

Course Title: Computer Architecture

Course Code: COMP 332

Program: Bachelor in Computer Science

Department: Computer Science

College: College of Computer Science and Information

Technology

Institution: Jazan University

Version: V2

Last Revision Date: 26-August-2022





Table of Contents:

Content	Page
A. General Information about the course	3
 Teaching mode (mark all that apply) Contact Hours (based on the academic semester) 	3
B. Course Learning Outcomes (CLOs), Teaching Strategies and Assessment Methods	4
C. Course Content	5
D. Student Assessment Activities	7
E. Learning Resources and Facilities	7
1. References and Learning Resources	7
2. Required Facilities and Equipment	7
F. Assessment of Course Qualit	8
G. Specification Approval Data	8





A. General information about the course:

Co	urse Identificati	on				
1.	Credit hours:	3				
2.	Course type					
a.	University □	College □	De	partment⊠	Track□	Others□
b.	Required ⊠	Elective□				
	Level/year at whered	nich this course	e is	Level 7/ Yea	r 3	
4.	as clearly and computer system integrated circuluse of parallel Computer Organ control unit, reg	poout the structure a completely as poon this course with technology used organization concentration and Major gisters, ALU, and instantion and coordination	ssible, cover I to cou pts. The r comp struction	the nature and all aspects of construct computer his course also for conents which in an execution unit.	characteristics of omputer, from components, to cuses on differe clude processor It also discusses	of modern-day the underlying the increasing int elements of , memory, I/O,
5.	Pre-requiremen	ts for this cour	se (if	any): None		
6.	Co- requiremen	ts for this cour	se (if	any): None		
7.	Course Main Ob	jective(s)				
 1. 2. 3. 	Describe the both with each	rchitecture and omajor compone to the other and the the program exc	nts of outsic	a computer an le world.	d their interco	nnections,

1. Teaching mode (mark all that apply)

No	Mode of Instruction	Contact Hours	Percentage
1.	Traditional classroom	52	100
2.	E-learning		
3.	HybridTraditional classroomE-learning		
4.	Distance learning		

Illustrate various internal architectures and organizations of the processor



4.



2. Contact Hours (based on the academic semester)

No	Activity	Contact Hours
1.	Lectures	22
2.	Laboratory/Studio	22
3.	Field	
4.	Tutorial	
5.	Others (Revision + Exam)	8
	Total	52

B. Course Learning Outcomes (CLOs), Teaching Strategies and Assessment Methods

Code	Course Learning Outcomes	Code of CLOs aligned with program	Teaching Strategies	Assessment Methods
1.0	Knowledge and understanding			
1.1	Explain the various concepts related with evolution of computers and technologies involved.	K1	Visual &Verbal [Lectures / Presentations]	Exam 1, Assignment(s), Final Exam
1.2	Relate various components, functions and interconnection structure and I/O module techniques of a computer system.	K2	Visual &Verbal [Lectures / Presentations]	Exam 1, Assignment(s), Final Exam
2.0	Skills			
2.1	Analyze various memory storage and access techniques based on various performance criteria.	S1	Visual &Verbal [Lectures / Presentations]	Exam 1, Assignment(s), Final Exam
2.2	Evaluate different page replacement algorithms based on page fault calculations.	S2	Visual &Verbal [Lectures / Presentations]	Assignment(s), Final Exam
2.3	Design programs based on various microprocessor concepts in Assembly language.	S3	Visual &Verbal [Lectures / Presentations]	Internal Lab Exam, Final Lab Exam



Code	Course Learning Outcomes	Code of CLOs aligned with program	Teaching Strategies	Assessment Methods
3.0	Values, autonomy, ar	nd responsibility		
3.1	Demonstrate the ability to work as a team member and take responsibility for successful completion of group assignment on recent trends of subject area.	V2	Visual &Verbal [Lectures / Presentations]	Group Assignment
3.2				

C. Course Content

No	List of Topics	Contact Hours
1.	 Chapter1-Introduction to Computer Organization & Architecture Introduction to computer Organization and Architecture Structure and function Structural components of computer History and generations of computers Moore's Law and consequences of it. General and Expanded structure of computers IAS Memory formats and structure of IAS computer 	4T + 4P
2.	Chapter 2-Computer functions and interconnections Computer components Instruction fetch and execute Interrupts Multiple Interrupts Interrupt Instruction Cycle Interconnection building Bus Interconnection	4T + 4P
3.	 Chapter 3 -Cache memory Computer Memory System Characteristics of memory system Memory hierarchy Characteristics of memory hierarchy Cache memory principles 	2T + 2P



	 Elements of cache design Cache memory Mapping Replacement algorithms 	
4.	 Chapter-4- Internal memory Semiconductor main memory Main Memory Cell Organization Semiconductor memory types RAM DRAM and SRAM ROM Types of ROM 	3T + 3P
5.	Chapter 5-External memory Magnetic disc Data organization and formatting Disk performances Raid Different RAID levels RAID comparison Optical storages	4T + 4P
6.	Chapter 6- Input-output Peripheral devices Input-Output Technique Programmed I/O Interrupt driven I/O Direct memory access DMA Operation I/O modules	3T + 3P
7.	Revision and Exam discussion	2T+2P
8.	Lab Exam + Final Exam	2T+2P
	Total	52



D. Students Assessment Activities

No	Assessment Activities *	Assessment timing (in week no)	Percentage of Total Assessment Score
1.	Assignment-1	3rd -4th week	10%
2.	Mid Exam	5th-6th week	15%
3.	Assignment-2 (Group Assignment)	6th -7th week	10%
4.	Quiz	9th week	5%
5.	Final Lab Exam + Lab Assignment	As per schedule	20%
6.	Final Theory Exam	As per schedule	40%
	Total		100%

^{*}Assessment Activities (i.e., Written test, oral test, oral presentation, group project, essay, etc.)

E. Learning Resources and Facilities

1. References and Learning Resources

Essential References	William Stallings, "Computer Organization and Architecture- Designing for Performance", Pearson Publication, 9th edition, 2012, ISBN-13: 978-0132936330
Supportive References	M. Morris R. Mano, "Computer System Architecture", Pearson Publication, 3 rd edition, 1992, ISBN-13: 978-0131755635
Electronic Materials	http://williamstallings.com/ComputerOrganization/
Other Learning Materials	Emulator emu8086

2. Required Facilities and equipment

Items	Resources
facilities (Classrooms, laboratories, exhibition rooms, simulation rooms, etc.)	Classroom and Lab equipped with workstation Computers and Seating Capacity for 30-40 students along with projectors.
Technology equipment (projector, smart board, software)	The practical should be placed in a lab with the following requirements: • Computer connected to projector. • 30-40workstations • emu8086 software
Other equipment (depending on the nature of the specialty)	





F. Assessment of Course Quality

	•	
Assessment Areas/Issues	Assessor	Assessment Methods
Effectiveness of teaching	Students	Course evaluation survey form
Effectiveness of students assessment	TL/HOD	Classroom monitoring
Quality of learning resources	Track leaders / CRC	Review meetings and star rating with suggestions for further modification and improvements
The extent to which CLOs have been achieved		
Other		

Assessor (Students, Faculty, Program Leaders, Peer Reviewer, Others (specify) **Assessment Methods** (Direct, Indirect)

G. Specification Approval Data

COUNCIL /COMMITTEE	Department Council
REFERENCE NO.	
DATE	26-08-2022

