

Syllabus Details

Syllabus ID:	6735
Syllabus Name:	Computer Organization and Architecture_Tổ chức và Kiến trúc máy tính
Course Name English:	
Subject Code:	CEA201
NoCredit:	3
Degree Level:	Bachelor
Time Allocation:	Study hour (150h) = 45h contact hours + 1h final exam + 104h self-study
Pre-Requisite:	
Description:	<p>This course is an introduction to computer architecture and organization. It will cover topics in both the physical design of the computer (organization) and the logical design of the computer (architecture). The main contents include the organization of a simple stored-program computer: CPU, buses and memory; Instruction sets, machine code, and assembly language; Conventions for assembly language generated by compilers; Floating-point number representation; Hardware organization of simple processors; Address translation and virtual memory; Very introductory examples of input/output devices, interrupt handling and multi-tasking systems.</p> <p>Chapter covered: Computer Evolution and Performance; A Top-Level View of Computer Function and Interconnection; Cache Memory; Internal Memory; External Memory; Input/Output; Operating System Support; Instruction Sets: Characteristics and Functions; Processor Structure and Function; Reduced Instruction Set Computers; Instruction-Level Parallelism and Superscalar Processors; Parallel Processing; Multicore Computers.</p> <p>Assessment scheme:</p> <p>1) On-going assessment: - 4 Exercises: 30% - 02 Assignment: (2 Assembly programs) 30%</p> <p>2) Final exam: 40%</p> <p>3) Final result: 100%</p> <p>Completion Criteria: 1) Every on-going assessment component >0 2) Final Exam Score >=4 & Final Result >=5</p>
StudentTasks:	<p>Upon successful completion of this course, students should:</p> <p>1. Knowledge: - Understand the structure and function of computers generally and a distinction between computer organization and computer architecture. - Understand computer organization: roles of processors, main memory, and interface between the computer and peripherals - Understand computer architecture: instruction set, the number of bits used to represent various data types, I/O mechanism and techniques for addressing memory</p> <p>2. Skills: - Be able to solve binary math operations using the computer. - Be able to write simple assembly language programs - Be able to prepare engineering reports and do presentations scientifically - Be able to apply knowledges to do research projects.</p>
Tools:	
Scoring Scale:	10
DecisionNo MM/dd/yyyy:	1009/QĐ-ĐHFPT
IsApproved:	True
Note:	
MinAvgMarkToPass:	5
IsActive:	True
ApprovedDate:	8/17/2022

8 material(s)

MaterialDescription	Author	Publisher	PublishedDate	Edition	ISBN	IsMainMaterial	IsHardCopy	IsOnline	Note
Computer Organization and Architecture: Design for Performance	William Stallings	Prentice Hall	2012	9th (or 10th)	978-0132936330 (9th), 978-0134101613 (10th)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
Computer architecture : A quantitative approach	John L. Hennessy, David A. Patterson	Morgan Kaufmann				<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
http://williamstallings.com/ComputerOrganization/COA9e-Instructor/						<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	

http://williamstallings.com/ComputerOrganization/COA9e-student/						<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
PowerPoint Lecture Slides						<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Instructor Solutions Manual						<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Instructor Project Manual						<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Test banks						<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

9 LO(s)

CLO Name	CLO Details
CLO1	Explain the general functions and structure of a digital computer
CLO2	Present an overview of the evolution of computer technology from early digital computers to the latest microprocessors.
CLO3	Understand the key performance issues that relate to computer design
CLO4	Describe in detail the essential elements of computer organisation including internal bus, memory, Input/Output (I/O) organisations and interfacing standards and discuss how these elements function;
CLO5	Summarize, at a top level, the key functions of an operating system (OS).
CLO6	Be able to apply Boolean algebra and digital logic to design and interpret complex digital circuits;
CLO7	Present various types of addressing modes common in instruction sets, an essential characteristics of machine instructions, types of operands supported by typical machine instruction sets
CLO8	Explain processor structure and function in details, the operations of Reduced Instruction Set Computers
CLO9	Investigate, evaluate and communicate general trends in computing technologies such as Instruction-Level Parallelism and Superscalar Processors

Mapping of CLOs to PLOs of Curriculum BIT_SE																		
CLO	PLOs																	
	PL01	PL02	PL03	PL04	PL05	PL06	PL07	PL08	PL09	PL010	PL011	PL012	PL013	PL014	PL015	PL016	PL017	PL018
CLO1									✓									
CLO2									✓									
CLO3									✓									
CLO4									✓									
CLO5									✓									
CLO6									✓									
CLO7									✓									
CLO9									✓									

