# Syllabus for CIS 18A: Introduction to Unix/Linux

De Anza College, Summer 2024 MetcalfKevin@fhda.edu

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#### Course Texts

Required Text:

Sobell, Mark G. "A Practical Guide to Linux Commands, Editors, and Shell Programming," Upper Saddle River, NJ: Prentice Hall, Fourth Edition, 2017. *NOTE: You may use the 3rd edition as well.* 

# **Campus Expectations**

The De Anza College Catalog contains detailed expectations regarding Academic Integrity, student code of conduct, grades, adds/drops, and other campus and district policies. Students are expected to know and understand these, but a few things need to be explicitly called out. Any student discovered cheating or plagiarizing will be immediately failed. Failure to attend class during the first week will likely result in a drop. For additional information, review the online Catalog at <a href="https://www.deanza.edu/catalog/">https://www.deanza.edu/catalog/</a>

# First Assignment

Your Homework for Lesson 01 quiz must be submitted **by 8:00 PM on Wed, July 3**! If this assignment is not submitted, you will be dropped for non-attendance.

## Course Grade

Your grade in this course will reflect your knowledge and understanding of course materials – i.e., Linux. The Course Schedule for midterm, final, and assignment due dates and the quiz schedule for this quarter can be found at the end of the syllabus. Your grade for this course will be determined by how many points (out of around 1000) are earned in the quarter.

Homework	260 points
Assignments	
Lab Exercises	115 points
Quizzes	240 points
A Final Exam	400 points

# **Grading Scale**

A+	970-1000
Α	930-969
A-	900-929

870-899
830-869
800-829

C+	770-799
U	700-769

D+	670-699
D	630-669
D-	600-629

# Accessing Canvas and Submitting programming assignments

Weekly assignments and Labs are to be submitted via the Canvas system. To access Canvas you MUST be officially enrolled in the course. Please go to https://deanza.instructure.com/ and follow the instructions to access the system. If you fail to access Canvas by Wednesday of the first week of class you will be dropped from the course for non-attendance.

### **Accessing Voyager**

As there are several distributions of Linux (and, to a lesser extent, Unix), it is a course requirement that you do your lab and homework exercises on the campus Voyager system. If you have never used the Voyager system before, please see the "Accessing Voyager" entry in Canvas or visit the CIS computer lab. If the lab assignment you submit does not run on Voyager, you will NOT receive credit.

# Weekly Tests

Because the summer course schedule is accelerated, students will need to complete several lessons each week, as well as two Weekly Tests. Weekly Tests may cover information from the video lessons, the textbook, and lab exercises.

### Keeping up with an accelerated summer course

This accelerated Summer course condenses a 12-week course into just 6 weeks, so be prepared to work a minimum of 20 hours per week to keep up. It is extremely important that you do not fall behind in the work assigned. To make it easier to flex your schedule over the weekends, each week's material will be available through the Canvas system by Friday the previous week.

#### Course Schedule

Week	Dates	Material covered
1	07/01 - 07/05	Lessons 01 - 05 (~pp 001 - 080)
2	07/08 - 07/12	Lessons 06 - 12 (~pp 048 - 124)
3	07/15 - 07/19	Lessons 13 - 19 (~pp 081 - 158)
4	07/22 - 07/26	Lessons 20 - 29 (~pp 159 - 212)
5	07/29 - 08/02	Lessons 30 – 39 (~pp 275 - 300)
6	08/05 - 08/09	Review and Final Exam

For a more comprehensive course schedule, including reading assignments and due dates, please see the corresponding week within the Canvas system.

## Attendance

Attendance for this class is mandatory. Failing to submit several assignments in a week without notifying the instructor will be considered an unexcused absence and will result in failing grades on those assignments and may result in a drop from the class.

#### Student Learning Outcomes

Use the Unix/Linux Operating System utilities and shell features for basic file manipulation, networking, and communication.