## SUBJECT: UNDERGRADUATE COURSE CURRICULUM2023-24

PA	ART-A: Introdu	ction	1	01412023	-4		
	ogram: Diploma Co	urse	Class: B. Sc. Semester-III	Year:2023	Session	n:2023-2024	
1	Course Code	CSSC-3T					
2	Course Title	Computer System Architecture					
3	Course Type	Discipline Specific Core (DSC)					
4	Pre-requisite (if, any)	nstitutional sche	tutional scheme				
5	Course Learning. Outcomes (CLO)	After completion of this course, the students will be able to:  > Understand configuration and organization of computer system.  > Understand Number system.  > Identify various GATES and their function.  > Understand different combinational and sequential circuit  > Will help to understand basics of memory management.					
6	Credit Value		3 Theory & 01 Practical)				
7	7 Total Marks		Max. Marks: 100 Min Passing Marl			s: 40	
PAR	T -B: Content of t	he Co	urse				
			No. of Teaching-learning - 1	Hours-45			
Un	it		Topics (Course contents)			No. of Hour	
I	BCD codes, ASCII codes, EBCDIC codes, Excess three code, Gray code, Floating point representation, Arithmetic representation of signed binary numbers, complement (n-1's and n's). Addition, Subtraction and Multiplication with different number systems.						
п	Logic Gates and I Basic theorems, D Universal gates and Don't care combina	Logic Gates and Boolean Algebra: Fundamental postulates of Boolean algebra, Basic theorems, De-Morgan's theorem and properties, Logic gates: Essential & Universal gates and their properties, truth table. SOP and POS form, K Map method, Don't care combinations.					
	Encoders, Half add Adder-subtractor, F	der, Fu lip flor	ential Circuits: Multiplexer, E all adder, Half subtractor, Ful os, Registers, Counters.	De multiplexers, Il subtractor, n-	Decoders, bit adder,		
ш	General register of Addressing modes, instruction cycle, I/Programming the Machine language,	CPU Organization and Design: General register organization of CPU, Stack organization, Instruction format, Addressing modes, Instruction Codes, Computer registers, Common Bus system, instruction cycle, I/O & interrupt.  Programming the basic computer Machine language, Assembly language, Instruction format, Addressing modes, Type of interrupts, RISC versus CISC architectures.					
IV	Memory Organization: Memory hierarchy, Types of memory, Associative memory, Virtual memory, Main memory, semiconductor memory, Flash memory, Cache Memory: Introduction & cache mapping techniques, DMA, Introduction to I/O organization, Magnetic disk.						
ywor	rds Number System, Log	gic Gate	es,K-Map, CPU, Memory				

Mary Fine

### PART-C (CSSC -3T)

# Learning Resources: Text Books, Reference Books and Others

- Computer System Architecture, M.Moris Mano, 3rd Edition, PHI / Pearson.
- Computer Organization and Architecture, William Stallings 7th Edition, PHI/Pearson.
- Operating Systems: Concepts & design, Milan Milenkovic, TMH.

### Reference Books:

- Computer Architecture and Organization, John P. Hayes, TMH International Editions.
- Computer Organization and Architecture design for Performance, W. Stallings, PHI.
- Computer Engineering Hardware Design, M. Morris Mano, PHI.
- > Computer Architecture and parallel processing, Kai Hwang & Faye Briggs, McGraw hill.

## PART - D: Assessment and Evaluation

Suggested Continuous Evaluation Methods:

Maximum Marks:

100 Marks

Continuous Comprehensive Evaluation (CCE):

20 Marks

Semester End Exam (SEE):

80 Marks

Continuous

Assignment: 01 of 10 Marks

Internal Assessment: Class Test : 02 of 10 Marks each Average of the marks obtained in both test (out of 10) and marks obtained in assignment (out of 10) shall be considered against 20

Marks of Internal assessment

Comprehensive Evaluation (CCE) Semester End

Paper (Two section - A & B)

Exam (SEE):

Section A: Objective and Short answer type questions : 10 + 10 = 20 Marks

Section B: Descriptive answer type questions unit wise :  $15 \times 04 = 60$  Marks