

Syllabus

Course: CSCI 4401[G] – Principles of Operating Systems I (Spring 2011)

Time: Tuesday & Thursday: 4:30pm – 5:45pm

Place: Math 214

Prof: Christopher Taylor

Info: Email ➤ taylor@cs.uno.edu

Office Hours ➤ Tuesday & Thursday: 1:00pm – 3:00pm in Math 350
Wednesday: 10:30am – 12:30pm in CERM 217

Prereqs: CSCI 2467 or consent of department

Textbook: Modern Operating Systems (3rd Edition) by Andrew S. Tanenbaum

Grading:

Programming Assignments (3)	➤	30%
Homework Assignments (2)	➤	20%
Midterm Examination	➤	20%
Final Examination	➤	30%

Exams: There will be a midterm exam and a final exam. The actual date of each exam will be announced well in advance. You can find the date of the final exam on the registrar's webpage.

Due Dates: Every assignment handed out will be clearly marked with a due date. You are responsible for handing in your assignment on time. Late submissions will be assessed at the following rates: 80% for up to 48 hours late, 60% for up to 96 hours late, 40% for up to 144 hours late, 20% for up to 168 hours late. Assignments that are over a week late will receive no credit.

Attendance: Your attendance at class is required and essential for you to meet course requirements. Attendance will be taken at the beginning of each class.

SLOs: After successfully completing this course, students will be able to:

- Program and modify a variety of operating system components
- Understand and explain fundamental concepts of operating systems
- Know and love the blue screen of death
- Evaluate different scheduling algorithms (e.g. for CPU, disk, etc.)

ODS: It is university policy to provide, on a flexible and individualized basis, reasonable accommodations to students who have disabilities that may affect their ability to participate in course activities or to meet course requirements. Students with disabilities are encouraged to contact the Office of Disability Services (ODS) to discuss their individual needs. The ODS will work with me to help determine suitable accommodations.

Cheating: All submitted work must be exclusively your own. Cheating is:

- ✓ Copying (in whole or in part) the solutions of former students, current students, or any other human being (alive or dead). “Copying” includes transmission through email, the Internet, smoke signals, or by any other means.
- ✓ Obtaining solutions from the Internet or other archival sources.
- ✓ Even *looking* at a solution is cheating. If you see something that looks like a solution to an assignment, avert your eyes and *run away as fast as you can*.

Discussing assignments at a high level for clarification, discussing problems concerning the computing equipment, and studying in groups for examinations is not cheating. However, every word you type for programming and written assignments must be your own!

“Academic honesty and intellectual integrity are fundamental to the process of learning and to evaluating academic performance. Maintaining such integrity is the responsibility of all members of the University.”

Conduct: Please be respectful of your classmates and refrain from disruptive activities in the classroom. Come to class on time. Parking is often a hassle; allow enough time for it. There is no excuse for repeatedly arriving late. Turn off cell phones in the classroom. If you use a laptop or other electronic device to take notes, you must keep keyboard noise to a minimum. If you can't type silently then you should revert to the “old-fashioned” method of paper and pencil. Your cooperation is appreciated.

Blackboard: Essential course material (including this syllabus) will be posted to the CSCI 4401[G] course page on Blackboard (<http://uno.blackboard.com>). Assignments will be handed out electronically via Blackboard and you will be required to submit your completed assignments via Blackboard as well. Important course announcements will be posted to Blackboard, which will then be emailed to your @uno.edu email address (make sure it's not full!).

Preparation: This is an upper-level computer science course. You are expected to be:

- A proficient programmer who knows Java (CSCI 1583/2120)
- Mathematically mature (Discrete Math, Data Structures, Algorithms)
- Familiar with computer organization and architecture (CSCI 2450)