



Introduction to Software Systems

Spring 2022

Who are we?

Instructors:

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Course Details

- **Course Objective:** The aim of this course is to provide a working knowledge on tools for building simple software systems.
- Course Structure: 9 classes (1.5 hrs per class), Lab Work 3 hrs per week (7 lab sessions overall)
- Grading split up: Quiz 20%, Final Exam 25%, Assignments 25% (3), Labs 20% (4); Others 10%
- **Course Notes:** Reference Material and relevant notes will be made available on Moodle and on Github. Students are expected to read the notes/reading material, put on effort, work towards rising your problem-solving skills and learn things by doing.
- Lab Work: Linux Commands, Shell Scripting, HTML, CSS, JavaScript, Python

Books/Materials:

- Mastering Linux Shell Scripting: A practical guide to Linux command-line, Bash scripting, and Shell programming, by Mokhtar Ebrahim, Andrew Mallett
- Learning Python: Powerful Object-Oriented Programming, by Mark Lutz
- JavaScript: The Definitive Guide, by David Flanagan
- Software Engineering Principles (from various sources)
- Workbook given by the course instructors
- https://serciiit.gitbook.io/introduction-to-software-systems/

Academic Honesty

A helps B in task X

- B doesn't get opportunity to do task X
- B doesn't learn the skill to do task X
- B gets spoilt, dependent and unfit for jobs requiring skills of X
- You may think it is okay to do it only once and not repeat it. But when a thing is done once, it gets wired into the brain as being "okay"; and unless there is a strong reason, it will repeat.

If you want to help, help to learn.

What's a System?

- Commonly used/understood definition
 - Set of inter-related components working together to achieve a common objective
- A system may be "Natural" or "Engineered"
 - Solar system (Natural)
 - Telephone network system, power plants, etc. (Engineered)
 - Systems have boundaries due to various reasons





Hardware

Software

This course is about... Tools and Technologies for Software Systems

