

**OUTLINE OF LEARNING PROGRAMS
LEARNING PLAN UNITS
COURSE CONTRACT**



**COMPUTER ORGANIZATION AND ARCHITECTURE
CODE : PAC 137**

**STUDY PROGRAM OF COMPUTER SCIENCE
DEPARTEMENT OF MATHEMATICS - FACULTY OF MIPA
DIPONEGORO UNIVERSITY**

TEACHING – LEARNING CONTRACT

Course Title : Computer Organization and Architecture

Code : PAC

Credit : 3

Semester : III

1. Course Description

Computer Organization and Architecture is studying about computer design, computer technology, and its components.

2. General Instructional Aim

After attend this lecture the student are expected to explain difference between computer organization and computer architecture, and also how working of computer component from program logic machine language, up to operating system logic.

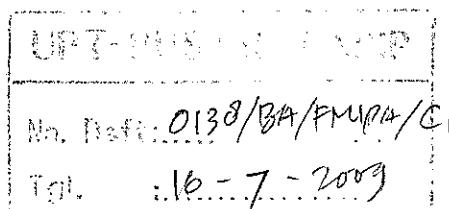
3. Lecture Strategic

This lecturing method use discourse accompanied with praktikum. Each participant expected to earn active participate to ask concepts or things which still not yet been comprehended and or submit good idea under consideration in the form of personal opinion which obtained from fact exist in its environment or which obtained from source of bibliography which have been read.

4. References

Reference book which used in this course is:

1. Anderson, A John. Foundations of Computer Technology. Chapman & Hall. London. 1997. [AND1997]
2. Malvino, A. Paul. Computer Digital Electronics. Introductions Microcomputers.. McGraw-Hill. 1992. [MAL1992]
3. Putra, Agfianto Eko. Bahasa Assembly dengan EMU 8086. Gava Media. Yogyakarta.2005. [PUT2005]



4. Stalling, William. Computer Organization and Architecture : Designing for Performance, 7e. Prentice-Hall. New Jersey.2001. [STA2001]

5. Scoring Criteria

Criteria of scoring in this course is :

scoring	value
A	4.0
AB	3.5
B	3.0
BC	2.5
C	2.0
CD	1.5
D	1.0
E	0.0

Determination of scoring criteria is used weighted such as :

No	Component	Percentage
1	Quiz and litle task	15
2	Paper	15
3	Discusion	10
4	Midterm	30
5	Final exam	30

6. Lecture Schedule

Week	Subject	Sub Subject	References
I	Introduction of Computer Organization and Architecture	1. Congeniality computer organization and computer architecture. 2. Attribute organization, and architectur	a. [AND1997] b. [STA2001]

		3. Generations processor technology	
II	Structure and Function of Computers	<ol style="list-style-type: none"> 1. Main component 2. Function components. 3. Computers structure and function 4. Data flow and controls 	<ol style="list-style-type: none"> a. [AND1997] b. [STA2001]
III,IV	Computers-SAP Architecture	<ol style="list-style-type: none"> 1. Computers-SAP (Simple as Possible) Architecture 2. Set instructions SAP-computer. 3. Logical Programming SAP-computers 4. Assembler Programming, and Machine Language SAP 	<ol style="list-style-type: none"> a. [MAL1992]
V	Microprocessor intel 80x86 architecture	<ol style="list-style-type: none"> 1. Components of microprocessor intel 80x86 2. Data register, segment register, index register, pointer register 3. Instructions pointer 4. Register flag 	<ol style="list-style-type: none"> a. [MAL1992] b. [PUT2005]

VI,VII	Assembler intel 80x86	<ol style="list-style-type: none"> 1. Data tranfer intructions 2. Aritmatich intructions 3. Bits manipulations 4. Program control 5. Interuptins 	<ol style="list-style-type: none"> a. [MAL1992] b. [PUT2005] c. [STA2001]
VIII	Microprocessor	<ol style="list-style-type: none"> 1. XT and AT processor 2. Chipset 3. Addressing 4. Main board 	<ol style="list-style-type: none"> a. [AND1997] b. [MAL1992]
IX	Memory	<ol style="list-style-type: none"> 1. Memory 2. Memory types 3. Memory Technology 4. Addres configurations 5. Memory hierarchi 	<ol style="list-style-type: none"> a. [AND1997] b. [STA2001]
X,XI	I/O System	<ol style="list-style-type: none"> 1. Terminals 2. Visual display unit (VDU) 3. Keyboards, joystick 4. Input device 5. Output device 	<ol style="list-style-type: none"> a. [AND1997]
XII	Bus and system communications	<ol style="list-style-type: none"> 1. Varians Bus 2. Bus levels 3. System Bus 4. Data transmision 	<ol style="list-style-type: none"> a. [AND1997] b. [STA2001]

XIII	Operating System	<ol style="list-style-type: none">1. Instalations operating system (windows, linux)2. Scedulling process3. Memory managemen4. Interuptions	<ol style="list-style-type: none">a. [AND1997]b. [STA2001]
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LEARNING PROGRAM OUTLINE

Course Title : Computer Organization and Architecture

Code : PAC

Credit : 3

Semester : III

Course Description

Computer Organization and Architecture is studying about computer design, computer technology, and its components.

