

CDA3101 Computer Organization  
General Information  
Spring 2002  
Monday, Wednesday, Friday 2:30PM-3:30PM, 101 LOV

Instructor: Kyle Gallivan  
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Office Hours: 1:30pm-2:30pm Monday, Wednesday, Friday  
and by appointment.

TA: Tavaris Thomas  
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Office Hours: 1:00 -- 3:30 PM Tuesday and Thursday

TA: Syed Yasir Abbas  
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Office Hours: 3:30 -- 5:00 Monday and Wednesday

Recitations:      Section 1 - 10:10am-11:00am Friday **301** LOV  
                    Section 2 - 11:15am-12:05pm Friday **301** LOV

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

Text:      *Computer Organization & Design: The Hardware/Software Interface*  
            D. Patterson and J. Hennessy

Class Page: Information about this course can be obtained from the following URL:  
<http://www.cs.fsu.edu/~gallivan/cda3101.html>. This class page 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 accomplished on `linprog` using UNIX. All assignments are to be completed individually by each student.

Slides: The slides that are used in class will be available from the webpage  
<http://www.cs.fsu.edu/~gallivan/cda3101.html>.

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.

**Grading:** There will be three exams (60% of total) and various assignments (40% of total). 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 another's code, answer for an exercise, or writing code for someone else is cheating. Keep listings or scratch work to provide evidence of creative development.

Please advise the instructor of this class 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.