



# C. U. SHAH UNIVERSITY

**FACULTY OF:** Computer Science  
**DEPARTMENT OF:** M.Sc(CA & IT)  
**SEMESTER :** III  
**CODE:** 4CS03COA1  
**NAME:** Computer Organization and Architecture

Sr · No	Subject Code	Subject Name	Teaching Hours/Week				Credits	Evaluation Scheme/Semester					Total Marks	
			T H	T U	P R	TOTAL		Theory		Practical				
								Sessional Exam	University Exam	Sessional Exam		University Exam		
										Marks	Hrs			Marks
1	4CS03COA1	Computer Organization and Architecture	4	0	0	4	4	30	1.5	70	50	1.5	50	150

**Objectives:**

- To impart the knowledge of computer architecture by following a bottom-up approach: by starting from basic hardware components (transistors and logic gates) to construct more sophisticated circuits (adders, decoders, flip-flops, registers, . . . ), which are then combined into memory units, processor units as well as a whole computer system. To understand how a modern CPU works

**Pre-requisites:** Basic knowledge of Computer

**Course Outlines**

Sr.No	Course Contents	No of Hours
1	<b>Introduction</b> <ul style="list-style-type: none"> <li>• Computer</li> <li>• Hardware, Block Diagram Of Digital Computer</li> <li>• Central Processing Unit(CPU)</li> <li>• Memory(MU)</li> <li>• Arithmetic and Logical Unit(ALU)</li> <li>• Control Unit(CU)</li> </ul>	6
2	<b>Memory Unit</b> <ul style="list-style-type: none"> <li>• Definition, Types Of Memory</li> <li>• Types of RAM and Architecture</li> <li>• Types of ROM and Architecture</li> <li>• Cache Memory</li> <li>• Auxiliary Memory</li> <li>• Virtual Memory</li> </ul>	7



## C. U. SHAH UNIVERSITY

3	<b>Input /Output Architecture</b>	7
4	<ul style="list-style-type: none"><li>• CPU Architecture</li><li>• CPU/IOP Communication</li><li>• Interrupts, Types of Interrupts</li><li>• Input/ Output Devices<ul style="list-style-type: none"><li>(1) Printer</li><li>(2) Scanner</li><li>(3) Joystick</li><li>(4) Mouse</li><li>(5) Keyboard</li><li>(6) Monitor(Video Display Unit)</li><li>(7) Multi Media Speaker</li></ul></li></ul>	12
5	<b>Arithmetic and Logical Unit</b> <ul style="list-style-type: none"><li>• Definition</li><li>• Introduction</li><li>• Architecture of Arithmetic and logical unit</li></ul>	10
6	<b>Control Unit and BUS Organization</b> <ul style="list-style-type: none"><li>• Definition, Introduction of Control Unit</li><li>• Architecture of control unit</li><li>• Definition, BUS, Types of BUS</li><li>• Architecture of Common BUS Organization</li></ul> Architecture	08

### **Learning Outcomes:**

- At the end of the course the learners will aware of gates, CPU registers, I/O organization and Memory organization.

### **Books Recommended:**

- 1, “*Computer System Architecture*”, Morris Mano, PHI Publication(3<sup>rd</sup> Edition).
- 2, “*Digital Logic and Computer Design*”, Morris Mano, PHI Publication.
- 3, “*Modern Digital Electronics*”, R.P.Jain, TMH Publication.
- 4, “*Structure Computer Organization*”, A. S. Tannanbaum, PHI Publication (4<sup>th</sup> Edition)
- 5, “*Computer Architecture and Organization*”, John P. Huyes, McGraw-Hill (3<sup>rd</sup> Edition)