COMPUTER ARCHITECTURE

ANNOTATION
TO THE CURRICULUM OF HIGHER EDUCATION

for the specialty: 6-05-0611-01 "Information systems and technologies"
profile "Information systems and technologies in design and production"

	Form of higher education
	Full-time
Course	1
Semester	1
Lectures, hours	34
Laboratory hours	16
In-class examination	
Credit, semester	1
Classroom hours in academic discipline	50
Independent work, hours	58
Total hours / credit units	108/3

1 Short description of the discipline
Studying the structure of computers, the organization of the processor unit, computer arithmetic, connection of external devices to the computer, computer memory management, parsing tasks.

2 Learning outcomes
The student who has studied the discipline should know the structure of the computer, the purpose and principles of the basic units, the organization of computer arithmetic, memory management; be able to input and output information into the computer, to control the process of creating programs and their execution, to control the state of the process, to connect new devices and blocks to the computer; possess - modern means of programming, designing computer systems.

3 Competences to be acquired
Mastering of this subject should provide formation of the following competences: SK-10 - Analyze and justify the choice of technical and software tools and systems for automated support of professional processes.

4 Required forms of current and intermediate attestation
During the study of the discipline the following methods of certification are used: current - protection of laboratory work and intermediate - credit.