

# CS2281: Programming in UNIX

*Semester 3, 2004/05*

# Syllabus

- C Programming
- UNIX Shell Programming
- UNIX Systems Call
- Programming Tools

# Goals

- Get familiar with UNIX programming environment
- Learn the philosophy of UNIX

# Teaching Style

- Student centered learning
- No lecture notes
- Lots of demo - source code and video recording will be distributed.

# Learning Style

- Nothing to remember (open book tests and exams).
- Learning by doing and referring to references.
- When in doubt, write small program to test.
- Get your hands dirty!

# Time Table

- **Lecture:** Mon and Thu, 10am - 12noon, SR1
- **Lab:** Fri, 10am - 12noon, PL3
- **Office Hours:** Tue, 10am - 12noon, SOC1, 04-20

# Continuous Assessments

- 50%: Programming Assignments
- 30%: Two Practical Tests
- 20%: Final Exam

# Plagiarism Warning

- I practice zero-tolerance policy for plagiarism.
- School's policy: *zero* mark for assignment and final grade lowered by *one grade point*.

# Assessment Principles

- Ability to write and debug programs in UNIX
- Understand the basic concepts of programming in UNIX
- Will NOT test on obfuscated language syntax such as `char (*(*x())[ ])( )` or "weird" statement such as `i = i++`.

# Working Environment

- Official programming environment:  
`sunfire`
- In class demonstration using Intel machine and Linux.

# Website

- Not using IVLE.
- Use newsgroup `SoC.acad.level2` on bbs instead of IVLE forum for discussion.
- Main website will be `http://www.comp.nus.edu.sg/~cs2281`

# Background

- Java
- Basic knowledge of using UNIX (`ls`, `cd`, `mkdir` etc.)
- Knowledge of a programmer's editor, `vim` or `emacs` recommended. No `pico` please.

# C and UNIX

- Invented together at Bell Labs.
- C: low-level language for implementing UNIX
- UNIX: a simple and elegant OS
- See "[Bell Lab's History of UNIX](#)".