SAULT COLLEGE OF APPLIED ARTS & TECHNOLOGY SAULT STE. MARIE, ONTARIO

COURSE OUTLINE

COURSE TITLE:	INTRODUCTION TO OPERATING SYSTEMS			
CODE NO.:	EDP111	SEMESTER:	TWO	
PROGRAM:	COMPUTER PROGRAMMER			
AUTHOR:	WILLEM DEBRUYNE			
DATE:	JANUARY, 1994			
PREVIOUS OUTLINE DATED:	JANUARY, 1993			
	New:	Revi	X sion:	
APPROVED:	M. August	Ja	n /1/94	
	OL OF BUSINESS &		n / 6/ 94 DATE	

HOSPITALITY

EDP111

COURSE NAME

COURSE CODE

TIME:

4 Hours/Week

RESOURCE(S): Text - The VMS User's Guide, by J.F. Peters, P. Holmay

Teacher's Notes VAX/VMS Manuals

AIM:

This course is designed to give you a solid basis for working with the many features and functions of VAX computer systems using the VMS operating system. It does not cover specific applications programs that run on VAX computers but rather concentrates on the capabilities and flexibility of VMS. The course takes a hands-on approach, providing you with experiments and exercises to try out at your terminal. It also provides discussions and examples that you can use as a reference when you work with VMS on your own.

At the end of each module, student will be able to:

MODULE 1:

- explore the fundamentals of using DCL commands
- become familiar with commonly used commands
- explore the uses of various control keys
- begin creating files
- start exploring your login directory
- experiment with the Recall, Type-ahead, and EDT buffers
- create and implement a LOGIN, COM file

MODULE 2:

- obtain an overview of VMS files
- become familiar with various forms of file specifications
- begin using wildcards in file specifications
- survey commonly used file management tools
- explore the uses of the /LOG qualifier with various file handling commands
- distinguish between purging and deleting files
- experiment with the /CONFIRM qualifier when purging and deleting files
- begin exploring the VMS directory system
- begin creating and using subdirectories

MODULE 3:

- learn how to use EDT keypad mode
- learn how EDP stores a text file
- explore commonly used EDT keypad commands
- experiment with various methods of moving the cursor
- explore various ways to locate text
- examine different ways to recover from system interruptions

MODULE 4:

- learn to place a call using the Phone utility
- learn to answer a phone call from someone else
- explore different methods of sending mail messages
- understand the use of mail folders
- create a file from a mail message

MODULE 5:

- learn how to research files
- explore uses of the Sort and Merge utilities
- explore another way to create files
- begin using logical names
- learn how to print files
- learn how to set up local help libraries

MODULE 6:

- explore the main features of command procedures
- form command procedures with familiar groups of command lines
- experiment with new ways to use logical names
- begin using global and local symbols to simplify the entry of command lines
- customize your working environment with enhanced versions of your LOGIN.COM file
- explore file-handling commands used in command procedures
- experiment with uses of parameters for command procedures
- explore uses of literals and quoted strings
- employ commenting techniques to specify key features of command procedures

STUDENT EVALUATIONS:

The student's final grade will be determined from the following components:

1 Final Test	9	20%	20%
6 Quizzes	a	10%	60%
3 Assignments	a	6%	18%
Participation		2%	2%

A+ 90-100%

A 80-89%

B 70- 79%

C 60- 69%

R Repeat - under 60%

NOTE: Students are expected to attend classes regularly, participate in class discussion, conduct themselves and treat their peers and instructor in a professional businesslike manner throughout any school dealings.

Late assignments are subject to a zero grade unless the student has prior permission from the instructor to hand the assignment in at a later date. Tests must be written on the assigned time and date. Students will receive a mark of zero if they miss a scheduled test unless the student and instructor have a prearranged contract to write the test after or before the scheduled test time.