CSC 235 – Computer Organization and Assembly Language (Fall 2018)

Instructor: Dr. John Carelli  
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Office: OM 253  
Phone: (484) 646-4292  
Office Hours: M/W: 1:00pm - 2:30pm  
Tu/Th: 3:00pm - 4:00pm, or by appointment  
Meeting Time & Place:  
Section 10: M/W/F 11:00AM – 11:50AM, OM158  
Section 20: M/W/F 9:00AM – 9:50AM, OM159  
Prerequisite: CSC 125 and CSC 136  
Text Book (required): Assembly Language for x86 Processors, 7th Edition  
Kip Irvine  
(Publisher: Pearson, ISBN: 978-0-13-376940-1)  
Final Exam: There will be a final project in lieu of a formal final exam

General Information

Schedule and Resources:
There is a link to this course (CSC235 – Computer Organization and Assembly Language) on the instructor’s home page, which is listed above. Details, including a weekly schedule, lecture PowerPoint files, exam dates, and links to important information can be found there.

There is a folder on the Shared Drive, located here: S:\ComputerScience\Carelli\CSC235 that contains examples, coding libraries, assignments, and information pertaining to design and coding software.

In addition to the textbook and in-class lectures, these will serve as the primary sources of information throughout the semester.

Note: information on the website, the S: drive, and in this document, is subject to change at the discretion of the instructor.

E-Mail Correspondence:
Students are REQUIRED to use their Kutztown University e-mail account for all e-mail correspondence with the course instructor. Please indicate the course number (enclosed in square brackets) in the subject line.

Attendance:
… is expected. Attendance will be taken in every class. You are responsible for material covered in class and the corresponding material in the text. If you do not attend class, the material is assumed to be understood. In borderline cases, attendance will be a consideration in determining the final grade.
Course Structure

Exams:
There will be 2 written in-term exams. You must average at least 60% on the two exams to pass this course. There is no final exam. Instead, there will be a final project. You will not be permitted to make up an exam without a documentable excuse for your absence.

Quizzes/Assignments:
In addition to the 5 projects, discussed below, there will be a number of quizzes and assignments. These, primarily, will be on a weekly basis (on weeks when there is no exam or project due). In general, quizzes MUST be completed BEFORE the first class of the week in which the material will be covered in lecture. The point of this approach is to (strongly) encourage you to read the material in the textbook BEFORE you come to class.
The quizzes will be in D2L and can be taken at any time until the start of the first class of the week. The quizzes are, therefore, open book – and you can take as much time as you need to complete them. After class begins, access to the quiz will be removed.

Projects:
Programming assignments will be issued in class and submitted electronically, via D2L (details will be discussed in class). There will be 5 projects, including the final project. You must earn at least 60% of the possible points on all project, collectively, to pass this course. Late submissions will NOT be accepted.
Two of the projects will involve logic design. The other three will be assembly language programs (including the final project).
The design projects should be well laid out and easy to follow. The programs are to be well written, fully documented, and easily readable. Consistency in style is a must.
Start your projects early! You won't be able to properly grasp concepts, or perform adequately, if you pull an "all-nighter" to desperately try to finish before it is due.

Course Work / Accreditation:
Any course work submitted to the instructor (including but not limited to assignments, tests, and projects) may be photocopied and/or retained for the purpose of assessment, accreditation and quality improvement.

Grading
The University Scale will be used in determining letter grades. Plus/minus grading will be used. In order to receive a passing grade for the course, you must have a passing exam average and a passing project average. Individual exams may be curved at the discretion of the instructor. Weighting is as follows.

<table>
<thead>
<tr>
<th>Component</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Quizzes/Assignments</td>
<td>10%</td>
</tr>
<tr>
<td>Four Projects</td>
<td>36%</td>
</tr>
<tr>
<td>Midterm(s)</td>
<td>20% (each)</td>
</tr>
<tr>
<td>Final Project</td>
<td>14%</td>
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Classroom Etiquette

Consideration for your classmates, instructor, and the class is expected. Come to class on time and prepared to learn. No sleeping or noisy eating. If you can’t whisper quietly, please don’t carry on private conversations. Coming and going during class should only occur in unavoidable situations. And, last but not least, your cell phone is to be neither seen nor heard.

Academic Dishonesty

General Statement:
Course work should be your own. Familiarize yourself with the Computer Science department’s academic integrity policy, located at: http://cs.kutztown.edu/pdf/AcademicIntegrityPolicy.pdf

Feel free to discuss concepts and ideas with your classmates, or anyone whom you feel may be of help, but do your own work. If you use any code or design that you did not write or create, omitting credit to the author constitutes academic dishonesty. Any student copying work or giving work to another student will receive a zero for that assignment and will be referred to the department chairperson. I strongly advise against it - it only causes heartache for everyone involved. Violators will receive the maximum allowable penalty for any infraction.

Tutoring

The Tutoring Center offers tutoring to all KU students free of charge. Tutors are available in a wide variety of subjects. The center offers one-on-one peer tutoring, academic skills tutors, and tutoring labs in math and business. Students may apply for a tutor by going to Rohrbach Library 30 from 9AM to 4PM from Monday through Friday. Additional information is available at their website: https://www.kutztown.edu/about-ku/administrative-offices/academic-enrichment-and-tutoring-services/tutoring.htm.

In addition, Computer Science graduate students keep regular hours to provide additional drop-in assistance.

Students with Special Needs or Disabilities

Students with diagnosed disabilities or special needs that require accommodations for this course should first contact the Disability Services Office, located in the Office of Human Diversity at 215 Stratton Administration Building. Do this as soon as possible so that we may have a dialogue as to your needs and the recommended accommodations.