

DPST1092/CPTG1392 26T3 — Course Introduction

<https://www.cse.unsw.edu.au/~dp1092/26T3/>

DPST1092/CPTG1392 Staff

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Assumed Knowledge C knowledge

Assumed knowledge —

- design an algorithmic solution
- describe your solution in C code, using ...
 - ▶ variables, assignment, tests (`==`, `!`, `<=`, `&&`, etc)
 - ▶ `if`, `while`, `for`, `break`, `scanf()`, `printf()`
 - ▶ functions, `return`, prototypes, `*.h`, `*.c`
 - ▶ arrays, structs, pointers, `malloc()`, `free()`
 - ▶ recursion (for HD students)

Not assumed knowledge —

- *bit operations, file operations*

Reflecting on DPST1091/CPTG1391

What would you do differently if you went back and did DPST1091/CPTG1391 again?

What advice would you give to someone doing DPST1091/CPTG1391 this term?

Will you follow that advice this term doing DPST1092/CPTG1392 ?

You should try and answer these questions in your own time. Reflection is a very important part of learning

Textbook

DPST1091/CPTG1391



DPST1092/CPTG1392



Course Goals

DPST1091/CPTG1391 - you learned how to program.

- gets you thinking like a *programmer*
- solving problems by developing programs
- expressing your solution in the C language

DPST1092/CPTG1392 - you will learn how to use your programming skills

- gets you thinking like a *systems programmer*
- with a deep understanding of run-time behaviour
- and better able to reason about your C programs

Expectations of DPST1092/CPTG1392 students

We expect DPST1092/CPTG1392 students to become more independent with their programming:

- further develop linux skills from DPST1091/CPTG1391
- further develop debugging skills from DPST1091/CPTG1391
- practice reading manuals and documentation during DPST1092/CPTG1392

Previous results! AI warning

Everyone is an expert until they have to do it!



Figure 1: Previous results

Previous results! AI warning

Don't make the same mistakes!!

Last term 51 per cent of students failed this course!!!!

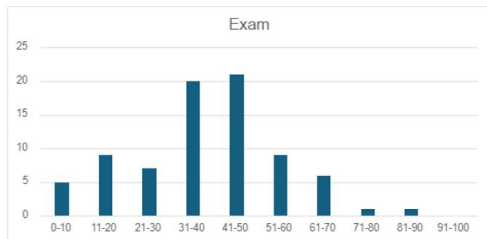


Figure 2: Previous results

Themes

Major themes ...

- 1 software components of modern computer systems
- 2 how computer represent data including integers & floats
- 3 how C programs execute (at the machine level)
- 4 how to write (MIPS) assembly language
- 5 how operating systems are structured
- 6 Unix/Linux system-level programming particularly file operations
- 7 introduction to processes, thread and concurrency

Goal: you are able to understand execution of software in detail.

Textbook

There is no prescribed textbook for DPST1092/CPTG1392.

Recommended reference ...

Computer Systems: A Programmer's Perspective,
Bryant and O'Hallaron

- covers most topics, and quite well
- but uses different machine code

Available at the LSU

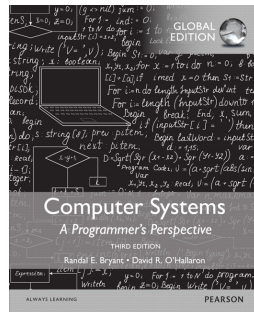


Figure 3: Computer Systems A Programmer's Perspective

Acknowledgements

Course Material has been drawn from

- COMP1521 UNSW

Always give credit to your sources!

Systems and Tools

Prac work based on *Linux* tools

- all tools available on the *CSE lab machines*
- can use *VLAB* or *SSH* to connect to CSE from home

Compilers: `dcc` on CSE machines (`clang` or `gcc` elsewhere)

Assembly language: `mipsy` (`mipsy_web` for GUI)

Use your own favourite text editor: `ed`, `vim`, `emacs`, `nano`, `gedit`, `vscode`, etc.

Other tools: `make`, `man`, `bc`, `python3`, etc.

Learn to love the *shell* and *command-line* ... very useful!

