



DEPARTMENT OF SCIENCE

COURSE OUTLINE – Fall 2015

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

INSTRUCTOR: Libero Ficocelli

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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 routines
- 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 Equivalent	Percentage Guidelines	Designation
A⁺	4.0	90 – 100	EXCELLENT
A	4.0	85 – 89	
A⁻	3.7	80 – 84	FIRST CLASS STANDING
B⁺	3.3	77 – 79	
B	3.0	73 – 76	GOOD
B⁻	2.7	70 – 72	
C⁺	2.3	67 – 69	SATISFACTORY
C	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.transferralberta.ca