Instructor: Dr. Eric Swedin
Office: DV137L (at Davis campus)
Office phone: 395-3553
E-mail: eswedin@weber.edu
Web site: http://www.swedin.org/
Office Hours: 3:00-5:30 Tuesday and Thursday
Other office hours are available by appointment.


**Class Description:**
This course provides students with a thorough grounding in computer hardware and operating system software, peripheral devices and contemporary information system architecture, including its structure, theory, and applications. Prerequisite: IS&T 2000.

Class participation and discussion are expected. While some lecture might be presented, for the most part, the class will focus on the discussion of the assigned topics and readings.

**Grading Policies:**
Grades will be determined on the following basis:

- Class Participation: 10%
- Assignments (3): 30%
- Practical: 20%
- Mid-term Exam: 20%
- Final Exam: 20%

Grades: A: 90 - 100%  B: 80 - 89%  C: 70 - 79%  D: 60 - 69%  E: 0 - 59%

**Students with Disabilities:**
Any student requiring accommodations or services due to a disability must contact Services for Students with Disabilities (SSD) in Room 181 of the Student Service Center on the main campus. SSD can also arrange to provide materials (including this syllabus) in alternative formats if necessary.

**Cheating Policy:**
Cheating and deceit are not accepted in the Goddard School of Business and Economics. *Cheating on an exam or assignment, or turning in someone else's work as your own, will result in an E for the class.* You may work together on your assignments, but you must turn in your own work. If you quote from a book, article, or web site, you must properly quote and cite your work. Avoid even the appearance of cheating or plagiarism.
**Exam and Assignment Policy:**
Exams can be taken early, with arranged permission. Questions on all the exams will come from text readings, class lectures, and lab assignments.

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IS&T 2410 Assignment #1

(Due the next time that class meets)

You must show all your work on each problem.

1. Convert the following from Base 2 (binary) to Base 10 (decimal).
   a) 1110 1100 0011
   b) 0011 1010 1100
   c) 0101 0110 1001

2. Convert the following from Base 2 (binary) to Base 16 (hex).
   a) 1101 1001 1100 1101 1010
   b) 1111 1111 0011 0110 1001
   c) 11 0001 1010 1011 0111

3. Convert the following from Base 10 (decimal) to Base 2 (binary).
   a) 234
   b) 1,213
   c) 879

4. Convert the following from Base 16 (hex) to Base 10 (decimal).
   a) 12F
   b) 56CC45
   c) ABC34F

5. Convert the following from Base 2 (binary) to Base 8 (octal).
   a) 0101 0101 1101
   b) 0101 1111 0110
   c) 0101 0011 0001