

Introduction

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CSI 333 – System Fundamentals



UNIVERSITY
AT ALBANY

State University of New York

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Welcome to System Fundamentals!

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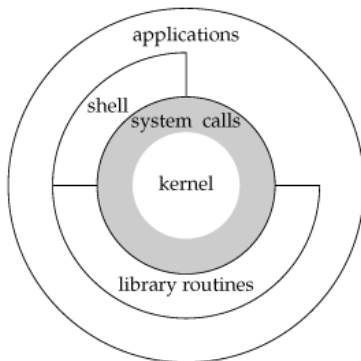
- Office Hours: Tuesday/Thursday 4:30pm–5:30pm (UAB 422), or by appointment

TA Ferhat Demirkiran (fdemirkiran@albany.edu)

- Office Hours: Monday/Wednesday 2pm–3pm (TBA), or by appointment

- Primarily provide services to other software
- Often developed for performance
- Typically tied to underlying hardware
- Examples:
 - Operating systems
 - Web browsers
 - Game engines
 - Industrial control systems

- Written for specific (class of) hardware
- Provides services to applications such as sharing hardware resources
- Linux architecture (simplified):

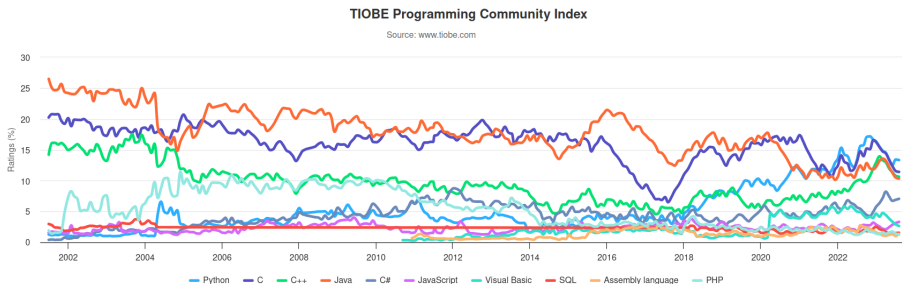


Why learn low-level programming?

- Someone needs to build system software!
 - Need to provide an interface for a hardware your company develops
 - Need the best performance possible (lowest overhead) and willing to forgo niceties of higher-level languages (like Java)
 - Need to develop for a resource-constrained environment
 - To learn how the computer really works without the fancy layers and abstractions

Why C?

- Still very popular



*TIOBE ratings are based on the number of skilled engineers world-wide, courses and third party vendors

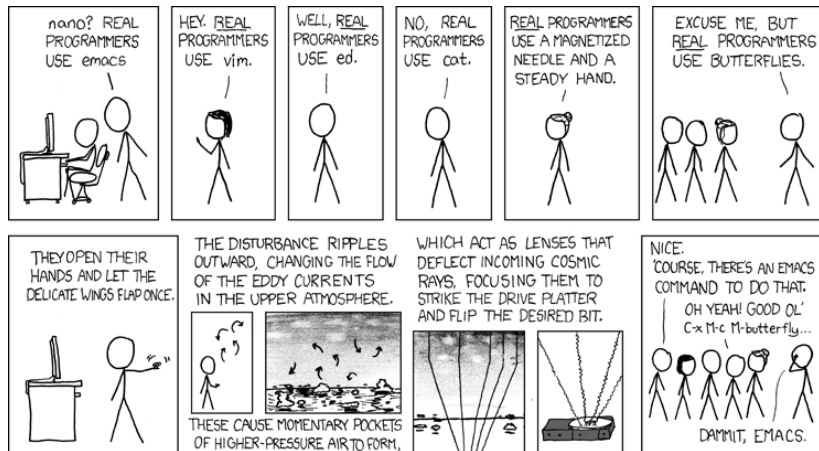
- ① Shell/Git
- ② C programming
- ③ POSIX/Linux programming
- ④ Misc. topics

