

CSE384 Intro. to System & Network Programming

Instructor Information

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Texts

- Lecture notes
- References (Optional):
 - “Computer Systems: A Programmer’s Perspective,” Randal E. Bryant and David R. O’Hallaron
 - Bash Guide for Beginners: [tldp.org/LDP/Bash-Beginners-Guide/html/]
 - Advanced Bash-Scripting Guide: [www.tldp.org/LDP/abs/html/]
 - Using GNU’s GDB Debugger: Memory Layout And The Stack: [www.dirac.org/linux/gdb/02a-Memory_Layout_And_The_Stack.php]

Learning Objectives

The learning objective is system programming skills in Linux/Unix environments. The programming skills to learn include bash scripting, C programming language, C programming tools in Linux and systems-level programming, etc.

Prerequisites

- Programming in at least one of high-level languages, such as Java, C/C++ (e.g., CIS351)

Grading

- Homework (50%), exams (50%)

Schedule

1. Linux setup
2. Shell scripting
3. C/C++ programming
4. Systems programming