

DEPARTMENT OF SCIENCE

COURSE OUTLINE - Fall 2016

CS2290 – COMPUTER ORGANIZATION AND ARCHITECTURE I - 3 (3-0-3) 90 HOURS

INSTRUCTOR: Libero Ficocelli **PHONE:** 780 539 - 2825

OFFICE: C424 **E-MAIL:** LFicocelli@gprc.ab.ca

OFFICE HOURS: TBA

DELIVERY MODE(S): In class lecture

PREREQUISITE(S)/COREQUISITE: CS1150

REQUIRED TEXT/RESOURCE MATERIALS:

Assembly Language for x86 Processors, 7th Edition (6th Edition is acceptable)

By Kip R. Irvine, Pearson Publishing,

ISBN 0-13-376940-2

CALENDAR DESCRIPTION:

General introduction to number representation, architecture and organization concepts of von Neumann machines, assemble level programming, exception handling, peripheral programming, floating point computations and memory management.

LEARNING OUTCOMES:

- Understand computer data representation
- Know basic processor architecture and memory management
- Be able to write, assemble, and debug Intel Assembler code

- Be able to perform conditional processing and Integer arithmetic, use code libraries,
 code procedures and advanced procedures and use string manipulation rountines
- List the basic components of a modern CPU

COURSE OBJECTIVES:

- Learn the fundamentals behind program execution
- Understand how a modern CPU works
- Learn how machine code is generated by a compiler
- Understand the interface between software and hardware

COURSE SCHEDULE/TENTATIVE TIMELINE:

Introduction to Computer Architecture:

- Microprocessor and computer architecture
- Operations and operands of computer hardware
- Representing instructions

Number systems and Arithmetic

- Signed and Unsigned Numbers
- Addition and Subtraction
- Logical Operations
- Constructing an Arithmetic Logic Unit
- Multiplication and Division
- Floating Point numbers

80x86 Assembly

- Overview of 80x86 assembler (segments, registers and organization)
- Program structure
- I/O operations
- Data movement instructions
- Conditionals and Branching instructions
- Arrays
- Macros and Procedures
- Interrupts
- String processing

- Video operations (text and graphics)
- Parameter passing and stack operations

EVALUATIONS:

Lab/Homework

Assignments 30%

Class Quizzes 10%

Midterm 25%

Final Exam 35%

GRADING CRITERIA:

GRANDE PRAIRIE REGIONAL COLLEGE			
GRADING CONVERSION CHART			
Alpha Grade	4-point	Percentage	Designation
	Equivalent	Guidelines	
$\textbf{A}^{^{+}}$	4.0	90 – 100	EXCELLENT
Α	4.0	85 – 89	
A ⁻	3.7	80 – 84	FIRST CLASS STANDING
B⁺	3.3	77 – 79	
В	3.0	73 – 76	GOOD
B ⁻	2.7	70 – 72	
C ⁺	2.3	67 – 69	SATISFACTORY
С	2.0	63 – 66	
C ⁻	1.7	60 – 62	
D ⁺	1.3	55 – 59	MINIMAL PASS
D	1.0	50 – 54	
F	0.0	0 – 49	FAIL
WF	0.0	0	FAIL, withdrawal after the deadline

STUDENT RESPONSIBILITIES:

Refer to the College Policy on Student Rights and Responsibilities at www.gprc.ab.ca/d/STUDENTRIGHTSRESPONSIBILITIES

- The Student must pass the theory/concepts portion of the course in order to obtain a passing grade for the term. In other words a student must obtain 50% out of a possible 70 points - which includes all components except the lab assignments.
- No late project assignments will be accepted. The student is responsible for adhering to all requirements as specified for each project assignment.

When necessary lab time may be utilized for lecturing on specific Java features.
 The remainder of the lab time will generally be used as "hands-on" programming time.

STATEMENT ON PLAGIARISM AND CHEATING:

Refer to the College Student Misconduct: Academic and Non-Academic Policy at www.gprc.ab.ca/d/STUDENTMISCONDUCT

**Note: all Academic and Administrative policies are available at www.gprc.ab.ca/about/administration/policies/

UNIVERSITY TRANSFER (If applicable):

** Grade of D or D+ may not be acceptable for transfer to other post-secondary institutions. Students are cautioned that it is their responsibility to contact the receiving institutions to ensure transferability.

Please refer to the Alberta Transfer guide for current transfer agreements: www.transferalberta.ca