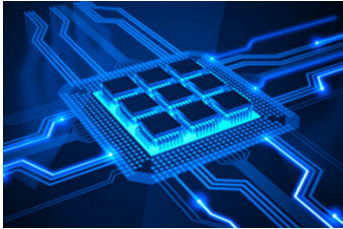
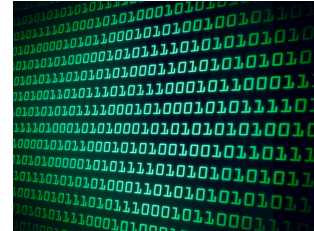


CSCI 2330 FOUNDATIONS OF COMPUTER SYSTEMS



Sean Barker
Bowdoin College



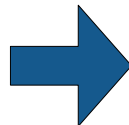
Department of Computer Science

The Big Question

How does a program run?

```
/**
 * Simple HelloButton() method.
 * @version 1.0
 * @author john doe <doe.j@example.com>
 */
HelloButton()
{
    JButton hello = new JButton( "Hello, wor
    hello.addActionListener( new HelloBtnList

    // use the JFrame type until support for t
    // new component is finished
    JFrame frame = new JFrame( "Hello Button"
    Container pane = frame.getContentPane();
    pane.add( hello );
    frame.pack();
    frame.show();          // display the fra
}
```



Abstractions



Personnel and Resources

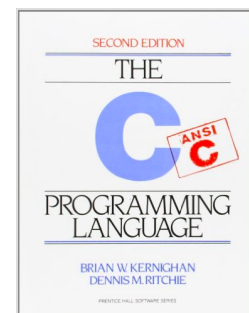
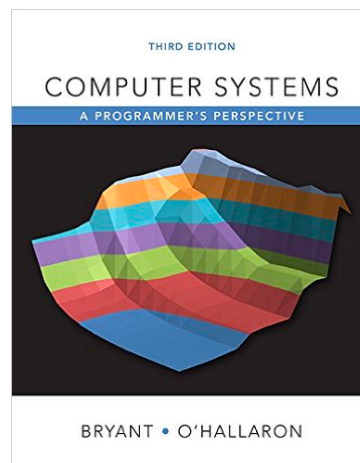
- Instructor: Sean Barker
- Email: sbarker@bowdoin.edu
- Office: Searles 220
 - Office hours: Mon 2-3, Thurs 11-1, Fri 11-12 (or by appt)
 - Generally unavailable to meet Wed
- TAs:
 - Pauline Unietis
 - Jack Beckitt-Marshall
 - George Benz
- Piazza Q&A forum

Course Components

- Labs (~6)
- Exams (2)
- Attendance and engagement
- Expectations

Other Administrivia

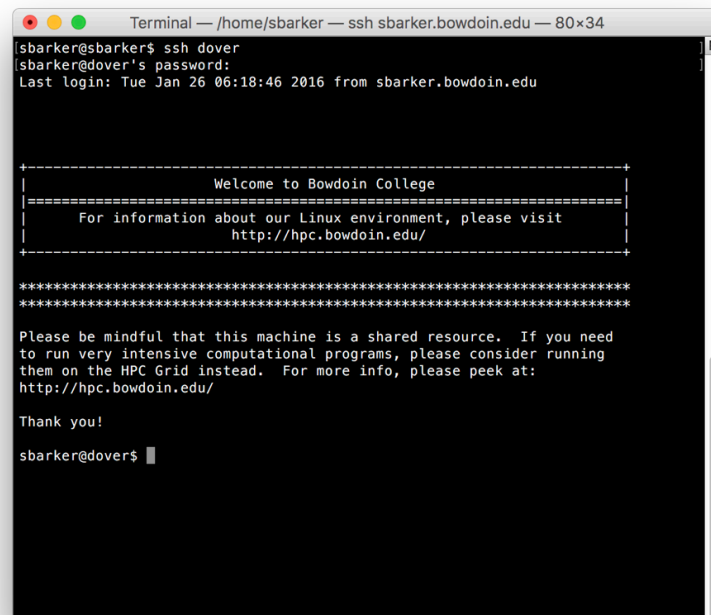
- Class meeting times
- Laptops
- Textbooks
- Collaboration policy and honor code
 - Note: updated this semester!



Go here!

- Course web page:
<http://www.bowdoin.edu/~sbarker/2330>

Lab 0: Unix Warmup



```
Terminal — /home/sbarker — ssh sbarker.bowdoin.edu — 80x34
sbarker@sbarker$ ssh dover
sbarker@dover's password:
Last login: Tue Jan 26 06:18:46 2016 from sbarker.bowdoin.edu

+-----+
|                               |
| Welcome to Bowdoin College   |
|                               |
| For information about our Linux environment, please visit |
| http://hpc.bowdoin.edu/     |
|                               |
+-----+

*****
*****

Please be mindful that this machine is a shared resource.  If you need
to run very intensive computational programs, please consider running
them on the HPC Grid instead.  For more info, please peek at:
http://hpc.bowdoin.edu/

Thank you!

sbarker@dover$ █
```

System Layers

```
#include <stdio.h>

int main() {

    printf("Hello, World!\n");

    return 0;
}
```