

SAULT COLLEGE OF APPLIED ARTS & TECHNOLOGY

SAULT STE. MARIE, ONTARIO

COURSE OUTLINE

COURSE TITLE: COMPUTER SYSTEMS I
CODE NO.: CET 200 - 5
PROGRAM: COMPUTER ENGINEERING
TECHNICIAN / TECHNOLOGIST
SEMESTER: THREE
AUTHOR: PETER SAVICH
DATE: JUNE 20, 1990
PREVIOUS OUTLINE
DATED: JUNE 1989
BY: GERRY DAVIES

APPROVED:

L. P. Craig
DEAN

90/08/15
DATE

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TOTAL CREDIT HOURS: 80

LENGTH OF COURSE:

5 HOURS PER WEEK FOR 16 WEEKS
ONE 1 HOUR THEORY CLASSES PER WEEK
TWO 2 HOUR LAB CLASS PER WEEK

PREREQUISITE(S):

NONE

I. PHILOSOPHY / GOALS

THE OBJECTIVE OF THIS COURSE IS TO EXPAND THE COMPUTER ARCHITECTURE AND MACHINE LANGUAGE PROGRAMMING CONCEPTS DEVELOPED IN CET 127 TO A MEDIUM-SIZED MULTI-USER SYSTEM. THE PDP-11 FAMILY OF COMPUTERS USING THE RSX-11/M OPERATING SYSTEM ARE USED. THE STUDENT WILL DEVELOP SKILLS IN EDITING, ASSEMBLING, LINKING AND RUNNING PROGRAMS USING THE MACRO-11 ASSEMBLY LANGUAGE.

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II. STUDENT PERFORMANCE OBJECTIVES

UPON SUCCESSFUL COMPLETION OF THIS COURSE, THE STUDENT WILL BE ABLE TO:

1. TURN ON THE IBM PC MICROCOMPUTER, AND RUN APPLICATION PROGRAMS SUCH AS "EM220" OR "ST240" THAT WILL ALLOW THE IBM PC TO SIMULATE A PDP-11 TERMINAL.

2. SUCCESSFULLY, "LOG-ON" AND "LOG-OFF" THE RSX-11M OPERATING SYSTEM AND PDP-11/73 COMPUTER INSTALLED AT SAULT COLLEGE.

3. USE THE DCL COMMANDS OF THE RSX-11/M OPERATING SYSTEM TO OBTAIN DIRECTORY INFORMATION, COPY, DELETE, RENAME, PURGE, TYPE AND PRINT FILES. USE THE DCL COMMANDS TO ASSEMBLE, LINK AND RUN FILES.

4. USE "EDT" TO EDIT. USE THE LINE EDIT MODE AND THE KEYPAD EDIT MODE.

5. USE THE MACRO-11 ASSEMBLER TO ASSEMBLE SOURCE CODE GENERATED BY THE EDITOR. USE THE LISTING FILE AND INTERPRET ANY ERROR MESSAGES. USE THE LINK COMMAND WITH AND WITHOUT THE QUALIFIER "DEBUG" TO PRODUCE EXECUTABLE CODE.

6. USE THE "ODT DEBUG" TO EXAMINE SIMPLE ASSEMBLY PROGRAMS.

7. PERFORM SIMPLE INPUT/OUTPUT USING THE SUBROUTINES PROVIDED, AND THE FILE CONTROL SERVICES (FCS) UTILITIES.

8. USE THE FLOATING POINT INSTRUCTION SET TO PERFORM SIMPLE ARITHMETIC CALCULATIONS USING REAL NUMBERS VERSUS INTEGER NUMBERS.

9. DESCRIBE THE METHODS USED TO MANAGE MEMORY IN THE PDP-11 FAMILY OF COMPUTERS.

10. SEPARATELY ASSEMBLE AND COMPILE BOTH LOW AND HIGH LEVEL LANGUAGE SEGMENTS OF A PROGRAM.

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III. TOPICS TO BE COVERED

1. PRELIMINARIES:

REVIEW BOOTING UP THE IBM PC'S, MS DOS OPERATING SYSTEM, LEARNING THE EMULATION SOFTWARE "EM220" OR "ST240", LOGGING ON/OFF THE RSX-11/M OPERATING SYSTEM, CHANGING PASSWORD ON ACCOUNTS.

