Seneca | SCHOOL OF SOFTWARE DESIGN & DATA SCIENCE

Course Code	OPS102	Course Section	NDJ	Course Title	Operating Systems for Programmers
Term	Fall 2023 (2237)	Course Outline Link	Course Outline Link	Instructional Mode	In Person
Scheduled Weekday for Lecture	Tuesday	Scheduled Class Start Time (in Eastern Time)	1:30 PM	Scheduled Class End Time (in Eastern Time)	3:15 PM
Scheduled Weekday for Lab	Thursday	Scheduled Class Start Time (in Eastern Time)	8:00 AM	Scheduled Class End Time (in Eastern Time)	9:45 AM
Professor's Name	Type Professor's Name	Saso Kocev	Saso.Kocev@SenecaCollege.ca	Professor's Telephone Number	NA
Scheduled Office Hours		Professor's Preferred Method of Communication	Email	Expected Response Time	48 Hours
Professor's Name					
Scheduled Office Hours					

* An additional row for second scheduled day of classes per week is available if needed. Highlight rows 5 to 7, right click, and select "Unhide". Upon completion of the addendum - highlight, right click and HIDE THIS LINE.
* Additional rows for second professor's information are available for semesters when two professors will facilitate course. If needed, highlight rows 8 to 12, right click, and select "Unhide". Upon completion of the addendum - highlight, right click and HIDE THIS LINE.

Assessment Summary

Labs- 30%
Quizzes- 15%
Midterm-25%
Final Exam- 30%

The semester starts on Sept 5

Week	Class type	Topics/Activities	Instruction Mode	Class Location	Assessment (Type and weight)
Week 1 May 1 - 5	Lecture	Introduction to Operating Systems Purpose, role Distinction between operating systems and user interfaces (GUI, TUI, CLI)	In-Person (Attend on campus)	Physical Classroom (Type in Campus and Room Number)	Note: Select 5 best quizzes out of 7.
	Lab	Lab 1	In-Person (Attend on campus)	Physical Classroom (Type in Campus and Room Number)	Lab 1: 3%
Week 2	Lecture	Hierarchical file system, files/folders/directories, current working directory, tree	In-Person (Attend on campus)	Physical Classroom (Type in Campus and Room Number)	Quiz 1:3%
	Lab	Lab 2	In-Person (Attend on campus)	Physical Classroom (Type in Campus and Room Number)	Lab 2: 3 %
Week 3	Lecture	Working with file contents File Links	In-Person (Attend on campus)	Physical Classroom (Type in Campus and Room Number)	Quiz2: 3%
	Lab	Lab 3	In-Person (Attend on campus)	Physical Classroom (Type in Campus and Room Number)	Lab 3: 3%

Week 4	Lecture	Piping, Redirection Text Editors: nano, gedit, notepad++, sublime	In-Person (Attend on campus)	Physical Classroom (Type in Campus and Room Number)	Quiz3: 3%
	Lab	Lab 4	In-Person (Attend on campus)	Physical Classroom (Type in Campus and Room Number)	Lab 4: 3%
Week 5	Lecture	Resource and Process management Checking available resources	In-Person (Attend on campus)	Physical Classroom (Type in Campus and Room Number)	Quiz 4: 3%
	Lab	Lab 5	In-Person (Attend on campus)	Physical Classroom (Type in Campus and Room Number)	Lab 5: 3%
Week 6	Lecture	Review	In-Person (Attend on campus)	Physical Classroom (Type in Campus and Room Number)	
	Lab	Catchup on Labs	In-Person (Attend on campus)	Physical Classroom (Type in Campus and Room Number)	
Week 7	Lecture	Midterm	In-Person (Attend on campus)	Physical Classroom (Type in Campus and Room Number)	25%
	Lab	Midterm	In-Person (Attend on campus)	Physical Classroom (Type in Campus and Room Number)	
Study week is from Oct 23 to Oct 27				Physical Classroom (Type in Campus and Room Number)	
Week 8	Lecture	Bash Scripting Basics Prerequisites (shebang, comments, paths,	In-Person (Attend on campus)	Physical Classroom (Type in Campus and Room Number)	
	Lab	Lab 6	In-Person (Attend on campus)	Physical Classroom (Type in Campus and Room Number)	Lab 6: 3%
Week 9	Lecture	Automation with Bash Scripting Arithmetic Expressions	In-Person (Attend on campus)	Physical Classroom (Type in Campus and Room Number)	Quiz5: 3%
	Lab	Lab 7	In-Person (Attend on campus)	Physical Classroom (Type in Campus and Room Number)	Lab 7: 3%
Week 10	Lecture	Batch Scripting in Windows Variables, Input, Output	In-Person (Attend on campus)	Physical Classroom (Type in Campus and Room Number)	Quiz 6: 3%
	Lab	Lab 8	In-Person (Attend on campus)	Physical Classroom (Type in Campus and Room Number)	Lab 8: 3%
Week 11	Lecture	Software Management Installing, upgrading, removing programs	In-Person (Attend on campus)	Physical Classroom (Type in Campus and Room Number)	Quiz 7: 3%
	Lab	Lab 9	In-Person (Attend on campus)	Physical Classroom (Type in Campus and Room Number)	Lab 9: 3%
Week 12	Lecture	Regular Expressions – regex Atoms, wild cards, repetition, character class	In-Person (Attend on campus)	Physical Classroom (Type in Campus and Room Number)	
	Lab	Lab 10	In-Person (Attend on campus)	Physical Classroom (Type in Campus and Room Number)	Lab 10: 3%
Week 13	Lecture	Review	In-Person (Attend on campus)	Physical Classroom (Type in Campus and Room Number)	
	Lab	Review	In-Person (Attend on campus)	Physical Classroom (Type in Campus and Room Number)	
Week 14	Lecture	Final Exam	In-Person (Attend on campus)	Physical Classroom (Type in Campus and Room Number)	
	Lab	Final Exam	In-Person (Attend on campus)	Physical Classroom (Type in Campus and Room Number)	30%

The semester ends Dec.13th

* If you are teaching a compressed (7-week) course, highlight rows 33 to 40, right click , and select 'Hide'.
* Additional rows are available for courses that have two teaching blocks per week. For weeks 1 - 7, highlight lines 22 to 32, right click, and select 'Unhide'. For weeks 9 - 15, highlight lines 39 to 49, right click, and select 'Unhide'. For further instruction, please see the instruction tabs to identify how to alter the Addendum to showcase the full details of the course. Upon completion of the addendum - highlight row 51 and 52, right click and HIDE THESE LINES.

Other Important Semester Dates

Primary Addenda

Approved by:
Kathy Dumanski, Chair, School of Software Design and Data Science

Please read this addendum to the general course outline carefully. It is your guide to the course requirements and activities.

Please refer to the course outline for learning outcomes, course description and text and materials.

Please also visit Welcome | School of Software Design and Data Science (senecacollege.ca) for key information on courses, graduation requirements, transfer credit, and more from the School of Software Design and Data Science.

Course Policies

A+	90% to 100%
A	80% to 89%
B+	75% to 79%
B	70% to 74%
C+	65% to 69%
C	60% to 64%
D+	55% to 59%
D	50% to 54%
F	0% to 49% (Not a Pass)

Academic Policies

http://www.senecacollege.ca/about/policies/academics-and-student-services.html
For further information, see a copy of the Academic Policy, available online (http://www.senecacollege.ca/about/policies/academics-and-student-services.html) or at Seneca's Registrar's Offices.

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