

# Introduction to Computer Systems Section 03

## CS 47

Spring 2024 3 Unit(s) 01/24/2024 to 05/13/2024 Modified 01/24/2024

### Contact Information

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Instructor(s):	Dr. Chung-Wen (Albert) Tsao
Office Location:	MH411
Email:	chung-wen.tsao@sjsu.edu (Once the class starts, use Canvas Inbox)
Class Days/Time:	MW 12:00PM - 1:15PM
Classroom:	Science Building 311
<a href="#">Office</a> Hours:	T/Th 10:30 – 11:30am at MH411 T/Th/F 10:30 – 11:30am on ZOOM <a href="https://sjsu.zoom.us/j/86250414128">https://sjsu.zoom.us/j/86250414128</a>

### Course Description and Requisites

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Instruction sets, assembly language and assemblers, linkers and loaders, data representation and manipulation, interrupts, pointers, function calls, argument passing, and basic gate-level digital logic design.

Prerequisite(s): ½ CS/MATH 42 or 42X, and ½ CS 46B (with a grade of "C-" or better); Allowed Majors: Computer Science, Data Science or Forensic Science: Digital Evidence

## Classroom Protocols

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- Instructor may drop students (by the Instructor Drop Deadline) who
  - are absent for 1st day of class without informing you before 2nd day of class, or
  - have no proof of the prerequisite fulfillments.
- Do not ask for special treatment. The rules for this course apply to everyone equally.
- Cheating will not be tolerable; a ZERO will be given to any cheated assignment/exams, and it will be reported to the Department and the University.
- Do NOT share/post online any course materials, PPT slides, or homework solutions.
- Use of electronic devices during exams is NOT allowed unless stated otherwise.
- You are required to check Canvas for reading/assignments.
- The information on this syllabus is subject to change; changes, if any, will be clearly explained in class, and it is your responsibility to become aware of them.
- Once the class starts, use Canvas Inbox to email me for a faster response. I check the Canvas Inbox emails much more often than my school emails.

## Class Format

- Course materials such as syllabus, handouts, notes, assignment instructions, etc. can be found on Canvas at <http://sjsu.instructure.com>.
- You are responsible for regularly checking the most updated messages and uploaded materials there.

## Program Information

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Diversity Statement - At SJSU, it is important to create a safe learning environment where we can explore, learn, and grow together. We strive to build a diverse, equitable, inclusive culture that values, encourages, and supports students from all backgrounds and experiences.

## Course Goals

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The course consists of an introduction to computer hardware organization and the hardware/software interface.

Programming assignments are used to reinforce concepts of data representation, addressing modes, memory organization, run time stacks, and interfacing with high-level languages.

## Course Learning Outcomes (CLOs)

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Upon successful completion of this course, students will be able to:

1. Explain the architectural components of a computer system: CPU (registers, ALU), memory, buses
2. Convert between decimal, binary, and hexadecimal notations.
3. Use with two's complement integers, IEEE 754 floating-point numbers, and character encodings
4. Write assembly programs that use load/store, arithmetic, logic, branches, call/return and push/pop instructions.
5. Simulate the gate-level operations of basic ALU functions
6. Describe how variable access, arithmetic, function calls, and pointers are translated from a High Level Language to assembly.
7. Write programs that interface between a High-Level Language and assembly.
8. Write programs that contain system calls in a High-Level Language and assembly.

## Course Materials

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### Computer Organization and Design – The Hardware/Software Interface, 5th

- **Author:** David A. Patterson, John L. Hennessy
- **Publisher:** Elsevier
- **Edition:** 5th
- **ISBN:** 9780124077263

#### Required Textbooks

### Logic & Computer Design Fundamentals

- **Author:** Mano & Kime
- **Publisher:** PEARSON
- **Edition:** 5th
- **ISBN:** 9780131989269

#### Optional Textbooks

## Course Requirements and Assignments

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#### Assignments:

- No late assignments will be accepted without advanced arrangement with the instructor.
- However, everyone has two passes in the last week of semester to waive the penalty for
  - any two submissions that are each turned in within 24 hours after the due date, or
  - any one submission that are turned in within 48 hours after the due date.
- All homework must clearly indicate each student's name, course, and assignment number.

