

Computer Hardware and Architecture

Programme course

4 credits

Datorteknik

TSEA82

Valid from: 2017 Spring semester

Determined by

Board of Studies for Computer Science
and Media Technology

Date determined

2017-01-25

Main field of study

Computer Science and Engineering, Electrical Engineering

Course level

First cycle

Advancement level

G1X

Course offered for

- Industrial Engineering and Management - International, M Sc in Engineering
- Computer Science and Engineering, M Sc in Engineering

Entry requirements

Note: Admission requirements for non-programme students usually also include admission requirements for the programme and threshold requirements for progression within the programme, or corresponding.

Prerequisites

To fully appreciate the course you should be able to perform simple programming in any high level language.

Intended learning outcomes

The course provides a technical base on how simple processors work and are programmed at the lowest level. The laboratory work shall through experimental implementation of a computer system provide practical knowledge in applying abstract models and troubleshooting methodology. The laboratory work shall also include practicing the ability to work in groups. Data sheets and manuals in English practice to communicate in foreign languages.

After the course you should be able to:

- (i) Program a processor at the lowest level.
- (ii) Use addressing modes and interrupt handling.
- (iii) Make calculations using binary arithmetic.
- (iv) Understand how a simple computer system is built.
- (v) Describe the processor's unifying role in a computer system.
- (vi) Troubleshoot software and hardware.
- (vii) Read and understand data sheets.
- (viii) Use a processor's input and output devices.
- (ix) Contribute to the discussion and results in a lab group.

These goals are achieved using assembler.

(Numeral refers to the corresponding comment field in IUAE matrix.)

Course content

Binary arithmetic: Number representations, integers and floating point numbers. Arithmetic-logic operations, addition, subtraction, multiplication, shift. Assembly programming: Instructions, addressing modes, interrupt. A/D-conversion.

Teaching and working methods

The course consists of lectures, laborations (4h each) and a lesson.

Examination

LAB1	Laboratory work	4 credits	U, G
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The laboratory exercises test the student's ability to write and verify assembly programs in close connexion with hardware. All laboratory exercises, and an individual task, must be fulfilled to pass the lab assignment examination.

Grades

Two-grade scale, U, G

Department

Institutionen för systemteknik

Director of Studies or equivalent

Tomas Svensson

Examiner

Anders Nilsson

Course website and other links

<http://www.isy.liu.se/edu/kurs/TSEA82/>

Education components

Preliminary scheduled hours: 34 h

Recommended self-study hours: 73 h

Course literature

Additional literature

Books

Clements, Alan, *The Principles of Computer Hardware* Oxford University Press

Other

Lecture notes. Laboratory papers.

Common rules

Regulations (apply to LiU in its entirety)

The university is a government agency whose operations are regulated by legislation and ordinances, which include the Higher Education Act and the Higher Education Ordinance. In addition to legislation and ordinances, operations are subject to several policy documents. The Linköping University rule book collects currently valid decisions of a regulatory nature taken by the university board, the vice-chancellor and faculty/department boards.

LiU's rule book for education at first-cycle and second-cycle levels is available at http://stydokument.liu.se/Regelsamling/Innehall/Utbildning_pa_grund-_och_avancerad_niva.