

Computer Science 210 : Computer Systems Fundamentals

This course integrates key ideas from digital logic, computer architecture, compilers, and operating systems, in one unified framework. This will be done constructively, by building a general-purpose computer system from ground up: from the low-level details of switching circuits to the high level abstractions of modern programming languages. In the process, we will explore software engineering and algorithmic techniques used in the design of modern hardware and software systems. We will discuss fundamental trade-offs and future trends.

Credits 3

Prerequisites

Computer Science 167 or 270.