Mapping of CLOs to PLOs of Curriculum BIT_IS																		
CLO	PLOs																	
	PL01	PL02	PL03	PL04	PL05	PL06	PL07	PL08	PL09	PL010	PL011	PL012	PL013	PL014	PL015	PL016	PL017	PL018
CLO1									✓									
CLO2									✓									
CLO3									✓									
CLO4									✓									
CLO5									✓									
CLO6									✓									
CLO7									✓									
CLO8									✓									
CLO9									✓									

Mapping of CLOs to PLOs of Curriculum BIT_IoT																		
CLO	PLOs																	
	PL01	PL02	PL03	PL04	PL05	PL06	PL07	PL08	PL09	PL010	PL011	PL012	PL013	PL014	PL015	PL016	PL017	PL018

	Mapping of CLOs to PLOs of Curriculum BIT_IoT																	
	PL01	PL02	PL03	PL04	PL05	PL06	PL07	PL08	PL09	PL010	PL011	PL012	PL013	PL014	PL015	PL016	PL017	PL018
CLO1									✓									
CLO2									✓									
CLO3									✓									
CLO4									✓									
CLO5									✓									
CLO6									✓									
CLO7									✓									
CLO8									✓									
CLO9									✓									

	Mapping of CLOs to PLOs of Curriculum BIT_IA																	
CLO	PLOs																	
	PL01	PL02	PL03	PL04	PL05	PL06	PL07	PL08	PL09	PL010	PL011	PL012	PL013	PL014	PL015	PL016	PL017	PL018
CLO1									✓									
CLO2									✓									
CLO3									✓									
CLO4									✓									
CLO5									✓									
CLO6									✓									
CLO7									✓									
CLO8									✓									
CLO9									✓									

	Mapping of CLOs to PLOs of Curriculum BIT_AI																	
CLO	PLOs																	
	PL01	PL02	PL03	PL04	PL05	PL06	PL07	PL08	PL09	PL010	PL011	PL012	PL013	PL014	PL015	PL016	PL017	PL018
CLO1									✓									
CLO2									✓									
CLO3									✓									
CLO4									✓									
CLO5									✓									
CLO6									✓									
CLO7									✓									
CLO8									✓									
CLO9									✓									

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SessionNo	Topic	LO	ITU	StudentMaterials	S-Download	TeacherMaterials	T-Download	Activity	URLs	LecturerTasks	LTMethod
1	Introduction to the course Chapter 1: Introduction 1.1 Organization and Architecture	CLO1, CLO2		- Slide - Text Book,	CEA201	- Slide - Text Book,	CEA201	Do exercises			Offline
2	Introduction to the course Chapter 1: Introduction 1.2 Structure and Function	CLO1, CLO2		- Slide - Text Book,	CEA201	- Slide - Text Book,	CEA201	Do exercises			Offline

3	Assessing exercises of chapter 1 Chapter 2: Computer Evolution and Performance 2.1 A Brief History of Computers	CLO1, CLO2	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline
4	Assessing exercises of chapter 1 Chapter 2: Computer Evolution and Performance 2.2 Designing for Performance	CLO3	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline
5	Chapter 2 2.3 Multicore, MICs, and GPGPUs	CLO3	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline
6	Chapter 2 2.6 Performance Assessment	CLO3	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline
7	Assessing exercises of chapter 2 Chapter 3 A Top-Level View of Computer Function and Interconnection 3.1 Computer Components	CLO4	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline
8	Assessing exercises of chapter 2 Chapter 3 A Top-Level View of Computer Function and Interconnection 3.2 Computer Function	CLO4	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline
9	Chapter 3 3.3 Interconnection Structures	CLO4	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline
10	Chapter 3 3.4 Bus Interconnection	CLO4	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline
11	Assessing exercises of chapter 3 Chapter 4 Cache Memory 4.1 Computer Memory System Overview	CLO4	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline
12	Assessing exercises of chapter 3 Chapter 4 Cache Memory 4.2 Cache Memory Principles	CLO4	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline
13	Chapter 4 4.3 Elements of Cache Design	CLO4	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline
14	Chapter 4 4.3 Elements of Cache Design (cont)	CLO4	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline
15	Assessing exercises of chapter 4 Chapter 5 Internal Memory 5.1 Semiconductor Main Memory	CLO4	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline
16	Assessing exercises of chapter 4 Chapter 5 Internal Memory 5.2 Error Correction	CLO4	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline
17	Chapter 5 5.3 Advanced Dram Organization	CLO4	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline
18	Chapter 5 5.3 Advanced Dram Organization (cont)	CLO4	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline

19	Assessing exercises of chapter 5 Chapter 6 External Memory 6.1 Magnetic Disk	CLO4	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline
20	Assessing exercises of chapter 5 Chapter 6 External Memory 6.2 Raid	CLO4	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline
21	Chapter 6 External Memory 6.2 Raid (cont)	CLO4	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline
22	Chapter 6 External Memory 6.3 Solid State Drives	CLO4	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline
23	Assessing exercises of chapter 6 Chapter 7 Input/Output 7.1 External Devices 7.2 I/O Modules	CLO4	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline
24	Assessing exercises of chapter 6 Chapter 7 Input/Output 7.3 Programmed I/O	CLO4	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline
25	Chapter 7 Input/Output 7.4 Interrupt-Driven I/O	CLO4	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline
26	Chapter 7 Input/Output 7.6 I/O Channels and Processors	CLO4	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline
27	Assessing exercises of chapter 7 Chapter 8 Operating System Support 8.1 Operating System Overview	CLO5	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline
28	Assessing exercises of chapter 7 Chapter 8 Operating System Support 8.1 Operating System Overview (cont)	CLO5	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline
29	Chapter 8 Operating System Support 8.2 Scheduling	CLO5	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline
30	Chapter 8 Operating System Support 8.3 Memory Management	CLO5	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline
31	Assessing exercises of chapter 8 Chapter 11 Digital Logic 11.1- Boolean Algebra 11.2-Gates	CLO5	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline
32	Assessing exercises of chapter 8 Chapter 11 Digital Logic 11.3- Combinational Circuit	CLO6	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline
33	Assessing exercises of chapter 9 Chapter 12 Instruction Sets: Characteristics and Functions 12.1 Machine Instruction Characteristics	CLO6	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline
34	Assessing exercises of chapter 9 Chapter 12 Instruction Sets: Characteristics and Functions 12.2 Types of Operands	CLO7	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline

35	Chapter 12 Instruction Sets: Characteristics and Functions cont. 12.4 Types of Operations	CL07	- Slide - Text Book,		- Slide - Text Book,		Do exercises		Offline
36	Chapter 12 Instruction Sets: Characteristics and Functions cont. 12.4 Types of Operations	CL07	- Slide - Text Book,		- Slide - Text Book,		Do exercises		Offline
37	Assessing exercises of chapter 12 Chapter 13 Instruction Sets: Addressing Modes and Formats 13.1 Addressing Modes 13.3 Instruction Formats	CL07	- Slide - Text Book,		- Slide - Text Book,		Do exercises		Offline
38	Assessing exercises of chapter 12 Chapter 13 Instruction Sets: Addressing Modes and Formats 13.5 Assembly Language	CL07	- Slide - Text Book,		- Slide - Text Book,		Do exercises		Offline
39	Practical Assembly Language	CL07	- Slide - Text Book,		- Slide - Text Book,		Do exercises		Offline
40	Practical Assembly Language	CL07	- Slide - Text Book,		- Slide - Text Book,		Do exercises		Offline
41	Practical Assembly Language	CL07	- Slide - Text Book,		- Slide - Text Book,		Do exercises		Offline
42	Practical Assembly Language	CL07	- Slide - Text Book,		- Slide - Text Book,		Do exercises		Offline
43	Practical Assembly Language	CL07	- Slide - Text Book,		- Slide - Text Book,		Do exercises		Offline
44	Practical Assembly Language	CL07	- Slide - Text Book,		- Slide - Text Book,		Do exercises		Offline
45	Practical Assembly Language Assignment introduction (1st program)	CL07	- Slide - Text Book,		- Slide - Text Book,		Do exercises		Offline
46	Practical Assembly Language Assignment introduction (2nd programs)	CL07	- Slide - Text Book,		- Slide - Text Book,		Do exercises		Offline
47	Assessing exercises of chapter 13 Chapter 14 Processor Structure and Function 14.1 Processor Organization	CL08	- Slide - Text Book,		- Slide - Text Book,		Do exercises		Offline
48	Assessing exercises of chapter 13 Chapter 14 Processor Structure and Function 14.2 Register Organization	CL08	- Slide - Text Book,		- Slide - Text Book,		Do exercises		Offline
49	Chapter 14 Processor Structure and Function 14.3 Instruction Cycle	CL09	- Slide - Text Book,		- Slide - Text Book,		Do exercises		Offline
50	Chapter 14 Processor Structure and Function 14.4 Instruction Pipelining	CL09	- Slide - Text Book,		- Slide - Text Book,		Do exercises		Offline
51	Assessing exercises of chapter 14 Chapter 15 Reduced Instruction Set Computers 15.1 Instruction Execution Characteristics 15.2 The Use of a Large Register File	CL09	- Slide - Text Book,		- Slide - Text Book,		Do exercises		Offline