2. ARCHITECTURE OF THE PDP-11 FAMILY

3. MEMORY MAPPING FOR THE PDP-11

4. REGISTERS, ADDRESSING MODES, AND INSTRUCTION SET OF THE PDP-11 FAMILY OF COMPUTERS

5. EDITING, ASSEMBLING, LINKING, RUNNING IN "ODT DEBUG" SIMPLE ASSEMBLY PROGRAMS

6. PROGRAM MODULARIZATION USING SUBROUTINES AND MACROS

7. INPUT/ OUTPUT TECHNIQUES

8. FLOATING POINT NUMBERS AND THE F.P. INSTRUCTION SET

9. LINKING OF HIGH AND LOW LEVEL LANGUAGES AVAILABLE TO THE PDP-11 (FORTRAN AND MACRO-11)

10. MEMORY MANAGEMENT METHODS IN THE PDP-11 FAMILY

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IV. LEARNING ACTIVITIES

LEARNING ACTIVITIES

REQUIRED RESOURCES

1.0 PRELIMINARIES

UPON SUCCESSFUL COMPLETION OF THIS UNIT,
THE STUDENT WILL BE ABLE TO:

TEXT: COURSE NOTES

- 1.1 BOOT UP THE IBM PC'S,
FORMAT DISKS, USE THE KEYBOARD
- 1.2 USE EITHER THE "EM220" OR "ST240"
EMULATION SOFTWARE
- 1.3 LOG ON AND OFF THE RSX-11/M OP/SYS
CHANGE PASSWORD
- 1.4 LEARN DCL COMMANDS: TO OBTAIN DIRECTORY
INFORMATION, COPY, DELETE, RENAME,
PURGE, TYPE AND PRINT FILES.
USE THE DCL COMMANDS TO ASSEMBLE,
LINK AND RUN FILES.

C O M P L E T E
ASSIGNMENT
PART 1 OF TEXT

2.0 ARCHITECTURE OF THE PDP-11 COMPUTER

UPON SUCCESSFUL COMPLETION OF THIS UNIT,
THE STUDENT WILL BE ABLE TO:

COURSE NOTES
& TEXTBOOK

- 2.1 DESCRIBE THE INTERNAL STRUCTURE OF
THE PDP-11 COMPUTER
- 2.2 DRAW A BLOCK DIAGRAM OF THE PDP-11
COMPUTER AND IDENTIFY THE
COMPONENTS
- 2.3 DEFINE THE FOLLOWING TERMS: MICROPROCESSOR,
MICROCOMPUTER, CLOCK, MEMORY DEVICE, I/O
DEVICE, RAM, ROM, INSTRUCTION, MACHINE CODE,
BYTE, WORD, DOUBLE WORD, REGISTER, ADDRESS

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3.0 MEMORY MAP OF THE PDP-11 FAMILY OF COMPUTERS

UPON SUCCESSFUL COMPLETION OF THIS UNIT, TEXT & COURSE NOTES
THE STUDENT WILL BE ABLE TO:

- 3.1 RECOGNIZE ADDRESSABLE MEMORY
AS HAVING BYTE SIZE AND WORD SIZE
DATA
- 3.2 BRIEFLY DESCRIBE THE THREE AREAS OF
MEMORY: VECTOR ADDRESS AREA, USER PROGRAM AREA
AND PERIPHERAL ADDRESS AREA

4.0 REGISTERS, ADDRESSING MODES, AND INSTRUCTION SET OF THE
PDP-11 FAMILY OF COMPUTERS

UPON SUCCESSFUL COMPLETION OF THIS UNIT, TEXT & COURSE NOTES
THE STUDENT WILL BE ABLE TO:

- 4.1 DEMONSTRATE UNDERSTANDING OF THE
16 BIT WIDE REGISTERS BY USING DEBUG
TO OPEN THE 8 DIFFERENT REGISTERS
R0 TO R7
- 4.2 USE THE 8 DIFFERENT ADDRESSING MODES
IN SIMPLE PROGRAMS
- 4.3 USE THE FOUR PC ADDRESSING MODES
IN SIMPLE PROGRAMS
- 4.4 KNOW THE TEN MOST COMMON MACRO-11 INSTRUCTIONS
(OUT OF 87 INSTRUCTIONS AVAILABLE)
AND USE THEM UNDER ALL PERMITTED ADDRESS MODES.
- 4.5 KNOW THE TEN MOST FREQUENTLY
USED BRANCH INSTRUCTIONS
- 4.6 KNOW THE FORMULAS FOR CALCULATING
THE RELATIVE ADDRESS, FORWARD BRANCH OFFSET,
BACKWARD BRANCH OFFSET, AND TARGET ADDRESS
- 4.7 GENERATE OCTAL CODE FROM THE MNEMONICS AND GENERATE
MNEMONICS FROM OCTAL CODE

