Module Title:	COMPUTER ARCHITECTURE
Academic year:	2009 – 2010
Credit Value:	5
Pre- requisites:	None
Assessment:	CA1 – elapsed, individual – 30% CA2 – elapsed, individual – 50% CA3 – elapsed, group (2 students) – 20%
Aims	• To develop an understanding of a computer system in terms of its main components and functionality, using examples drawn from real computer systems • To provide the student with an understanding of the various theorems required to build various digital circuits • To provide the students with hands on experience with internal components of a PC
Module Content	• Basic Architecture and Operation • Digital Logic & Assembly Language • Storage • Communication
Intended Learning Outcomes:	Having successfully completed this module, the student will be able to: • To understand the basic architecture and operation of a micro-processor based system (Von Neumann) • To identify the processing, storage and communication needs of software systems • To explain the typical physical configurations of workstation or server based systems • To identify the internal architecture of a PC