CSCI-341 Computer Architecture
Course Syllabus
Fall 2020

Course Description

Introduction to computer systems and their organization. Topics include CPU design and construction using logic gates, data representation, and assembly language representation of common programming language constructs including conditionals, loops and functions. The GCC compiler and the C programming language will be used to illustrate these topics.

Instructor

Eric McGregor, Ph.D.
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Virtual Office Hours: M-F 4:00 p.m. – 5:00 p.m.
Office Hours Zoom Meeting ID: **386 201 9846**

Meeting Times: T/Th: 9:30 a.m. – 10:45 a.m.

Course Materials

But How Do It Know? The Basic Principles of Computers for Everyone
Scott, J. Clark
Paperback
9780615303765

Computer Systems: A Programmer's Perspective
Bryant, Randal E., O' Hallaron, David R.
Hardcover (3 Edition)
9780134092669

(Optional) The C Programming Language ANSI C Version
Brian W. Kernighan
Paperback (2 Edition)
9780131103627

Please register for an AWS Student Account. We'll create and use Linux instances on the AWS infrastructure.

Course Website: http://n0code.net/work/teaching/courses/csci341.

Grading

During this course you will be evaluated on coursework, 3 exams given throughout the semester, and a comprehensive final exam.

Final numeric grades are based on the following percentages:

	Percent of Final Grade
Coursework	15
Exams 1 – 3 (20% each)	60
Final Exam	25

Course and Classroom Policies

This syllabus is accompanied by a document titled 'Course and Classroom Policies, Fall 2020'. If you did not receive this document please ask your instructor for a copy.

This syllabus may be adjusted throughout the course to provide for maximum student learning and contextual changes within the community of learners.