52	Assessing exercises of chapter 14 Chapter 15 Reduced Instruction Set Computers 15.3 Compiler-Based Register Optimization 15.4 Reduced Instruction Set Architecture	CLO9	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline
53	Assessing exercises of chapter 15 Chapter 16 Instruction-Level Parallelism and Superscalar Processors 16.1 Overview	CLO9	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline
54	Assessing exercises of chapter 15 Chapter 16 Instruction-Level Parallelism and Superscalar Processors 16.2 Design Issues	CLO9	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline
55	Assessing exercises of chapter 16 Chapter 17 Parallel Processing 17.1 Multiple Processor Organizations 17.2 Symmetric Multiprocessors	CLO9	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline
56	Assessing exercises of chapter 16 Chapter 17 Parallel Processing 17.3 Cache Coherence and the MESI Protocol 17.4 Multithreading and Chip Multiprocessors	CLO9	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline
57	Assessing exercises of chapter 16 Chapter 18 Multicore Computers 18.1 Hardware Performance Issues 18.2 Software Performance Issues	CLO9	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline
58	Assessing exercises of chapter 16 Chapter 18 Multicore Computers 18.3 Multicore Organization	CLO9	- Slide - Text Book,	- Slide - Text Book,	Do exercises	Offline
59	Assessing assignments Review 1					Offline
60	Assessing assignments Review 2					Offline

27 Constructive question(s)

	Session No	Name	Details
1	1	CQ1	In Figure 1.4 "Computer: Top-Level Structure", in a circle the basic structure of a computer, can the "main memory" component be eliminated?
2	2	CQ1	Why are computers using Vacuum Tubes heavier than computers using transistors?
3	2	CQ2	In Figure 2.11 Processor Trends, do you have any comments from 2005 to 2010?
4	3	CQ1	Table 2.7 Embedded Systems Examples and Their Market, read it carefully, and find a market (or a device) that uses embedded systems other than the examples in table 2.7. Why did you choose that device?
5	4	CQ1	What general categories of functions are specified by computer instructions. List and briefly define the possible states that define an instruction execution. List and briefly define two approaches to dealing with multiple interrupts?
6	4	CQ2	Interrupt is a basic and important function of microprocessor, can you give a real life example describing how it works like interrupt?

