10%**
 - **课外作业成绩*10%**
 - **半期考试成绩*30%**
 - **期末考试成绩*40%。**

Effort, Attendance, Late Work, Repeat Work

- **Effort:**
 - This course involves learning a lot of detailed information about computer systems. It is not particularly a skill-developing course (such as the programming courses).
- **Attendance:**
 - Absences need not be excused.
- **Late Work:**
 - It is generally not accepted and receives a zero.
 - In the case of unplanned emergencies, speak to the instructor for a revised due date.
- **Repeat Work (Retakes):**
 - The course will not give “incomplete”.
 - Multiple-choice assessments may not be retaken for a higher grade.

Your Role

- **Attend all lectures**
- **Attend all laboratory classes**
- **Work out the exercise on your own or after a discussion with your group, don't make copy.**
- **Come to see me during lecture, consultation hour and laboratory session**

Computer Science vs. Software Engineering

Computer Science	Software Engineering
Computer science does research and extends scientific knowledge, tests theory and works at the edge of the unknown .	Software engineering starts with knowledge that has already been proven reliable, creates designs that work.
Computer science concerns primarily with the design of algorithms, languages, hardware architecture, systems software, applications software and tools.	Software engineering concerns more about creating high-quality software involved in all aspects of the software life cycle, from specification through analysis, design and implementation, to testing maintenance and evaluation of the product.
Scientists need depth in narrow branches of knowledge.	Engineers need broad scope to their education.

谢 谢!