

System Programming (系統程式)

科目代碼：CSU0027 資訊工程系 大學部必修

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上課時間及地點：一 7-8 B 102, 四 3 B 102,

教科書：An Introduction to Systems Programming, Third Edition, 1997, Leland L. Beck, Addison-Wesley, ISBN 0-201-42300-6, 總代理：台北圖書有限公司 (02)23625376

課程內容：

1. The course is an introduction to the design and implementation of various types of system software. A central theme is the relationship between machine architecture and system software. For example, the design of assembler or an operating system is greatly influenced by the architecture of the machine on which it runs. These influences are emphasized and demonstrated through the discussion of actual pieces of system software for a variety of real machines.
 - ◆ You need the text book. Don't use the Chinese version of the text book.
2. The way to construct a library in Linux and Windows environment.
 - ◆ The students can download the related teaching materials from the teacher's homepage.
3. Introduction to Unix System programming.
 - ◆ Selected materials from "Advanced Programming in the UNIX Environment", Second Edition, 2005, W. Richard Stevens, Stephen A. Rago, ISBN 0-201-43307-9.

課程要求：Exercises, midterm, final and software project.

Are you already familiar with the assembler language of at least one machine and with the basic ideas involved in assembly-level programming? Don't take this course in case your answer is "no".