Topics I

• System Calls
  – Processes
    • Fork(), wait()    
  – I/O
    • Open, read, write, close
• Signals
• Threading
  – Thread vs process state
• Pthreads
  – Creating, yielding, joining

Topics II

• Synchronization
  – Mutex
  – Race condition
• Networking
  – Sockets
    • client
    • Server
  – Terminology

Topics III

• Device Drivers
  – Character device
  – Block device
• C and Development miscellany
  – Makefiles
  – Errors with perror and errno
  – Buffering

WHERE TO GO FROM HERE

• Architecture
  – 1541 Introduction to Computer Architecture: prerequisites: CS0445, CS0447; offered each term
  – 1567 Programming and System Design Using a Mobile Robot: prerequisites: CS0441, CS0445; this is an honors course and admission is by special permission from the instructor only; offered once each year
• Operating Systems
  – 1550 Introduction to Operating Systems: prerequisites: CS0447, CS0449; offered each term
  – 1651 Advanced Systems Software: prerequisite: CS1550 or permission of instructor; offered once each year
• **Compilers/Programming Languages**
  - 1621 Structure of Programming Languages: prerequisites: CS0441, CS0445; offered fall term
  - 1622 Introduction to Compiler Design: prerequisites: CS0441, CS0447; offered spring term

• **Parallel Computing**
  - 1645 Introduction To High Performance Computing Systems: prerequisite: CS0447 and CS1501; offered every other year
  - 1538 Introduction to Simulation: prerequisites: CS0447, one statistics course; seldom offered

• **Networking**
  - 1652 Data Communications and Computer Networks: prerequisite: CS1550; offered once per year