

## Faculty of Computers and Information Technology

### Computer Architecture

**Information :**

**Course Code :** CS312

**Level :** Undergraduate

**Course Hours :** 3.00- Hours

**Department :** Digital Media Technology

**Area Of Study :**

"Develop and evaluate basic computer and accumulator logic.  
 "Use all available principles and practices used in the design and analysis of a digital computer system.  
 "Show a complete understanding of micro-programs and control unit.  
 "Understand knowledge that enhances skills in parallel processing.  
 "Compare and evaluate different functional units (bus system, memory unit, central processing unit, and input/output), and evaluate the techniques that control memory and address sequencing.

**Description :**

Sequential logic: flip-flops, registers. Microprocessors, computer instructions, interrupts, design of basic computer, control unit design, micro programming, parallel processing

**Course outcomes :**

**a. Knowledge and Understanding: :**

1 -	Discuss the fundamental concepts of computer architecture.
2 -	Explain the principles and techniques of transferring data in computer system and the required computer instructions
3 -	Outline the main types of interrupts showing the principles of memory control and parallel processing

**b. Intellectual Skills: :**

1 -	Analyze different problems in designing a basic computer
2 -	Propose a set of alternative solutions for bus system
3 -	Select appropriate methodologies and techniques for sequential and parallel processing.

**c. Professional and Practical Skills: :**

1 -	Apply effective information to implement arithmetic and shift micro-operations.
2 -	Deploy effective supporting tools to apply memory reference instructions to manage real memory
3 -	Create technical reports according to professional standards

**d. General and Transferable Skills: :**

1 -	Work on a team for the development of a requirements document
2 -	Apply communications skills in presentation and report writing of requirements engineering deliverables

**ABET Course outcomes :**

1 -	Analyze different problems in designing a basic computer.
2 -	Select appropriate methodologies and techniques for sequential and parallel processing

3 -	Use available principles and practices used in the analysis and design of a digital computer system.
4 -	Demonstrate understanding of micro-programmed control unit.
5 -	Compare and evaluate different functional units (bus system, memory unit, central processing unit, and input/output).

### **Course Topic And Contents :**

<b>Topic</b>	<b>No. of hours</b>	<b>Lecture</b>	<b>Tutorial / Practical</b>
Latches, Flip Flops	4	2	2
Registers, Counters	4	2	2
Register Transfer Language, Bus and Memory Transfer	4	2	2
Arithmetic Micro-operations, Logic Micro-operations, Shift Micro-operations	4	2	2
Instruction Codes, Computer Registers	4	2	2
Computer Instructions, Timing Cycle	4	2	2
Instruction Cycle, Memory Reference Instructions	4	2	2
Input-Output and Interrupt	4	2	2
Mid-Term Exam	2		
Design of basic computer, Design of accumulator logic	4	2	2
Control memory, Address sequencing	4	2	2
Micro-program, Control unit	4	2	2
Parallel Processing, Memory Hierarchy	4	2	2
Final Exam	2		

### **Teaching And Learning Methodologies :**

Interactive Lectures including Discussions
Tutorials
Practical Lab Sessions
Self-Study (Project / Reading Materials / Online Material / Presentations)
Problem Solving

### **Course Assessment :**

<b>Methods of assessment</b>	<b>Relative weight %</b>	<b>Week No</b>	<b>Assess What</b>
Assignments	10.00	4	
Final Exam	40.00	14	
Midterm Exam (s)	20.00	9	
Quizzes	20.00	5	
Team Work Projects	10.00		

### **Course Notes :**

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An Electronic form of the Course Notes and all the slides of the Lectures is available on the Students Learning Management System (Moodle)

**Recommended books :**

Mostafa Abd-El-Barr, Hesham El-Rewini, Fundamentals of computer organization and architecture, John Wiley & Sons, latest edition.