Computer Organization and Architecture		Semester	3
Course Code	**BEC306C**	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	3
Examination type (SEE)	Theory		

Course objectives: This course will enable students to:

- Explain the basic sub systems of a computer, their organization, structure and operation.
- Illustrate the concept of programs as sequences of machine instructions.
- Demonstrate different ways of communicating with I/O devices
- Describe memory hierarchy and concept of virtual memory.
- Illustrate organization of simple pipelined processor and other computing systems.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

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- Lecture method (L) does not mean only traditional lecture method, but different type of teaching methods may be adopted to develop the outcomes.
- Encourage collaborative (Group) Learning in the class.
- Ask at least three HOTS(Higher order Thinking)questions in the class, which promotes critical thinking.
- Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop thinking skills such as the ability to evaluate, generalize, and analyze information rather than simply recall it.
- Topics will be introduced in a multiple representation.
- Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
- Discuss how every concept can be applied to the real world-and when that's possible, it helps improve the students' understanding.
- Adopt Flipped class technique by sharing the materials/Sample Videos prior to the class and have discussions on the topic in the succeeding classes.

Module-1

Basic Structure of Computers: Computer Types, Functional Units, Basic Operational Concepts, Bus Structures, Software, Performance -Processor Clock, Basic Performance Equation**(upto1.6.2ofChap1ofText).**

Machine Instructions and Programs: Numbers, Arithmetic Operations and Characters, IEEE standard for Floating point Numbers, Memory Location and Addresses, Memory Operations, Instructions and Instruction Sequencing **(up to 2.4.6 of Chap 2 and 6.7.1 of Chap 6 of Text).**

Module-2

Addressing Modes, Assembly Language, Basic Input and Output Operations, Stacks and Queues, Subroutines, Additional Instructions **(from2.4.7ofChap2, except 2.9.3, 2.11 & 2.12 of Text).**

Module-3

Input/ Output Organization: Accessing I/O Devices, Interrupts -Interrupt Hardware, Enabling and Disabling Interrupts, Handling Multiple Devices, Controlling Device Requests, Direct Memory Access (upto4.2.4and4.4except4.4.1ofChap4ofText).

Module-4

Memory System: Basic Concepts, Semiconductor RAM Memories-Internal organization of memory chips, Static memories, Asynchronous DRAMS, Read Only Memories, Cash Memories, Virtual Memories, Secondary Storage- Magnetic Hard Disks **(5.1,5.2,5.2.1,5.2.2,5.2.3,5.3,5.5(except 5.5.1 to** 5.5.4), 5.7 (except5.7.1), 5.9, 5.9.1 of Chap 5 of Text).

Module-5

Basic Processing Unit: Some Fundamental Concepts, Execution of a Complete Instruction, Multiple Bus Organization, Hardwired Control, Microprogrammed Control **(up to 7.5 except 7.5.1 to7.5.6 of Chap 7 of Text).**

Course outcome (Course Skill Set)

At the end of the course, the student will be able to :

1. Explain the basic organization of a computer system.
2. Describe the addressing modes, instruction formats and program control statement.
3. Explain different ways of accessing an input/ output device including interrupts.
4. Illustrate the organization of different types of semiconductor and other secondary storage memories.
5. Illustrate simple processor organization based on hard wired control and micro-programmed control.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks out of 50) and for the SEE minimum passing mark is 35% of the maximum marks (18 out of 50 marks). The student is declared as a pass in the course if he/she secures a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together.

Continuous Internal Evaluation:

- There are 25 marks for the CIE's Assignment component and 25 for the Internal Assessment Test component.
- Each test shall be conducted for 25 marks. The first test will be administered after 40-50% of the coverage of the syllabus, and the second test will be administered after 85-90% of the coverage of the syllabus. The average of the two tests shall be scaled down to 25 marks
- Any two assignment methods mentioned in the 22OB2.4, if an assignment is project-based then only one assignment for the course shall be planned. The schedule for assignments shall be planned properly by the course teacher. The teacher should not conduct two assignments at the end of the semester if two assignments are planned. Each assignment shall be conducted for 25 marks. (If two assignments are conducted then the sum of the two assignments shall be scaled down to 25 marks)
- The final CIE marks of the course out of 50 will be the sum of the scale-down marks of tests and assignment/s marks.

Internal Assessment Test question paper is designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester-End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the course (**duration 03 hours).**

21. The question paper will have ten questions. Each question is set for 20 marks.

22. There will be 2 questions from each module. Each of the two questions under a module (with

Suggested Learning Resources:

Book

1. Carl Hamacher, Zvonko Vranesic, Safwat Zaky: Computer Organization, 5th Edition,Tata McGrawHill,2002.

ReferenceBooks:

2. David A. Patterson, John L. Hennessy: Computer Organization and Design-The Hardware/ Software InterfaceARM Edition, 4th Edition, Elsevier,2009.
3. William Stallings: Computer Organization &Architecture,7th Edition, PHI, 2006.
4. Vincent P. Heuring & Harry F. Jordan: Computer Systems Design and Architecture, 2nd Edition, Pearson Education, 2004.

Web links and Video Lectures (e-Resources):
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Activity Based Learning (Suggested Activities in Class)/ Practical Based learning
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