

CMSC 242 (Spring 2017)
Introduction to Network and Systems Programming (3 credits)

<http://marmorstein.org/~robert/Spring2017/cs242.html>

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Office Hours: 12:00pm-3:00pm TR, 2:00-2:50pm MW

Lecture: 11:00-11:50am MWF, Ruffner G54 or the Hardy House

Course Description: A programming-intensive class covering the fundamentals of operating systems and networking. Emphasizes the use of programming using an Application Programming Interface (API). Topics covered include threading and parallelism, low-level file system access and memory management, communication using signals, socket programming, and the TCP/IP network stack.

Prerequisite: CMSC 162.

Course Objectives:

The student will:

1. Learn to install, configure, and maintain a Linux-based development environment
2. Become proficient with system development tools
3. Develop a knowledge of system calls and library functions provided by the UNIX environment
4. Create projects that take advantage of parallel and multi-threaded programming libraries

Textbook and Other Resources:

The textbook for this class is "Computer Systems: A programmer's perspective", Randal E. Bryant and David R. O'Hallaron, Third Edition, Pearson, 2014, ISBN: 978-0134092669.

Since there will be extensive reading assignments, you should have your book by the first week of class. We will also make heavy use of the Unix Programmer's Manual (which you can access from any of the Linux systems in the lab using the "man" command) and other online resources available from the course web site.

All projects and assignments in this class are to be completed on a Linux system. You may use the systems in the Hardy House lab, but I also recommend that you install Linux directly on your laptop. Learning how to set up a new operating system on your computer is a valuable computing skill that you should master while at Longwood. I am happy to help you get things working.

Course Requirements:

This class will have both a strong programming and a strong homework component. The projects will comprise 40% of your grade. Participation will be worth 5%. Homework and quizzes will count for 35%. The midterm and final exams will each be worth 10%.

Cell Phones and Laptops:

Cell phones, music players, and laptops are to be turned off and put away during class, except as needed for lab sessions. Violations of this policy will be considered an unexcused absence and may result in a penalty against your final course grade.

Grading Policy:

Late work will not be accepted (and will receive a grade of 0%) unless you have a serious medical emergency which prevents you from completing the assignment on time. In such cases, you do not need a doctor's note, but you must send me e-mail within a reasonable amount of time (typically twelve hours from the due date) to explain your circumstances and make arrangements for the work to be completed.

Slip Days:

You will be allocated a fixed number of slip days at the start of the semester. You may use your slip days to extend the due date of one or more *programming projects*. You can use all of your slip days on one assignment or you may use them over multiple assignments.

Slip days are calculated from the minute the assignment is due until you turn it in and are rounded *up* to the nearest integer value. That means that if you turn an assignment in 24 hours and 1 minute after the due date, you will use up *two* slip days. The slip day clock runs over weekends and holidays. If a lab is due on Friday and you turn it in on Monday, you will have used three slip days, not one. Slip days cannot be shared, traded, bought, or sold, but can occasionally be earned by participation in relevant campus activities I select.

Grading Scale:

		100-91: A	90: A-
89: B+		88-81: B	80: B-
79: C+		78-71: C	70: C-
69: D+		68-64: D	
63 or lower: F	(There is no grade of D- in this course. Anything below a 64 is failing.)		

Attendance:

I expect you to attend class unless you are sick or engaged in a school-sponsored sport or extracurricular activity. Please do NOT come to class if you are sick. Instead, contact me within 12 hours of the absence to check whether you've missed any work and make arrangements to make up any missed quizzes. You should also make arrangements to get notes from another student in the class. You should also check the course web site for announcements, new assignments, and other important updates.

I will rely primarily on your honor for enforcement of the attendance policy. However, I will keep a record of your attendance. In accordance with Longwood policy, missing more than 10% of scheduled class time (4 class sessions) to unexcused absences may, at my discretion, result in loss of one letter grade and missing 25% of class or more (roughly 10 sessions), whether excused or not, may result in an automatic failing grade.

Food and Drink:

You may bring non-alcoholic beverages, including soft drinks, to class. However, please do not eat in class (it distracts me and the other students). Violations of this policy will be considered an unexcused absence.

I occasionally grant exceptions to this rule for students who must otherwise forgo lunch or have medical needs that require them to eat in class. If you feel that you need such an exception, you must make arrangements with me in advance (i.e. before bringing food to class).

Honor Code and Collaboration:

I believe firmly in the honor code. As such, I encourage you to actively collaborate with other students and to discuss homework problems. However, there is a point at which collaboration becomes cheating and I deal harshly with cheating in my courses.

To help you understand the line between acceptable discussion of a project and dishonorable behavior, I ask you to observe the following rules:

1. Exams and quizzes are to be completed entirely on your own.

2. On all other assignments, everything you turn in should be something YOU have personally typed or hand-written. You may NOT copy code electronically from other students or the Internet.

The work you submit should, in general, be your own original work or material which I have provided and you have suitably modified by yourself.

