1 Introduction

This class is CSE 190: Advanced Unix Programming. The class meets on Tuesdays and Thursdays from 11:10am to 12:30pm in Center 222.

2 Instructor and Office Hours

The instructor for this class is Prof. Bennet Yee. I just go by "Bennet" or "bsy", though "Prof. Yee" is fine too if being too informal bothers you. Tentatively, my office hours are 2pm to 3pm on Tuesdays and Thursdays in my office, AP&M 5141, but you should feel free to drop by at other times. If you come by outside of office hours without first making an appointment, I *may* ask you to come back later if I am busy, but I will otherwise make an effort to accomodate you. You can run the command "`finger bsy@play`" from your Unix (OCE) accounts to check my idle time and see if I'm around first. You may also send me email at `<bsy+cse190.s00@cs.ucsd.edu>`. Be *sure* to use that address, since i filter my mail by destination addresses, and class-related email sent to any other email address will likely be misfiled and not processed promptly. When my schedule is finalized and if the office hours need to be changed, I'll announce it in class, and the new times will also be updated on the class web page.

There is no TA for the course.

3 Class Contents / Goals

In this class, you will learn about some topics on advanced Unix programming. This is generally low-level systems programming, which means that we will be looking at writing programs for basic system administration, system-level libraries for application programmers to use, applications that uses low-level system services etc. We may also discuss topics that you suggest.

Assignment 0: *Think about what you'd like me to cover.*

We will adopt an experimental approach to learning about the operating system. This means that sometimes I'll ask you to find out how things work by writing test programs. Many of the details will *not* be available in any book or manual; sometimes they won't be readily apparent even from reading the source code. We will be using Solaris via your OCE accounts, so we *won't* have source code access.

4 Textbook, Handouts, and Class Web Pages

There is no text for the course. I'll put info in the class web page — look there for a warning of what's coming next, as well as clarifications of material presented in class.

You should read the class Web page at

`http://www-cse.ucsd.edu/classes/sp00/cse190_B/`

periodically for extra "virtual" handouts, announcements, etc. You should check this page *at least* once between lectures, if not more often.

5 Grading

This course will **not** be graded on a curve. If all of you learn the material well, I will give everybody "A"s (or S); conversely, if none of you learn the material at all, I will give everybody "F"s (or U). Your grade will be computed from your marks from your homework, midterm, and final exam approximately as follows:

Homework/Project	30%
Midterm	30%
Final Exam	40%

Note, however, that even though I'm not grading strictly based on a bell curve, it doesn't mean that I'm grading based on a strict 90%/80%/etc cut-offs either. My exams aren't calibrated *that* carefully, and I may change the weights and/or scale the scores according to how well I feel that a well-prepared student should do.

Unless explicitly specified otherwise, you **must** do your homework / projects by yourself. You may discuss high-level ideas with your study partners, but the code that you write must be your own.

6 Cheating

The following is the class cheating policy. While almost all of you can be trusted to behave honestly and honorably, we need to be clear that cheating is unacceptable behavior for those in case there are some who are still be in doubt. Not only is it dishonorable and unfair to everybody else who work honestly for their grades, it is also against University Policy and there will be serious repercussions.

If two or more students handed in assignments are determined to be copied from each other when I did not ask you to collaborate — or any other form of cheating occurs (e.g., inappropriately obtaining outside help on an assignment) — *all* of the students involved may receive an F grade for the *entire course* and be reported to your college Dean for administrative processing; committing acts that violate Student Conduct policies that result in course disruption are cause for suspension or dismissal from UCSD. **It is your responsibility to prevent others from copying your work.** See the General Catalog's section on UCSD Policy on Integrity of Scholarship for more details.

Because your are responsible for not letting others see your work, you should keep your computer accounts private. This means you should chose a good password and never share it with another person. Your course-related files should not be readable to other students, and when you print things out, pick them up promptly.

I advise you to create a subdirectory for your work for CSE 190. This subdirectory should be protected against "group" and "other" access (e.g., using the commands "`mkdir ~/cse190.s00`" and "`chmod go=- ~/cse190.s00`"), and put all of your files for CSE 190 within this subdirectory.

7 Miscellaneous

You are encouraged to jump in and ask questions during in-class discussion. Remember: if you're unsure about something, there are probably several other people in the class who are in the same boat.

Cheating Policy

I have read and understood the class cheating policy (section 6 of this handout) for CSE 190, spring 2000.

Name: ______________________________ (print) Email: ______________ (print)

Signature: ______________________________________ Date:______________

Detach and return this page to the instructor.