CS 392 Systems Programming Course Outcomes

Each course outcome is followed in parentheses by the Program Outcome to which it relates.

C/Linux - Create efficient C programs on the Linux platform. Includes Linux commands, pointers, libraries. (*BS-CS I currency, BS-CyS I currency,*)

Developer tools - Use Makefiles, debuggers like gdb and version control. (*BS-CS K construction, BS-CyS K construction,*)

User interfaces - Create graphical user interfaces for basic programs and learn about terminal input/output through the termios libraries. (*BS-CS K construction, BS-CyS K construction,*)

Networking - Create a client/server based application using sockets. (*BS-CS C design, BS-CyS C design,*)

Processes - Develop applications that create new processes and communicate with each other through pipes and signals. Understand the different states of a process. (*BS-CS K construction, BS-CyS K construction,*)

Systems - Understand how a system call works, virtual memory, and permissions (including setUID/setGID). (*BS-CS K construction, BS-CyS K construction,*)

Hard work - Learn how to deal with non-trivial assignments every week under very strict conditions. (*BS-CS H professional development, BS-CyS H professional development,*)