This doesn't mean you can't look online for help with a project. It just means that you must re-type any code you find and not just download it or copy/paste it. You may not share code with other students using flash drives, cell phones, e-mail, web sites, floppies, CDs, or any other electronic storage or communication device unless I specifically direct you to do so. You may not print out copies of your code to share with other students (personal copies or copies to show me are fine).

3. Do not copy large blocks of code from other students or the Internet. Do not copy homework answers.

You MAY assist other students or get assistance with simple problems like syntax errors and you may discuss the general solution to a problem, but you may NOT copy large blocks of code from each other or from web resources. A good guideline of what "large" means is that copying one or two lines of code is usually okay, but copying more than three complete statements is usually too much.

On homework assignments, your answers should be your own. If someone asks you for help, instead of giving them the answer, point them to the appropriate material from lecture or the textbook or do a related example.

4. You must give proper attribution.

Whenever you receive help or use an online resource, you should comment your code to give proper credit. A simple comment like:

/ based on <http://codewarrior.com> */*

or

/ Jessica helped me with the curly braces here */*

is fine. This comment should go directly above or on the same line as the code on which you received help, so that it is clear exactly which parts of your program are original and which are not.

5. You are responsible for securing your code.

Helping other students to cheat is also cheating. Furthermore, it is your responsibility to make sure that other students do not use your work to cheat. Be careful with who you let access your computer and report any missing files, flash drives, etc., to me promptly.

Infractions of these policies will be dealt with harshly under the Longwood Honor Code. Any student convicted of an honor offense involving this class will automatically receive a final course grade of **F** in addition to any penalties imposed by the Honor Board. You should consider all work in this class to be pledged work, whether or not the pledge appears on the assignment.

Mandatory Reporting of Crimes and Sexual Misconduct: In accord with its history and mission, Longwood University believes that each individual should be treated with respect and dignity and that any form of crime or violence is incompatible with Longwood's commitment to the dignity and worth of the individual. Longwood University is committed to providing a healthy living, learning and working environment which promotes personal integrity, civility and mutual respect. If you have been the victim of a crime or sexual misconduct we encourage you to report this. If you disclose this to a faculty member or employee (with the exception of our Limited Reporting and Confidential Reporting Resources; for example, the Counseling and Psychological Services (CAPS) staff), they are required by law to notify the appropriate University officials. The faculty member or employee cannot maintain complete confidentiality and is required to report the information that has been shared. Please know that all reported information is treated with discretion and respect and kept as private as possible. For more information about your options at Longwood:

<http://www.longwood.edu/titleix>

<http://www.longwood.edu/police/crimereports.htm>

<http://www.longwood.edu/studentconduct/12050.htm>

or contact Jen Fraley(fraleyjl@longwood.edu), Associate Dean of Conduct and Integrity.

Tentative Course Schedule:

Please check the course web site regularly for updated versions.

Week 1 (Jan. 18-20) Introduction, Linux Shell Fundamentals, Using Vim,
Man Pages, Sessions and Users
Read Chapter 1

Week 2 (Jan. 23-27) C programming, Command line Arguments,
printf and scanf, Strings and String Functions
Read Chapter 7

Jan. 25

Last Day to Drop (by 5pm)

Week 3 (Jan. 30-Feb. 3) Shared Libraries and Linking, Makefiles
Library Lab Due: Feb. 3

Week 4 (Feb. 6-10)	Process Management: Fork, Wait, and Exec, Alarms <i>Read Chapter 8</i>
Week 5 (Feb. 13-17)	Exceptions, System Calls, Tracing Commands, Signals and Non-local Jumps Debugging with gdb and valgrind Beetle Lab Due: Feb. 17th
Week 6 (Feb. 20-24)	Catchup, Midterm Review, Midterm Exam
Week 7 (Feb. 27-Mar. 3)	Direct File I/O, Streams and Buffered File I/O <i>Read Chapter 10</i>
Mar. 6-10	Spring Break: NO CLASS
Week 8 (Mar. 13-17)	Directories, Permissions, and System Files File Lab Due: Friday, Mar. 17
Mar. 13	Deadline to Withdraw without an F
Week 9 (Mar. 20-24)	High-level Networking: HTTP and SMTP
Week 10 (Mar. 27-31)	Networks and Socket Programming Network Lab Due: Friday, Mar. 31 <i>Read Chapter 11</i>
Week 11 (Apr. 3-7)	I/O Multiplexing, IPC, Pipes, and Domain Sockets Pipe Lab Due: Apr. 7
Week 12 (Apr. 10-14)	Threads and Threading <i>Read Chapter 12</i>
Week 13 (Apr. 17-21)	Threaded Servers Shared Variables, Semaphores, and Concurrency Proxy Lab Due: Apr. 21
Week 14 (Apr. 24-28)	Catchup and Review
May. 4 (Thursday)	Final Exam (11:30am-2:00pm)