CSCI 3370 Assembly Language Programming

Course Description
A study of computer systems and programming at the assembly language level. Topics include computer structure, instruction execution, addressing techniques, digital representation of data, assemblers and associated system programs, and control of input/output devices.

Prerequisite(s): CSCI 1302

Textbook: Assembly Language: Programming for the IBM PC Family
3rd Edition
William B. Jones
Scott Jones Publishers

Grades: Final grade is determined by performance on the following:

Test #1	25 %
Test #2	25 %
Assignments	10 %
Final Exam	40 %

No late assignments are accepted.

Course Grade Scale:

A	92 -	100	After each exam, I adjust the grading scale if necessary.
B	84 -	92	
C	74 -	84	
D	64 -	74	
F	0 -	63	

Attendance: You are strongly encouraged to attend class. I do not repeat lectures or provide notes. You are responsible for all class material whether or not you attend class. If you stop attending class, I have the right to withdraw you. However, withdrawing from the class is the responsibility of the student. Do not assume I will drop you from the class. If you stop attending after midterm, I will give you a WF.

Academic honesty is everyone's responsibility. Therefore, please familiarize yourself with the section on academic honesty in the Student Manual and Academic Policy. Academic dishonesty – cheating on exams, plagiarism of the work of others, unapproved collaboration on graded work, and the like – is not tolerated. Depending on the nature and severity of the problem, a student who is guilty of any such violation may be: 1) withdrawn from the course with a grade of WF (counted as an F in the GPA); 2) given a grade of zero on the assignment; 3) given a grade of F in the course; or 4) otherwise penalized, at the discretion of the faculty member.

Make-up Policy: No make-up exams are given. If, due to extraordinary circumstances, a student misses a class when an exam is scheduled, the instructor must be notified at least a week in advance unless it is some type of emergency. A student may be required to submit documentation. If the absence is an excusable absence, the weight of the missed exam is placed onto the final exam's weight.

Instructor:	Mike Dowell	Office:	Allgood Hall E129
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Office Hours:	See Web page	Assignments:	On D2L course page

Preliminary Course Schedule*

Week	Book	Topics
1	1.2 – 1.3.3	Number Systems Binary && Hex Conversion Integer Representation
2	1.1 2.2.4	Architecture Instruction Cycle Registers
3	 12 – 12.2	Addressing Segments Pointer Registers
4	2.2	Program Structure Segments Instruction Format Data INT
5	4 4.1 4.2	Integer Arithmetic Addition & Subtraction Multiplication & Division
6	5 4.4	Comparing and Branching Status Flags Conditional Jumps High-level Language Constructs
7		**Exam # 1**
8	10	Arrays and Addressing Modes Immediate, Register, Indirect
8	6.2 – 6.3	Stack Operations Push Pop Accessing Contents
9	6.1 13	Procedures Pass by Register Pass by Stack Passing from C++ Recursive
10	13.2	Advanced Procedures
11	Page 603	Structures and 2D Arrays
12	19	Floating Point Arithmetic
13		**Exam # 2**
14	20	Windows Programming
15		
		Final Exam

*Subject to change (including, but not limited to, the fact that this * might change)