7	5	CQ1	What types of transfers must a computer's interconnection structure (e.g., bus) support. What is the benefit of using a multiple-bus architecture compared to a single-bus architecture?
8	5	CQ2	In Figure 3.2 Computer components: Top level view, in Main Memory, can we store "data" above "instruction"?
9	6	CQ1	What are the differences among sequential access, direct access, and random access. What is the general relationship among access time, memory cost, and capacity. How does the principle of locality relate to the use of multiple memory levels?
10	7	CQ1	What are the differences among direct mapping and associative mapping. For a direct-mapped cache, a main memory address is viewed as consisting of three fields. List and define the three fields. For an associative cache, a main memory address is viewed as consisting of two fields. List and define the two fields?
11	8	CQ1	What are two interpretations of the term random-access memory. What is the difference between DRAM and SRAM in terms of application. What is the difference between DRAM and SRAM in terms of characteristics such as speed, size, and cost. Explain why one type of RAM is considered to be analog and the other digital?
12	9	CQ1	What are some applications for ROM. What are the differences among EPROM, EEPROM, and flash memory. How is the syndrome for the Hamming code interpreted. How does SDRAM differ from ordinary DRAM?
13	10	CQ1	What are the advantages of using a glass substrate for a magnetic disk. How are data written onto a magnetic disk. How are data read from a magnetic disk. Define the terms seek time, rotational delay, access time, and transfer time?
14	11	CQ1	What common characteristics are shared by all RAID levels. Briefly define the seven RAID levels. How is redundancy achieved in a RAID system. In the context of RAID, what is the distinction between parallel access and independent access?
15	12	CQ1	List three broad classifications of external, or peripheral, devices. What is the International Reference Alphabet? Give an example. What are the major functions of an I/O module. List and briefly define three techniques for performing I/O?
16	13	CQ1	What is the difference between memory-mapped I/O and isolated I/O. When a device interrupt occurs, how does the processor determine which device issued the interrupt. When a DMA module takes control of a bus, and while it retains control of the bus, what does the processor do?
17	14	CQ1	List and briefly define the key services provided by an OS. List and briefly define the major types of OS scheduling. What is the difference between a process and a program. What is the purpose of swapping?
18	15	CQ1	If a process may be dynamically assigned to different locations in main memory, what is the implication for the addressing mechanism. Is it necessary for all of the pages of a process to be in main memory while the process is executing. Is it necessary for the pages of a process in main memory to be in sequential order. What is the purpose of a translation lookaside buffer?
19	17	CQ1	List and briefly explain five important instruction set design issues. What types of operands are typical in machine instruction sets. What is the relationship between the IRA character code and the packed decimal representation. What is the difference between an arithmetic shift and a logical shift?
20	18	CQ1	Why are transfer of control instructions needed. List and briefly explain two common ways of generating the condition to be tested in a conditional branch instruction. What is meant by the term nesting of procedures. List three possible places for storing the return address for a procedure return?
21	19	CQ1	What is the advantage of autoindexing. What is the difference between postindexing and preindexing. What facts go into determining the use of the addressing bits of an instruction. What are the advantages and disadvantages of using a variable-length instruction format?
22	24	CQ1	What general roles are performed by processor registers. What categories of data are commonly supported by user-visible registers. What is the function of condition codes. What is a program status word?
23	25	CQ1	Why is a two-stage instruction pipeline unlikely to cut the instruction cycle time in half, compared with the use of no pipeline. List and briefly explain various ways in which an instruction pipeline can deal with conditional branch instructions. How are history bits used for branch prediction?
24	26	CQ1	What are some typical distinguishing characteristics of RISC organization. Briefly explain the two basic approaches used to minimize register-memory operations on RISC machines. If a circular register buffer is used to handle local variables for nested procedures, describe two approaches for handling global variables. What are some typical characteristics of a RISC instruction set architecture?
25	27	CQ1	What is the essential characteristic of the superscalar approach to processor design. What is the difference between the superscalar and super pipelined approaches. What is instruction-level parallelism. What is the distinction between instruction-level parallelism and machine parallelism?
26	28	CQ1	List and briefly define three types of computer system organization. What are the chief characteristics of an SMP (symmetric multiprocessor). What are some of the potential advantages of an SMP compared with a uniprocessor. What is the difference between software and hardware cache coherent schemes?
27	29	CQ1	Summarize the differences among simple instruction pipelining, superscalar, and simultaneous multithreading. Give several reasons for the choice by designers to move to a multicore organization rather than increase parallelism within a single processor. Why is there a trend toward giving an increasing fraction of chip area to cache memory. List some advantages of a shared L2 cache among cores compared to separate dedicated L2 caches for each core?

3 assessment(s)

Category	Type	Part	Weight	Completion Criteria	Duration	CLO	Question Type	No Question	Knowledge and Skill	Grading Guide	Note
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Assignment	on-going	2	30.0%	>0	Option 1: At home Option2: (For Constructivism Approach only): Follow lecturer's proposal	Option 1: Developing Assembly program Option 2 (For Constructivism Approach only): Follow lecturer's proposal	Option 1: 2 Option 2 (For Constructivism Approach only): Follow lecturer's proposal1: 2 Option 2: Follow lecturer's proposal	Basic programs	Teachers assess their works on their computers	30% of total progress mark
Exercises	on-going	4	30.0%	>0	Option 1: N/A Option2: (For Constructivism Approach only): Follow lecturer's proposal	Option 1: Writing Option 2 (For Constructivism Approach only): Follow lecturer's proposal	Option 1: Depends on chapters Option 2 (For Constructivism Approach only): Follow lecturer's proposal1: Depends on chapters; Option 2: Follow lecturer's proposal on chapters	Studied chapters; knowledge and skills	Students write answers to their notebook	30% of total progress mark
Final exam	final exam	1	40.0%	4	60'	Multiple choice	50	All chapters; knowledge and skills of digital system;	by Exam board	40% of total progress mark