CSC 2400: Computer Systems I

Architecture of computer systems: representation of data; processor, memory and I/O organization. Assembly language programming. C programming language constructs and their relationship to the underlying architecture. Basics of operating systems: interrupts, concurrency, process scheduling, security, networking.

Credits: 3.0
Prerequisites:
CSC 1052
CSC 1300
MAT 2600
CSC 1052 and (CSC 1300 or MAT 2600)
Program: Computing Sciences