MCA- C103 Computer System Architecture C L T 3 1 0 4

Course objective:

- 1. To understand the basic hardware and software issues of computer organization.
- 2. To provide an overview on the design principles of digital computing systems.

To understand the representation of data at machine level.

Course outcomes:

- 1. Ability to analyze the abstraction of various components of a computer.
- 2. Ability to apply performance metrics to find the performance of systems.

Digital Electronics: Boolean algebra and logic Gates, Simplification of Boolean Functions, Adders, subtractors, Binary parallel adder, Decimal adder, Magnitude comparator, Decoders, Multiplexers. Flip-flops (RS, D, JK, Master- slave & T flipflops), Flip- flop Excitation table, analysis, Design of counters, Design with state equations, Registers, Shift register, Ripple Counter, Synchronous Counters, Timing sequences.

Central Processing Unit: Computer registers, bus system, instruction set, timing and instruction cycle, memory reference, input-output and interrupt, Bus Interconnection design of basic computer, register organization; Stack organization; Instruction Format and Addressing Modes.

Control Unit: Control memory, Address Sequencing, Micro program, Design of Control Unit.

Arithmetic Algorithms: Integer multiplication; Integer division, Floating point representations and Arithmetic algorithms.

I/O Organization: Peripheral Devices, Input-Output Interface, Asynchronous Data Transfer, Modes of Data Transfer, Priority Interrupt, Direct Memory Access, Input Output Processor.

Memory Organization: Memory Hierarchy, RAM, ROM, Associative Memory, Cache Memory Organization and Virtual Memory Organization.

Recommended Books:

- 1. Hayes J.P, Computer Architecture and Organization, McGraw Hill
- 2. Hamacher Cart, Vranesic Zvono, Zaky Safwat, Computer Organization, McGraw Hill
- 3. Mano M. Morris, Computer System Architecture, Third Edition, PHI

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