

Computer Science 32, Required Reading

Contents:

1. Introduction to operating systems, Unix and shells. Sarwar, S.M., Koretsky, R. and Sarwar, S.A. (2005), *Unix: the textbook, Second Edition*, Chapters 1-4 (parts), pp. 38-42, 46-50, 54-67, and 70-78. Pearson Education, Inc.
2. “Thinking Object-Oriented,” “Abstraction,” and “Object-Oriented Design.” Budd, Timothy (2002), *An Introduction to Object-Oriented Programming, Third Edition*, Chapters 1-3, pp. 1-71. Addison Wesley Longman, Inc.
3. “Processes.” Sarwar, et al., op. cit. Chapter 13, pp. 334-362.
4. “Unix Programming Tools.” Parlante, Nick (2001), document #107 in the Stanford CS Education Library, <http://cslibrary.stanford.edu/>.
5. “Program Building.” Hoover, Adam (2010), *System Programming with C and Unix*, Section 6.1, pp. 172-185. Pearson Education, Inc.
6. “From Source File to Executable File,” “Variables and Objects; Pointers and Addresses,” “Dynamic Allocation and Deallocation of Memory,” “Classes and Objects.” Franek, Frantisek (2004), *Memory as a Programming Concept in C and C++*, Chapters 2-4, 8, pp. 7-17, 21-39, 45-50, and 106-116. Cambridge University Press.
7. “Libraries.” Hoover, op. cit. Chapter 8, pp. 255-291.