



# UNIVERSITÀ DI PISA

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## LABORATORY II

### GIOVANNI MANZINI

Anno accademico

2023/24

CdS

COMPUTER SCIENCE

Codice

732AA

CFU

12

Moduli	Settore/i	Tipo	Ore	Docente/i
LABORATORIO II	INF/01	LEZIONI	96	GIOVANNI MANZINI

#### Learning outcomes

##### *Knowledge*

The student will acquire knowledge related to system programming in C, concurrent programming, use of Makefile's, Python scripting, Assembler programming.

##### *Assessment criteria of knowledge*

The knowledge acquired will be assessed using:

- Programming tests in class.
- Programming homeworks.
- Project.
- Final oral exam.

The assessment criteria can be change because of Covid related restrictions.

##### *Skills*

The student will acquire skills in:

- Development of C programming language.
- Design and development of multithreading solutions in C.
- Development of Python Scripts.
- Handling of inter process communications even involving different programming languages
- Development of ARM Assembler programs.

##### *Assessment criteria of skills*

Programming exercises at home and in class, final project.

##### *Behaviors*

At the end of the course students should be able to efficiently tackle complex tasks, possibly using concurrent programs.

##### *Assessment criteria of behaviors*

Final project and oral exam

##### *Prerequisites*

Good knowledge of at least one imperative language

Knowledge of elementary data structures: (sorted) arrays and lists, queues, stacks, trees, hash tables

Knowledge of the man Linux/Unix shell commands.

##### *Teaching methods*

Delivery: frontal lectures in mixed mode (in person and online)

Learning activities:



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- attending lectures
- individual study
- solving of programming exercises individually
- attending office hours with the assistants and professors

Attendance: strongly advised but not mandatory.

Teaching methods:

- lectures with slides
- programming exercises

### Syllabus

C programming, including using pointers, strings, standard I/O libraries.

C programming using system calls.

GDB debugging and memory check using valgrind.

Using Makefile.

Concurrent programming in C using processes and threads.

Communication and synchronisation among processes and threads.

ARM Assembler programming

Python Scripting.

### Bibliography

P. Deitel, H. Deitel. C: how to program. Pearson.

Marc J. Rochkind. Advanced UNIX Programming 2nd Edition, Addison-Wesley Professional Computing Series, 2004.

### Assessment methods

The exam will be held in two modalities:

1. Intermediate programming tests during the academic year, including homework and in-class tests, final simplified project, oral exam.
2. For the students who did not pass the intermediate evaluation: final project and oral exam.

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