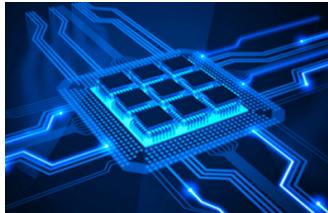
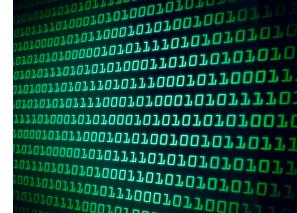


CSCI 2330

FOUNDATIONS OF COMPUTER SYSTEMS



Sean Barker
Bowdoin College

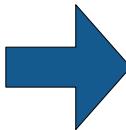


Department of Computer Science

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 TBA (or by appointment)

Learning Assistants (lab schedule TBA):

Caroline Berney

Jack Luehrman

Email **Slack** for course announcements,
discussions, questions, etc.

Course Components

Labs (~6)

Exams (3)

Attendance and engagement

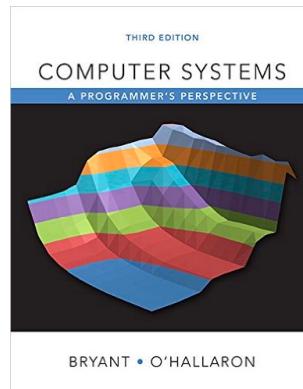
Class meetings

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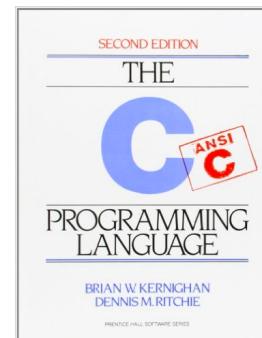
5

Other Administrivia

Laptops



Textbooks



Collaboration policy and honor code

Guidelines for Generative AI

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6

Course Website

Course website: bowdoin.edu/~sbarker/2330

Syllabus & Policies

Class Schedule

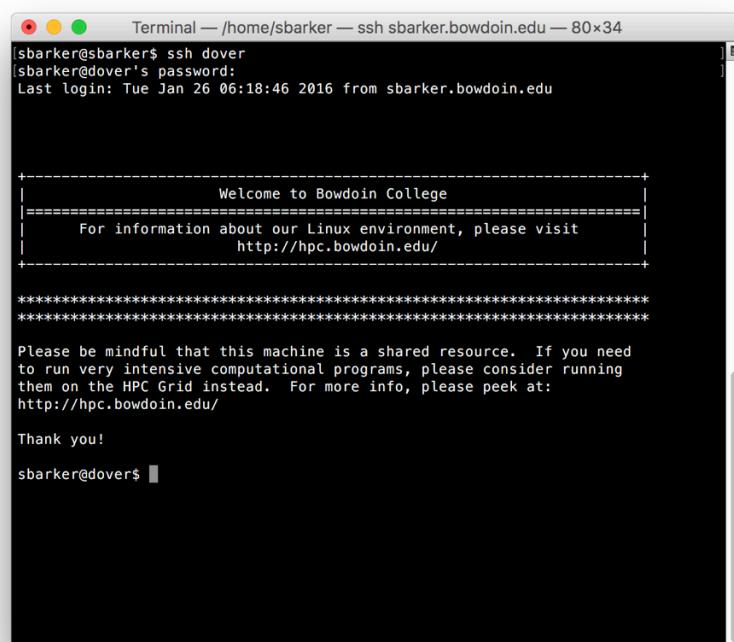
Assignments

Anonymous Feedback

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7

Lab 0: Unix Toolbox



```
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$
```

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System Layers

```
#include <stdio.h>

int main() {
    printf("Hello, World!\n");
    return 0;
}
```