- Students are allowed (and actively encouraged) to form study groups.
- You may discuss solutions, but you MUST write up the answers independently.
- If you use a website or reference book, you must cite it.
- If there are multiple similar submissions not exhibiting independent thought, or with words obviously lifted from a book or website, ALL such submissions will receive scores of 0.

## LockDown Browser + Webcam Requirement:

This course requires the use of LockDown Browser and a webcam for online quizzes. The webcam can be the type that's built into your computer or one that plugs in with a USB cable. Watch [this](#) brief video to get a basic understanding of LockDown browser and the webcam feature. Download and install LockDown browser from [here](#).

## Pop Quizzes:

- Pop quizzes locked with passcode may be given anytime during class.
- They are usually explained in class and due on the end of the lecture day.
- The purpose of pop quizzes is to encourage you to study and review the concepts and materials we discussed in the lecture.

## Midterm and Final Examinations:

There will be two midterm examinations, and a cumulative final exam.

- Exams may NOT be taken before or after the scheduled time for any reason.
- All the students need to attend synchronously.
- No make-up exams for anyone except for the medical emergency with the official medical proof.
- Use of electronic devices during exams is NOT allowed unless stated otherwise.
- All exams include quizzes (closed book) and written test (open book)
- All exams will remain with the instructor.

## ✓ Grading Information

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- Final grades will not be adjusted in any way - so an 89.99% is still a B+.
- No incomplete grades will be given.
- The grading scale is as follows:
- Note that "All students have the right, within a reasonable time, to know their academic scores, to review their grade- dependent work, and to be provided with explanations for the determination of their course grades."
  - ee University Policy F13-1 at <http://www.sjsu.edu/senate/docs/F13-1.pdf> for more details.

## Breakdown

- Pop quizzes 10%
- Homework 30%
- Project #1 5%
- Project #2 5%
- Midterm 1 15%
- Midterm 2 15%
- Final Exam 20%

## Criteria

The grading scale is as follows:

<a href="#">Grading Scale</a>					
A+	97%	A	93%	A-	90%
B+	87%	B	83%	B-	80%
C+	77%	C	73%	C-	70%
D+	67%	D	63%	D-	60%
F	below 60.0%				

## University Policies

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Per [University Policy S16-9 \(PDF\)](http://www.sjsu.edu/senate/docs/S16-9.pdf) (<http://www.sjsu.edu/senate/docs/S16-9.pdf>), relevant university policy concerning all courses, such as student responsibilities, academic integrity, accommodations, dropping and adding, consent for recording of class, etc. and available student services (e.g. learning assistance, counseling, and other resources) are listed on the [Syllabus Information](https://www.sjsu.edu/curriculum/courses/syllabus-info.php) (<https://www.sjsu.edu/curriculum/courses/syllabus-info.php>) web page. Make sure to visit this page to review and be aware of these university policies and resources.

## Course Schedule

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**Course Schedule** (This schedule is subject to change. Any change will be communicated via Canvas with fair notice.)

Week	Date	Topics
1	24-Jan	Introduction to Computer
2	29-Jan	Computer Organization
	31-Jan	Number Representation
3	5-Feb	Programming a Computer
	7-Feb	Assembler,Linker,Loader
4	12-Feb	SPIM IDE & MIPS Simulator
	14- Feb	Memory Usage I
5	19- Feb	Memory Usage II
	21- Feb	Memory Usage III
6	26- Feb	Addressing Modes, Directives
	28-Feb	Arithmetic and Logic Instructions
7	04- Mar	Review
	06- Mar	Midterm Exam I
8	11- Mar	Comparison, Branch & Jump
	13- Mar	Procedure
9	18- Mar	Procedure Implementation
	20- Mar	Floating Point Number Representation ,

10	25- Mar	Floating Point Number Representation ,
	27- Mar	Floating Point Number Representation ,
11	1-Apr	Spring Recess
	3- Apr	Spring Recess
12	8- Apr	Boolean Algebra
	10- Apr	Logic Gates
13	15- Apr	Addtion and Subtraction Logic
	17- Apr	Review
14	22- Apr	Midterm Exam II
	24- Apr	Multiplication Logic
15	29-Apr	Division Logic
	1- May	Boolean logic
16	6- May	Boolean algebra
	8- May	Logic Circuit Design
17	13- May	Logic Design Components
Final Exam		Friday, May 17 9:45 AM-12:00 PM)