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4.8 PERFORM THE ARITHMETIC INSTRUCTIONS:
ADD, MULTIPLY, SUBTRACT, AND DIVIDE
USING THE INTEGER NUMBERS BYTE SIZE AND
WORD SIZE

5.0 EDITING, ASSEMBLING, LINKING, RUNNING IN "ODT DEBUG" SIMPLE
ASSEMBLY PROGRAMS

UPON SUCCESSFUL COMPLETION OF THIS UNIT, TEXT & COURSE NOTES
THE STUDENT WILL BE ABLE TO:

- 5.1 WRITE SIMPLE PROGRAMS USING THE EDITOR
IN "LINE MODE" AND "KEYPAD MODE"
- 5.2 KNOW THE ASSEMBLY DIRECTIVES NEEDED IN
THE SOURCE CODE PROGRAMS
- 5.3 USE THE SKELETON PROGRAM TO SPEED UP THE
WRITING OF SOURCE CODE
- 5.4 SAVE, RENAME, RETRIEVE SOURCE CODE ASSIGNMENTS
- 5.5 ASSEMBLE USING "MACRO-11" CORRECTLY
KNOW THE ERROR MESSAGES IF INCORRECT, AND
THEN RE-ASSEMBLE
- 5.6 LINK THE OBJECT CODE TO PRODUCE EXECUTABLE
CODE. KNOW THE ERROR MESSAGES
- 5.7 USE "ODT" DEBUG TO EXAMINE A SERIES OF SIMPLE
ASSEMBLY PROGRAMS THAT USE DIFFERENT
ADDRESSING MODES TO SOLVE A "CALCULATOR"
TYPE PROBLEM ASSIGNMENT
- 5.8 RUN ANY EXECUTABLE CODE WITHIN DEBUG ON GOING
ASSIGNMENTS

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6.0 SUBROUTINES AND MACROS

UPON SUCCESSFUL COMPLETION OF THIS UNIT, TEXT & COURSE NOTES
THE STUDENT WILL BE ABLE TO:

- 6.1 DISCUSS THE USE OF THE STACK IN PDP-11 PROGRAMS
- 6.2 WRITE PROGRAMS UTILIZING BOTH INTERNAL
AND EXTERNAL SUBROUTINES AND MACROS
- 6.3 DISCUSS THE METHODS USED FOR ARGUMENT TRANSMISSION
WITH PASSING PARAMETERS TO AND FROM SUBROUTINES
- 6.4 DISCUSS THE ADVANTAGES OF USING MACRO
AND OBJECT LIBRARIES

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7.0 INPUT/ OUTPUT TECHNIQUES

UPON SUCCESSFUL COMPLETION OF THIS UNIT,
THE STUDENT WILL BE ABLE TO:

TEXT & COURSE NOTES

7.1 DESCRIBE BRIEFLY THE THREE TECHNIQUES OF
ACHIEVING I/O: USER DEFINED ROUTINES, FILE
CONTROL SERVICES (FCS), OR FORTRAN I/O

7.2 PERFORM SIMPLE OUTPUT TO THE SCREEN
USING THE USER DEFINED ROUTINE .PRINT
IN "SUBLIB"

7.3 PERFORM SIMPLE INPUT TO THE COMPUTER
VIA THE KEYBOARD USING THE "SUBLIB"
ROUTINE .TTYIN

TEXT & COURSE
NOTES
ASSIGNMENT

7.4 CONVERT ASCII CHARACTER "UNPACKED"
INTEGER NUMBERS INTO BINARY "PACKED"
NUMBERS AND VISA VERSA

7.5 DESCRIBE THE REASONS FOR NEEDING FILE CONTROL
SERVICES ON A MULTI-USER SYSTEM

7.6 DESCRIBE THE FCS MACROS AND THEIR FUNCTION

7.7 WRITE PROGRAMS THAT UTILIZE FCS MACROS
TO PERFORM I/O TASKS

ASSIGNMENT

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8.0 FLOATING POINT NUMBERS AND F.P. INSTRUCTION SET

UPON SUCCESSFUL COMPLETION OF THIS UNIT, TEXT & COURSE NOTES
THE STUDENT WILL BE ABLE TO:

