



CSci 340 Syllabus/Schedule

The following table identifies the topics that we will cover, and approximately how much class time will be spent on each. The number of classes spent on any topic may vary from what is listed here. The purpose of this syllabus is to make it possible for you to prepare in advance. **You are expected to read the relevant parts of the book before the class in which it will be covered.** Quizzes may be based on these readings. There is more material in the chapters than we will cover in class, and the table lists sections that will be skipped. There may be some small deviations from this plan, which will be announced in advance.

Use this schedule as a guide for your reading of the textbook. The column labeled "Skipped Sections" indicates which sections of the chapters we will skip. You are expected to read all of the remaining material in the chapters that we will cover in class **before** the class meeting.

Several of the chapters in the book contain material that should be a review of topics that are covered in the prerequisite courses. You are expected to know this material, although it will not be discussed in class. If you need to brush up on it, you should read it carefully. If it is still "fresh" in your mind, you may optimize your time by skipping it. This is a judgment call on your part.

Class	Date	Topic/Material	Textbook Chapters	Skipped Sections
1	1/27	Course Business/ Introduction to Operating Systems	Chapter 1	§1.8
2	1/30	Introduction to Operating Systems		
3	2/3			
4	2/6	Operating System Structures	Chapter 2	§2.7, §2.9, §2.10
5	2/10			
6	2/13	Processes	Chapter 3	§3.7, §3.8
7	2/17			
8	2/20	Threads and Concurrency	Chapter 4	§4.5, §4.6
9	2/24			
	2/27	College is closed		
10	3/2	CPU Scheduling	Chapter 5	§5.6, §5.8
11	3/5			
12	3/9			
13	3/12	Synchronization Tools	Chapter 6	§6.3, §6.4, §6.7
14	3/16			
15	3/19	Midterm Exam		
16	3/23	Synchronization Examples	Chapter 7	§7.4
17	3/26	Deadlocks	Chapter 8	§8.6, §8.7, §8.8
18	3/30			
19	4/2	Main Memory	Chapter 9	Nothing is skipped.
20	4/6			
21	4/20			
22	4/23	Virtual Memory	Chapter 10	§10.7, §10.8, §10.9
23	4/27			
24	4/30			
25	5/4	I/O Systems	Chapter 12	§12.1, §12.4 - §12.7
26	5/7			
27	5/11	File Systems	Chapter 13	§13.4, §13.5
28	5/14			