Set up your environment: shell

- You need a POSIX shell for this class
 - Your primary OS is Linux? Awesome!
 - Mac OS? Should work too
 - Windows? Windows Subsystem for Linux
 - Virtual machine (VirtualBox + Install your favorite Linux distro)
- Will be your first lab

Set up your environment: editor

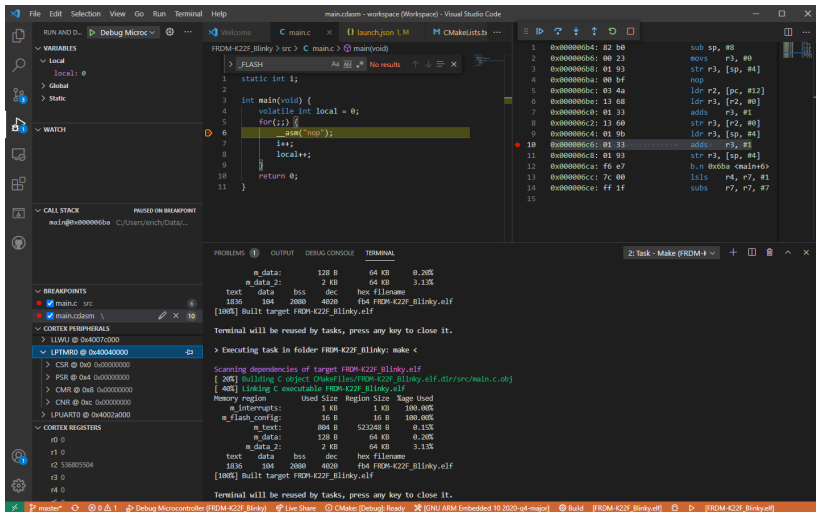
- Choose your favorite editor
 - Popular editors in Linux: Emacs, Vim, nano, ...



credit: xkcd.com

Set up your environment: IDE

- Use Visual Studio Code for debugging larger C program



Set up your environment: git

- Git and GitHub
 - Lecture slides, assignments, questions, feedback, . . .
 - You'll practice it in the first lab
 - We need to know your github username. Let's take care of it!
 - Sign up for GitHub if you don't have an account
 - Go to course Blackboard page, navigate to Course Materials
 - Complete **GitHub Info**

- Schedule: Labs meet on Friday and Monday
 - Friday is first lab to cover a particular assignment. You work on first lab this Friday.
- Short self-paced exercises
- One lab assignment each week
- Should be able to finish them when attending your lab session (in most cases)

- (Mini-)Project are more significant programming assignments than labs
- About 4 of them during the semester
- You will have about 2 weeks to complete each

- You submit your work on GitHub
 - We collect them from there at the deadline
 - More on that in the next session
- Grades will be recorded in Brightspace
 - You have 5 business days to create an issue in your assignment repository on Github if there is any issue with your grade
 - We will not re-grade after this 5-day period

- 2 exams
 - Midterm: Module 1 & 2 (Shell, Git, C programming)
 - Final: Module 3 (POSIX/Linux programming)

- No tolerance for academic dishonesty: cheating, plagiarism, ...
- No late submission (generally)
 - Passed 11:59pm on the day of the deadline and you will receive no point
 - All sort of software and hardware problems may occur
 - Plan ahead and do not leave it to last minute
- Can ask for one-time late lab submission
 - If granted, you can submit 3 days late
- Up to 10% of in-class exercises will be dropped
- 5-day period to inform us about any grading issue

How to succeed in this class

- Read ahead and exercise!
 - Assigned readings are short
 - Read them before coming to class
 - Read the freaking manual!
 - OK to research online about best practices. But refer to manuals again to fully understand what you find based on your research
- Participate in class activities
 - Bring your laptop, or team up with a friend who can bring their laptop
- Get help from us!
 - Office hours, GitHub, email, ...

