CDA3101 Computer Organization
Spring 2003
MWF 1:25PM-2:15PM, 102 BEL

Instructor: K. A. Gallivan
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- Office Hours: 11:30pm-1:00pm Monday, Wednesday, Friday and by appointment.

TA: June Zhao
- Office: 21 LOV
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Recitations:
- Section 1 – 10:10am-11:00am Monday 301 LOV
- Section 2 – 11:15am-12:05pm Monday 301 LOV

Prerequisites:
- MAD2104 (Discrete Mathematics) or MAD3107 (Mathematics for Computer Science)
- COP3330 (Object-Oriented Programming)


Class Webpage: Information about this course can be obtained at
http://www.cs.fsu.edu/~gallivan/cda3101.html

This class webpage contains a variety of information, including the class schedule, assignments, and slides, that will be updated regularly during the semester.

Topics: The topics covered in this class will include measuring the performance of computer systems, assembly language programming, binary representation of integer and floating-point values, construction of arithmetic logic units, datapath and control, pipelining, memory hierarchies, and input/output.
Assignments: You will be assigned a number of exercises, some small MIPS assembly language programming projects, and one high-level language programming project. All programming projects will be implemented on linprog using UNIX. All assignments are to be completed by individual students.

Slides: The class slides will be available from the class webpage in an archive form and in a slideshow form with additional commentary. The slide show is password protected.

Study Tools: A number of study tools, in the form of Java applets, have been prepared. These tools will be made available at various points during the semester on the class webpage.

Grading: Three exams will form 60% of the total grade. The homework and programming assignments will form the remaining 40%. Keep all graded material to provide evidence of grades. The third exam will be the final exam. Whether or not the final exam is comprehensive will depend on the class performance on the first two exams.

Attendance and Punctuality: Roll is not taken, but you are responsible for all material presented in class or in the recitation. Exams and assignments will be scheduled in advance. A grade of zero will be recorded for missed exams and assignments unless prior arrangements are made. Assignments turned in after the due date (beginning of a class), but by the beginning of the next scheduled class will be penalized 10%. Assignments will not be accepted that are more than one class period late.

E-mail: All programming assignments will be turned in via e-mail to the TA designated to receive the assignment. You are also responsible for checking your e-mail frequently (at least once a day, except for weekends). Clarification of lectures, assignments, and other timely information may be sent via e-mail during the semester.

Cheating: Students are encouraged to discuss programs or assigned exercises in general and to help one another find bugs in existing programs. Copying code or answers for an exercise, or writing code for someone else is cheating. Keep listings or scratch work to provide evidence of creative development.

Travel: It may be necessary due to my travel schedule to use occasionally the recitation sections to cover class material. Notification of such use of the recitations will be given in advance.

Disability: Please advise me at your earliest convenience (minimum of five working days) if you have a disability that will require a reasonable accommodation for any of the activities in the course schedule.