SSE2034: System Software Experiment 3

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http://csl.skku.edu
Course Information

• Schedule
  – 18:00 ~ 22:00 (Monday)
  – #400102 for lecture
  – #400202 for lab

• Course homepage
  – http://csl.skku.edu/SSE2034F18/Overview
  – Lecture slides, announcements, projects, etc.
  – iCampus
Course Information

• Instructor
  – Jinkyu Jeong, assistant professor @ SSE
  – Computer Systems laboratory
  – Office: Semiconductor bldg. #400510 (5th floor)

  – Email: jinkyu@skku.edu
  – URL: http://csl.skku.edu/People/Jinkyu
  – Tel: 031-290-7692
  – Office hours: 15:00~16:00 (Tue)
    13:30~15:00 (Thu)
  – Email contact is preferred
Course Information

• (Awesome) two TAs
  – 안민우
    • minwoo.ahn@csl.skku.edu
  – 김동현
    • donghyun.kim@csl.skku.edu
  – Office: #400509, Semiconductor bldg.
Prerequisites

• Prerequisite Courses
  – Data structures and algorithms
  – Programming practice and experience (the C language)

• Programming Skills
  – C, python, …
  – Programming in Linux environment
    (gcc, gdb, vi/emacs, …)
Textbooks

• Main
    • Bjarne Stroustrup
    • Addison-Wesley

• References
    • Scott Meyers
    • Addison-Wesley
  – More Effective C++
    • Scott Meyers
This Course is about

• The C++ programming language
  – Object-oriented programming
  – Extended from C
  – New Standards: C++11, C++14
  – GNU compiler
    • $ g++ -std=c++11 -o hello main.cpp
    • $ g++ -std=c++14 -o hello main.cpp
    • $ g++ -std=c++1y -o hello main.cpp

• Command-line tools useful for programming
  – Bash scripting
  – Command-line tools: make, sed, awk, grep, etc.
  – Source code management tool: git
Course Plan

• Lecture + Lab
  – Lecture: ~1 hour basic C++ features
  – Lab: 2.5 hours programming practices

• Programming projects
  – 4 projects
  – Final exam
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<th>Assignment</th>
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<td>9/3 (M)</td>
<td>Course overview Δ</td>
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<tr>
<td>9/10 (M)</td>
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<td>9/24 (M)</td>
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<td>Class</td>
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<td>10/15 (M)</td>
<td>git + make</td>
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<td>10/22 (M)</td>
<td>Midterm exam week</td>
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<td>For each, random, etc.</td>
<td>PA #2</td>
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<td>12/17 (M)</td>
<td>Final exam</td>
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Class Policies (1)

• Grading policy (subject to change)
  – Class attendance + Lab: 40%
  – Projects: 40%
  – Final exam: 20%

• Class attendance policy
  – If you miss any one of the exams, you will fail this course
  – No lateness is allowed
  – Up to four absences will be tolerated
Class Policies (2)

• Cheating policy
  – What is cheating?
    • Copying another student’s solution (or one from the Internet) and submitting it as your own
    • Allowing another student to copy your solution
  – What is NOT cheating?
    • Helping others use systems or tools
    • Helping others with high-level design issues
    • Helping others debug their code
  – Penalty for cheating:
    • Severe penalty (F or more) on the grade and report to dept. chair
  – Ask helps to your TA if you experience any difficulty
Questions?