

CSC 2400: Computer Systems I

Architecture of computer systems: representation of data; processor, memory and I/O organization. Assembly language programming. C programming language constructs and their relationship to the underlying architecture. Basics of operating systems: interrupts, concurrency, process scheduling, security, networking.

Credits: 3

Prerequisites:

CSC 1052 and (CSC 1300 or MAT 2600)

Programs: [Computing Sciences](#)
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