8.1 DESCRIBE THE REAL NUMBER BASED SYSTEM FOR
THE PDP-11 FAMILY CALLED FLOATING POINT
(SINGLE AND DOUBLE PRECISION)

8.2 UNDERSTAND THE DIFFERENCE BETWEEN THE RANGE,
ACCURACY, AND PRECISION OF A NUMBER

8.3 SUBDIVIDE A 32 BIT OCTAL F.P. NUMBER INTO
ITS: MANTISSA, SIGN AND EXPONENT PARTS

8.4 CONVERT REAL NUMBER (DECIMALS) INTO F.P.
NUMBERS AND VISA VERSA

8.5 WRITE PROGRAMS UTILIZING THE F.P. NUMBERS
AND THE FLOATING POINT INSTRUCTION SET ASSIGNMENT

9.0 LINKING OF HIGH AND LOW LEVEL LANGUAGES

UPON SUCCESSFUL COMPLETION OF THIS UNIT, TEXT & COURSE NOTES
THE STUDENT WILL BE ABLE TO:

9.1 WRITE PROGRAMS USING F77 FORTRAN I/O INSTRUCTIONS
SUCH AS READ AND WRITE

9.2 WRITE PROGRAMS USING MACRO-11 ASSEMBLY
THAT CAN HANDLE HIGH LEVEL LANGUAGE
ARGUMENT TRANSMISSION

9.3 LINK AND RUN PROGRAMS THAT WERE
SEPARATELY COMPILED AND ASSEMBLED ASSIGNMENT

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10. MEMORY MANAGEMENT METHODS IN THE PDP-11 FAMILY

UPON SUCCESSFUL COMPLETION OF THIS UNIT, TEXT & COURSE NOTES
THE STUDENT WILL BE ABLE TO:

- 10.1 DESCRIBE THE METHODS USED TO MANAGE
MEMORY ON THE PDP-11
- 10.2 DISCUSS THE DIFFERENCE BETWEEN
VIRTUAL ADDRESS AND PHYSICAL ADDRESS
- 10.3 DESCRIBE HOW THE REGISTERS: PAGE ADDRESS
REGISTER PAR, PAGE DESCRIPTION REGISTER PDR
FORM THE ACTIVE PAGE REGISTER APR
- 10.4 DEFINE THE THREE PROCESSOR OPERATING
MODES: KERNEL, USER, AND SUPERVISOR

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V. METHOD(S) OF EVALUATION

1.

THE STUDENT WILL BE ASSESSED THROUGH A SERIES OF THREE (3) WRITTEN TESTS. THESE TESTS WILL EACH BE WEIGHTED TO 20% OF THE FINAL MARK.

THE TENTATIVE DATES ARE: OCT 1 /90
NOV 5/90
DEC 10/90

THESE TEST DATES WILL BE RE-ANNOUNCED APPROXIMATELY ONE WEEK IN ADVANCE.

2.

THE STUDENT WILL BE ASSESSED THROUGH A SERIES OF UNANNOUNCED QUIZZES. THE TOTAL WEIGHT OF THESE QUIZZES ARE NOT TO EXCEED 10% OF THE FINAL MARK.

3.

THE STUDENT WILL BE ASSESSED THROUGH A SERIES OF LAB ASSIGNMENTS. COLLECTIVELY THESE ASSIGNMENTS WILL BE WEIGHTED TO 25% OF THE FINAL MARK.

4.

THE STUDENT WILL BE ASSESSED ON HIS/HER ABILITY TO ANSWER QUESTIONS ABOUT THE LAB ASSIGNMENT ONCE SUBMITTED. THE STUDENT'S RESPONSE TO THESE LAB DEMONSTRATION QUESTIONS WILL BECOME PART OF HER/HIS "PRACTICAL DEMONSTRATION" MARK. THIS MARK WILL BE WEIGHTED TO 5% OF THE FINAL MARK.

5.

THE STUDENT ATTENDING MORE THAN 80% OF THE TIME WILL RECEIVE A BONUS OF 2%.

