Linux/UNIX Programming

This course will prepare students to develop software in and for Linux/UNIX environments. Topics to be covered include basic operating system concepts, effective command line usage, shell programming, the C language, programming development tools, system programming, network programming (client-server model and sockets), and GUI programming.

Prerequisite: CS 220 with a grade of “C” or better; or Graduate Standing for CS 491-2.

Textbooks: