

SYLLABUS :-

1.Familiarization with assembly language programming.2.Synthesis / design of simple data paths and controllers, processor design.3.Interfacing with CPU ÆÏÏ DAC, ADC, keyboard-display modules, etc.Development kits as well as Microprocessors/PCs may be used for the laboratory, along with design/ simulation tools as and when necessary.References1.David A. Patterson and John L. Hennessy, Computer Organization and Design: The Hardware/Software Interface, Elsevier.2.Carl Hamachar, Zvonco Vranesic and Safwat Zaky, Computer Organization, McGraw Hill.3.John P. Hayes, Computer Architecture and Organization, McGraw Hill.4.William Stallings, Computer Organization and Architecture: Designing for Performance, Pearson Education.5.Vincent P. Heuring and Harry F. Jordan, Computer Systems Design and Architecture, Pearson Education.