

Microcomputer Systems

Spring 2014

12:30 TTh

ITTC 136 (Studio IT 2)

Mark Jacobson

Office: ITT or ITTC 307 (old East Gym)

Office phone: 273-7172

Office hours: TBA – To Be Announced soon;

and by appointment almost anytime

Home (cell) phone: (319) 233-5610

UNI email address: **jacobson@cs.uni.edu**

2nd office in WRT 338A, 4th floor, Stat Consulting

Wright Hall 338A hours TBA

URL: **<http://www.cs.uni.edu/~jacobson>**

VIP: Please notify in advance by email or after class whenever possible! Appointments are best and can also be arranged almost anytime outside of office hours and on weekends too.

Note that I have two offices (ITTC 307 and WRT 338A).

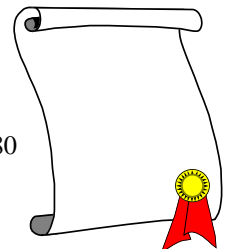
Spring 2014 class schedule: 8:00 TTh, 12:00 MWF; 12:30 TTh

Grading on exams, homework and quizzes.

1. **Two paper and pencil quizzes will count for 10 %.** Each quiz will count about 5 % and take 25 to 30 minutes of class time. Both quizzes will be given during Tuesday classes. The first quiz will be on Tuesday, February 11th. The 2nd quiz will be announced at least once week ahead of time. It will occur before the 1st midterm exam.
2. **The first exam will be held in early or mid April on a Tuesday. It will constitute about 20 % of your grade in the course.**
3. **The second and last exam will be during the 3rd or the 2nd to last week of class. It will count for 20 % of your grade.**
4. **Final exam period is from 3–4:50 p.m. on Thursday May 8th.** The final exam period will consist of presentations and reports from the journal/notebook that you are turning in. **It will count for 10 % of your grade.**
5. **The laboratory and lecture sessions and class participation/citizenship/attendance will count for 10 % of your grade.** Taking notes and having your notebook out is part of class participation. Being an active, helpful part of group exercises and a good model of a UNI Panther student citizen is part of class participation.
6. **The homework assignments and projects will be worth 30 % of the total grade.** Some of the homework assignments will be completed and checked off in the lab classes.

Miscellaneous topics:

- Any student who requires some modification of seating, testing, or other class requirements should speak with the instructor at the beginning of the semester.
- When sending email, sign with your first name at the end of the note.
- CS 1010 (Microcomputer Applications and Systems Integration) is offered every fall. It focuses on Adobe Flash and Excel VBA macros. It will include some Photoshop and Illustrator, now that UNI SCC labs have Creative Suite Web Premium Adobe package. Web Standard was discontinued in CS5, so UNI now has the additional Photoshop and Illustrator in all SCC labs!.
- Feel free to leave early for an appointment or whatever as that is never a problem but it is always nice to be told before class starts.
- The four classes CS 1000, CS 1010, CS 1020 and CS 1130 give you microcomputer certification from the computer science department. 12 hours of credits is required. You can substitute CS 2880 Topics in Computing for one of these classes. If you take it under a different topic, such as Maya



3D Graphics, you can substitute those two DIFFERENT topics classes for TWO of the above classes. The LAC class CS 1025 can also be used.

- CS 2880 (Topics in Computing: ???) also counts for certification. Visual Effects, Animation and Motion Graphics is the topic this semester.
- CS 2880 Topics in Computing: Maya 3D Graphics will be offered again this year, i.e. in the fall of 2014.
- CS 1025 Computational Modeling and Simulation is a class that covers topics in Adobe Flash and Adobe After Effects not covered in this class, along with some graphics software such as Scratch and NetLogo turtle graphics.

Name _____

Tuesday, March 01, 2011

1. The ASCII code for the letter "L" is 76. Show the contents of the HAMMING codeword that would be sent for the letter L. Show your work here too. Do your work first on scratch paper, if needed. The L is an UPPER CASE letter "L". The ASCII code for "A" is 65 and the ASCII code for "L" is 76.

12	11	10	9	8	7	6	5	4	3	2	1

2. Convert the following binary base two number to base ten decimal. It is required that you SHOW YOUR WORK and process of arriving at the answer. Note that there are 9 binary digits in the base two number.

$$110100011_2 = \underline{\hspace{2cm}}_{10}$$

3. Convert the decimal base ten number 486 into its binary base two equivalent. Show your work and process of arriving at the answer.

$$486_{10} = \underline{\hspace{2cm}}$$

4. Convert the base 7 number 210 from base 7 to base ten decimal. Show your work and calculations.

$$210_7 = \underline{\hspace{2cm}}_{10}$$

<http://lynda.uni.edu> Using Perl/CGI Scripts with Bill Weinman

Installing a Perl/CGI script doesn't have to be difficult, and making small modifications shouldn't take a rocket scientist. Designed for the web professional, *Using Perl/CGI Scripts* explains in simple step-by-step instructions how a CGI script works. You will acquire the skills you need to edit and install a Perl script on your server, and even make simple modifications without having to hire an expensive programmer! Complete with working examples of counters, contact forms, and even a web blog, *Using Perl/CGI Scripts* will guide you through the process of customizing and installing these scripts on your own web site.

Level Beginner

duration

2h 21m