This course covers the following topics:\n
- Introductory architecture
- Binary representations
- Machine instructions
- Instruction cycles
- Assembly programming
- Memory management
- The runtime stack
- Introductory C programming

Instructor: Christopher Siu, cesiu@calpoly.edu

Lectures: Section 01: MWF, 12:10pm–1:00pm, online (https://calpoly.zoom.us/j/93034729451)
Labs: Section 02: MWF, 1:10pm–2:00pm, online (https://calpoly.zoom.us/j/94961247030)
Office Hours: MWF, 10:10am–12:00pm, online TR, 12:10pm–4:30pm, online (https://calpoly.zoom.us/j/258970619)

Course Website: You will find all course information on Canvas. This syllabus is at https://users.csc.calpoly.edu/~cesiu/csc225/syllabus.pdf

Supplementary Texts:

Grade Breakdown:
You must average at least 50% credit over all assignments in order to receive a grade of ‘C’ or better.

<table>
<thead>
<tr>
<th>Component</th>
<th>Credit</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>Quizzes (7)</td>
<td>6%</td>
<td>A 92%</td>
</tr>
<tr>
<td>each (1 dropped)</td>
<td>1%</td>
<td>B 82%</td>
</tr>
<tr>
<td>Assignments (7)</td>
<td>42%</td>
<td>C 72%</td>
</tr>
<tr>
<td>each</td>
<td>6%</td>
<td>D 60%</td>
</tr>
<tr>
<td>Midterm Exams (2)</td>
<td>20%</td>
<td>F below 60%</td>
</tr>
<tr>
<td>Midterm I</td>
<td>10%</td>
<td>-plus and -minus grades at 2% offsets².</td>
</tr>
<tr>
<td>Midterm II</td>
<td>10%</td>
<td>Rounding done on a case-by-case basis.</td>
</tr>
<tr>
<td>Final Exam</td>
<td>32%</td>
<td></td>
</tr>
</tbody>
</table>

Quizzes:
There will be a take-home quiz given every Friday, beginning with the first full week of instruction, except when there is an exam given or an academic holiday. There will be no make-up quizzes. Your lowest quiz score will be dropped.

Assignments:
Programming assignments will consist of short- or moderate-length programs which must be completed individually. The source code of your solution must be submitted electronically via GitHub Classroom for automated grading³ by the end of the day the assignment is due.

On the day an assignment is due, your submission will be automatically graded eight times:  
- 3:00am, 6:00am, 9:00am, 12:00 noon, 3:00pm, 6:00pm, 9:00pm, and 12:00 midnight

Programming assignments may be submitted one class day late for up to 70% credit; one week late, 50% credit.
Important Dates:

- Midterm I: Friday, July 17th (in lecture)
- Midterm II: Friday, August 14th (in lecture)
- Final Exam: Friday, August 28th (in lecture and lab)
- No Class or Office Hours:
  - Friday, July 3rd

Whom to Contact:
Contact your fellow students if you have missed class and want to know what was covered; I will not reiterate lectures if you miss class. Contact me with all other questions, including any questions about grading.

Students with Disabilities:
If you have a disability for which you are or may be requesting an accommodation, you are encouraged to contact both your instructor and the Disability Resource Center, Building 124, Room 119, at (805) 756–1395, as early as possible in the term.

Classroom Etiquette:
You must have access to a computer, tablet, or phone in order to access online lectures, and you are free to use these and other electronic devices during online lectures and exams. However, out of respect for your classmates, please keep your microphone muted during lectures unless called upon.


Attendance:
Attendance is always expected but only required on days when a quiz or exam is given or an assignment is due.

Academic Integrity:
The university does not condone academic cheating or plagiarism in any form. Students are expected to behave in accordance with the university’s expectations. I encourage you to collaborate in your homework assignments; however, exams and all components of programming assignments must be solitary efforts. Collaboration includes but is not limited to:

  - Copying even a single line of another student’s code or of code found online
  - Reading, writing, or discussing any part of another student’s code
  - Transferring, publishing, or otherwise distributing your code to other students

Cheating requires, at minimum, a grade of ‘F’ given for the assignment, exam, or task to all students involved.

---

1 Portions of this course adapted from material by Julie Workman and Paul Hatalsky.
2 That is, an ‘A−’ requires a grade of at least 90%; a ‘B+’, 88%; and so forth.
3 I reserve the right to review your submitted code manually and adjust your automated grade accordingly.