



Department of Computer Science

EE-229 – Computer Organization and Assembly Language

FALL 2024

Instructor Name: Aleena Ahmad

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Office Location/Number: New Building (office # 64)

Office Hours: Tues, Thurs 12:00pm-1:00pm

TA Name (if any): TBA

Email address:

Office Location/Number:

Office Hours:

Course Information

Program: BS/MS

Credit Hours: 3

Type: Core

Pre-requisites (if any): DLD

Class Meeting Time: Section 3E 11:30am, Section 3J 01:00pm, Section 3K 04:00pm (Mon, Wed)

Class Venue: CS-309 (3E), CS-309 (3F), CS-201 (3K)

Course Description/Objectives/Goals:

Course Learning Outcomes (CLOs):

1. Understanding of basic concepts of computer organization with emphasis on the lower level abstraction of a computer system including machine-level representation of data, instruction set architecture, addressing modes, memory models, and assembly language programming.
2. Interfacing and Communication with hardware. Includes understanding of I/O fundamentals, Interrupts and their structures, Buses, external storage and physical organization
3. Illustrate the computer organization concepts by Assembly Language programming
4. Introduction to Intel IA-32 Architecture.
5. Familiarization with Assembly Language directives, macros, operators, and program structures.
6. Understanding of interrelationship between hardware and software
7. Comparison between different processors families
8. Introduction to computer architecture, and pipelining

Course Textbook

- Assembly Language Programming Lecture Notes by Bilal Hashmi (BH).
- Assembly Language for x86 Processors Seventh Edition Kip R. Irvine (KI)
- Computer Organization and Architecture Designing for Performance Tenth Edition by William Stallings (WS)

Tentative Lecture Plan

Topics to be covered	#Lectures
Introduction to Computer Organization and Assembly language	0.5
Computer functions and Interconnection	0.5
Intro to intel architecture (registers, bus and memory) Getting started in assembly language	2
Data Transfer and Addressing Modes	2
Instruction set with examples and integer arithmetic	5
Procedures and stack	4
Display memory and string processing	5
Interrupts	4
Advanced Concepts of Assembly	5

(Tentative) Grading Criteria

1. Quizzes 10
2. Midterms 30
3. Final 45
4. Assignments 15

Course Policies

1. Quizzes may be un-announced.
2. No makeup for missed quiz or assignment.
3. 80% attendance
4. 50% passing marks

Academic Integrity

- Plagiarism and Cheating against academic integrity. Both parties involved in such cases will face strict penalty (negative marking, F grade, DC)
- CODE/ ASSIGNMENT SHARING is strictly prohibited.
- Keep in mind that by sharing your code/assignment you are not helping anyone rather hindering the learning process or the other person.
- No excuse will be entertained if your work is stolen or lost. To avoid such incidents
 - Keep back up of your code on safe online storage, such as Google Drive, Drop box or One drive.
 - Do not leave your work on university lab computer, transfer your work to online storage and delete from the university lab computer (empty recycle bin as well)