The Linux Manual

man

The linux manual (man) is divided into the following sections

- Executable programs or shell commands eg. ls, cp
- System calls (we will be looking at many of these in the coming weeks)
- Library calls eg. strcpy, scanf

And other sections we won't be using much

You can find the full table by using the command `man man` which shows the manual page about the manual.

You can get more information about individual sections by using `man 1 intro`, `man 2 intro` etc.

Advice: man will be available in the exam. Get used to using it!

Lectures

- Delivered on campus starting week 1, and every week after (except week 7)
 - ▶ please ask and answer questions and engage
 - ▶ lectures recorded via echo but not live streamed.
- present a brief overview of theory
- focus on practical demonstrations of coding
- demonstrate problem-solving (testing, debugging)
- lecture slides available on the web before lecture.

Tutorials

- **BE LOUD** talk discuss and learn.
- 2-hours of tutorials a week, starting week 1, and every week after (except week 7)
- face to face tutorials held on campus To get the best out of tutorials ...
- Attendance will be taken
- attempt the problems yourself beforehand
 - ▶ not marked, and no submission
 - ▶ but you will learn more if you try the problems yourself
- **MAKE MISTAKES**
- **YOU NEED PRACTISE CODING, SO COME TO TUTORIALS**

Labs

Each week you will have a two-hour lab class (except week 7).

- Labs will include an group activity
- Total 2 marks per week (Mark capped at 15)
- 30% mark for **individual** submission and 70% for group activity in class
- Submitted via g i v e, before Monday 9am
- **MUST ATTEND AT LEAST 5 GROUP ACTIVITIES PER TERM**
- Build skills needed for assignments and exam
- Automarked (with partial marks) — 15% of final mark
- Labs may include challenge exercises ...
 - ▶ Some are very hard and intended for HD students
 - ▶ almost full marks (95+%) possible
without completing any challenge exercises

Lab Schedule

Week	Activity
Week 1	Group Activity
Week 2	Group Activity
Week 3	Group Activity
Week 4	Group Activity
Week 5	Group Activity
Week 6	Group Activity
Week 7	Flex Week, No LABS
Week 8	Assignment Viva
Week 9	Group Activity
Week 10	Group Activity
Week 11	Assignment Viva
Week 12	Consultation/ viva

Assignments

- Ass1: Assembly (MIPS) Programming, weeks 5–8, 20%
- Ass2: C Systems Programming, weeks 9–12, 20%
- Assignments give you experience with larger programming problems than lab exercises
- Assignments will be carried out **individually**.
- New assignment format. **80% code 20% viva(face to face assesment)**
- Don't leave them to the last minute.
- Please don't use ChatGPT, final exam questions are taken from assignments.
- If you do the assignments yourself you will have no problems passing the exam.

Plagiarism

- Labs, Tests, and Assignments must be entirely your own work.
- Everything must be submitted individually
- Supplying your work to any another person may result in loss of all your marks for the lab/assignment.

Final Exam

- **In-person** 3-hour practical exam
- Closed book exam, you will not have your notes.
- most questions will ask you to write C or assembler.
- Just because autotests are passed doesnt mean you passed the question
- Every question is checked manually
- **HURDLE: You must score 18+/45 (40%) on the final exam to pass course**
- We will talk about this more...

Assessment

- 15% Labs
- 20% Assignment 1 — due week 8 (usually)
- 20% Assignment 2 — due week 12 (usually)
- 45% Final Exam

Above marks may be scaled to ensure an appropriate distribution

To pass, you must:

- score 50/100 overall
- score 18/45 on final exam (**HURDLE**)
- must come to at least 5 group activity labs (**HURDLE**)

For example:

55/100 overall, 17/45 on final exam $\Rightarrow$ **55 FAIL** not 55 Pass

How to Pass this Course

- Coding is a *skill* that improves with practice
- The more you practice, the easier you will find assignments/exams
- Its ok to use ChatGPT to help you a bit
- Do the lab exercises
- Do the assignments *yourself*
- Practice programming outside classes
- Treat extra tutorial questions like a mini prac exam
- No special secret **Come to class**