

# CAP208:COMPUTER ORGANIZATION AND DESIGN

L:4 T:0 P:0 Credits:4

**Course Outcomes:** Through this course students should be able to

- identify the factors influencing the design of hardware and software elements of computer system
- evaluate the various processor components and their interconnection
- analyze the types of instructions and interrupts in computer system

## Unit I

**Register Transfer and Microoperations** : Register Transfer Language, Register Transfer, Bus and Memory Transfer, Arithmetic Microoperations, Logic microoperations, Shift Microoperations, Number System, Compliments, Fixed point and floating point representation, Half Adder and Full Adder

## Unit II

**Instruction Codes and Instruction Cycle** : Instruction codes, Common Bus System, Timing and control, Instruction Cycle, Types of instructions

## Unit III

**Machine Language and Programming** : Introduction of Machine Language, Assembly Language Basics, Assembler Basics, program loops, Arithmetic and Logic Operation programming, Subroutines, Input-Output programming, Programming loops

## Unit IV

**Central Processing Unit** : General Register Organization, Addressing Modes, Reverse Polish Notation, Three address Instructions, One Address Instructions, RISC Instructions, Zero Address Instructions, Two Address Instructions, Organization of stacks

## Unit V

**Pipeline processing** : Instruction and arithmetic pipeline, Pipeline hazards and their resolution, Parallel processing

## Unit VI

**Memory technology** : Cache memory and memory hierarchy, Virtual memory and memory management unit, Memory hierarchy, Associative memory, Cache memory

**I/O subsystems** : Input-output devices, Interfacing with IO devices, Concept of handshaking, DMA data transfer, Asynchronous data transfer

## Text Books:

1. COMPUTER SYSTEM ARCHITECTURE by MORRIS MANO, PEARSON

## References:

1. COMPUTER ORGANIZATION AND ARCHITECTURE by V RAJARAMAN, PRENTICE HALL
2. COMPUTER ARCHITECTURE A QUANTITATIVE APPROACH by DAVID A PATTERSON, PRENTICE HALL
3. COMPUTER ORGANIZATION AND ARCHITECTURE: DESIGNING AND PERFORMANCE by WILLIAM STALLINGS, PEARSON
4. COMPUTER ORGANIZATION by V. CARL HAMACHER, SAFWAT G. ZAKY AND ZVONKO G. VRANESIC, MCGRAW HILL EDUCATION