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SUMMARY OF FINAL MARK

1.	TESTS	60%
2.	QUIZZES	10%
3.	ASSIGNMENTS	25%
4.	DEMOS	5%

		100%
5.	ATTENDANCE	2% BONUS ONLY

COURSE GRADING SCHEME

A+	90+	OUTSTANDING ACHIEVEMENT
A	80 - 89	ABOVE AVERAGE ACHIEVEMENT
B	70 - 79	AVERAGE ACHIEVEMENT
C	55 - 69	SATISFACTORY ACHIEVEMENT
U		UNSATISFACTORY GIVEN AT MIDTERM ONLY
S		SATISFACTORY GIVEN AT MIDTERM ONLY
R		REPEAT
X		A TEMPORARY GRADE THAT IS LIMITED TO INSTANCES WHERE SPECIAL CIRCUMSTANCES HAVE PREVENTED THE STUDENT FROM COMPLETING OBJECTIVES BY THE END OF THE SEMESTER. AN "X" GRADE MUST HAVE THE DEAN'S APPROVAL AND HAS A MAXIMUM TIME LIMIT OF 120 DAYS.

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3. UPGRADING OF INCOMPLETES

WHEN A STUDENT'S COURSE WORK IS INCOMPLETE OR FINAL GRADE IS BELOW 55%, THERE IS THE POSSIBILITY OF UPGRADING TO A PASS WHEN THE STUDENT'S PERFORMANCE WARRANTS IT. ATTENDANCE AND ASSIGNMENT COMPLETION WILL HAVE A BEARING ON WHETHER UPGRADING WILL BE ALLOWED. A "REPEAT" GRADE ON ALL TESTS WILL REMOVE THE OPTION OF ANY UPGRADING AND AN "R" GRADE WILL RESULT. THE HIGHEST ON A RE-WRITTEN TEST OR ASSIGNMENT WILL BE 56%.

THE METHOD OF UPGRADING IS AT THE DISCRETION OF THE TEACHER AND MAY CONSIST OF ONE OR MORE OF THE FOLLOWING OPTIONS:

ASSIGNED MAKE-UP WORK
RE-DOING PROJECTS
RE-DOING OF TESTS
WRITING OF COMPREHENSIVE SUPPLEMENTAL EXAMINATION

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VI. REQUIRED STUDENT RESOURCES

THE TEXT REQUIRED TO BE PURCHASED BY STUDENTS ARE:

1.

PROGRAMMING IN ASSEMBLY LANGUAGE: MACRO-11
BY EDWARD F. SOWELL
PUBLISHER: ADDISON-WESLEY

2.

COURSE NOTES FOR CET 200
PREPARED BY PETER SAVICH
PUBLISHER: SAULT COLLEGE BOOKSTORE

3.

THE STUDENTS WILL ALSO BE EXPECTED TO PURCHASE APPROXIMATELY 1
FLOPPY DISKS 5 AND ONE QUARTER INCH, DOUBLE SIDED, DOUBLE
DENSITY.

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VII. ADDITIONAL RESOURCE MATERIALS (AVAILABLE IN COLLEGE LIBRARY)

THERE ARE MANY OTHER BOOKS ON ASSEMBLER LANGUAGE FOR THE PDP-11 FAMILY.

1.

PDP-11 MICRO/PDP-11 HANDBOOK
BY DIGITAL EQUIPMENT CORP.

2.

MACHINE AND ASSEMBLY LANGUAGE PROGRAMMING OF THE PDP-11
BY ARTHUR GILL
PUBLISHER: PRENTICE HALL

3.

MACRO-11 ASSEMBLY LANGUAGE ARCHITECTURE & STRUCTURED PROGRAMMING
BY C.J. HWANG AND GIBSON
PUBLISHER: PRENTICE HALL

4.

MINICOMPUTER SYSTEMS ORGANIZATION, PROGRAMMING AND APPLICATIONS
(PDP-11)
BY R. ECKHOUSE AND L.R. MORRIS

VIDEO TAPES: THE DIGITAL EQUIPMENT CORP. SERIES: THE VAX-11
FAMILY OF COMPUTERS.

PERIODICALS: DECUS MAGAZINE

USER GROUPS: SAULT STE MARIE VAX AND PDP-11 USER GROUP

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VIII. SPECIAL NOTES

INSTRUCTORS (PROFESSORS) RESERVE THE RIGHT TO MAKE CHANGES TO THE COURSE OUTLINES WHERE NECESSARY.

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