COMPUTER ARCHITECTURE

ANNOTATION
TO THE CURRICULUM OF THE DISCIPLINE

Specialty 1- 40 05 01 «Information systems and technologies»

	Form of training	
	Correspondence	Distance
Course	2	1
Semester	3	2
Lectures, hours	16	8
Laboratory, hours	34	4
Test, semester	3	2
Classroom hours in the educational discipline	50	12
Independent work, hours	58	96
Total hours / credit units	108/3	

1 A brief description of the discipline

The study of the structure of the computer, the organization of the processor unit, machine arithmetic, connecting external devices to the computer, memory management in the computer, the task of parsing.

2 Learning outcomes

The student who has studied the discipline, should know the structure of the computer, the purpose and principles of operation of the main blocks; the organization of computer arithmetic; memory management; to be able to input and output information into the computer; manage the process of creating programs and their execution; manage the process state, connect new devices and blocks to the computer; own modem programming tools and design of computer systems.

3 Competencies to be formed

Mastering this discipline should ensure the formation of the following competencies: SK-10 - To analyze and justify the choice of technical, software tools and systems for automated support of professional activity.

4 Required forms of current and intermediate attestation

The module-rating system of knowledge assessment is used in the study of the discipline. During the teaching of the discipline the following forms are used: traditional, multimedia, using a computer.