Any computer architecture consists of 3 parts:

1. ISA (Instruction set architecture): It's a collection of commands that allows communication between hardware and software. Commands like MOV, ADD, SUB, LOAD. There are different types of ISA, like RISC, MISC and CISC. With ISA we have a set of instruction but we need a system to run them and that is the Microarchitecture.
2. Microarchitecture: It's interconnection technique between different parts of machine. It defines data processing and storage element as they should be implemented for a given ISA. Von Neumann and Harward architecture are two most popular Microarchitecture.
3. Hardware components: Hardware components are optional. It may be included ROM, RAM, input and output ports and etc.

A computer architecture can be with or without hardware components.

In a computer architecture without hardware components, hardware components are external and it's called Microprocessor, like Intel Core i7.

And a computer architecture with hardware components called Microcontroller, like Microchip dsPIC.

And it was what computer architecture is.