Reminders and announcements:

- Wednesday, February 14, has been set aside as a review for Exam 1. We will go over Homework 4 as part of the review. Thus **Homework 4 is due by the beginning of class. NO LATE SUBMISSIONS** will be allowed for this assignment. In addition, we will go over Homeworks 2 and 3, and you should come prepared to ask and answer questions about the exam material.

- The World Wide Web project is due on Monday, February 19. Class time on Monday, February 12, Wednesday, February 14, and Monday, February 19, will be given for working on this project. The projects must be installed in the UE homepage webspace by 4:30pm or the project will be considered late.

Exam 1 will be on Friday, February 16. You may bring one 8.5in x 11in sheet of paper with notes on (only) one side to the exam. You may print out the sheet, but it must be in a 9-point font or larger. E.g., please do not photoreduce or print 4 pages on 1 side. If you handwrite your notes, they can be as small as you like. You may handwrite notes in the margins of a printout.

The exam will consist of questions on the material in Chapters 0-4 (excluding Sections 1.6-1.9, 2.5-2.6, 3.4, and 4.4); material covered in lectures and in-class exercises through February 12; material in homeworks 1-4; and the WWW project.

The exam will consist approximately of the following format:

- Matching section: 30 points - 15 vocabulary words matched among 20 definitions
- Math and conversion problems: 30 points - 15 problems on circuit diagrams, conversion between data formats, binary logical and arithmetic operations, and length of time or number of repetition problems similar to the homework
- Machine language programs: 10 points - read one short program, write one short program.
- Multiple choice: 30 points - 15 questions

The following is a list of topics that will be emphasized, but it is in no way to be construed as an exclusive list.

1. Concepts of algorithms and abstraction
2. Data storage - differences between registers, main memory, and mass storage; binary to hexadecimal, binary to decimal, and ASCII to character symbol conversions and vice versa.

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will be given a copy of the ASCII table in Appendix A for use during the exam.

3. Data manipulation - circuit diagrams, basic computer architecture including the
   fetch/decode/execute cycle, binary logical and arithmetic operations including masking,
   interpretation and execution of machine language in Appendix C. You will be given a copy of
   Appendix C for use during the exam.

4. Operating systems - basic operating system architecture including the differences between
   application, utility, and system software, comparison of Windows and Linux, security. You will
   not be asked to provide Linux commands, but you may be asked to read and explain what they
   do.

5. Networking and Internet - differences between repeaters, bridges, switches, and routers, binary to
   dotted decimal notation conversion and vice versa, network identifier vs. host addresses, IP
   addresses vs. domain names, basic HTML markup tags. You will not be asked to write HTML
   markup tags, but you may be asked to read and explain what they do.