General Instructional Aim

After attend this lecture the student are expected to explain difference between computer organization and computer architecture, and also how working of computer component from program logic machine language, up to operating system logic.

No	Specific Instructional Aim	Subject	Sub Subject	Duration	References
1.	After studying this course, the student are expected to be able to give clarification about concept of computer organization and computer architecture.	Introduction of Computer Organization and Architecture	1. Congeniality computer organization and computer architecture. 2. Attribute organization, and architectur 3. Generations processor technology	150 minutes	a. [AND1997] b. [STA2001]
2.	After studying this course, the student are expected to be	Structure and Function of Computers	1. Main component 2. Function components.	150 minutes	a. [AND1997] b. [STA2001]

	able to give clarification about structure and function components of computer		<ol style="list-style-type: none"> 3. Computers structure and function 4. Data flow and controls 		
3.	After studying this course, the student are expected to be able to explain computers-SAP architecture, and its programming	Computers-SAP Architecture	<ol style="list-style-type: none"> 1. Computers-SAP (Simple as Possible) Architecture 2. Set instructions SAP-computer. 3. Logical Programming SAP-computers 4. Assembler Programming, and Machine Language SAP 	2x150 minutes	a. [MAL1992]
4.	After studying this course, the student are expected to be able to explain microprocessor intel 80x86	Microprocessor intel 80x86 architecture	<ol style="list-style-type: none"> 1. Components of microprocessor intel 80x86 2. Data register, segment register, index register, pointer register 3. Instructions pointer 4. Register flag 	150 minutes	a. [MAL1992] b. [PUT2005]

5.	After studying this course, the student are expected to be able to explain about set instructions of microprocessor intel 80x86	Assembler intel 80x86	<ol style="list-style-type: none"> 1. Data transfer instructions 2. Arithmetic instructions 3. Bits manipulations 4. Program control 5. Interrupts 	2x150 minutes	<ol style="list-style-type: none"> a. [MAL1992] b. [PUT2005] c. [STA2001]
6.	After studying this course, the student are expected to be able to explain about microprocessor variants	Microprocessor	<ol style="list-style-type: none"> 1. XT and AT processor 2. Chipset 3. Addressing 4. Main board 	150 minutes	<ol style="list-style-type: none"> a. [AND1997] b. [MAL1992]
7.	After studying this course, the student are expected to be able to explain about memory technology	Memory	<ol style="list-style-type: none"> 1. Memory 2. Memory types 3. Memory Technology 4. Address configurations 5. Memory hierarchy 	150 minutes	<ol style="list-style-type: none"> a. [AND1997] b. [STA2001]
8.	After studying this course, the student are expected to be able to explain about input output system components	I/O System	<ol style="list-style-type: none"> 1. Terminals 2. Visual display unit (VDU) 3. Keyboards, joystick 4. Input device 5. Output device 	150 minutes	<ol style="list-style-type: none"> a. [AND1997]

9.	After studying this course, the student are expected to be able to explain about bus system, and communication system	Bus and system communications	<ol style="list-style-type: none"> 1. Varians Bus 2. Bus levels 3. System Bus 4. Data transmision 	150 minutes	<ol style="list-style-type: none"> a. [AND1997] b. [STA2001]
10.	After studying this course, the student are expected to be able to explain about operating system	Operating System	<ol style="list-style-type: none"> 1. Instalations operating system (windows, linux) 2. Scedulling process 3. Memory managemen 4. Interruptions 	150 minutes	<ol style="list-style-type: none"> a. [AND1997] b. [STA2001]

References:

- Anderson, A John. Foundations of Computer Technology. Chapman & Hall. London. 1997. [AND1997]
- Malvino, A. Paul. Computer Digital Elektronik. Introductions Microcomputers.. McGraw-Hill. 1992. [MAL1992]
- Putra, Agfianto Eko. Bahasa Assembly dengan EMU 8086. Gava Media. Yogyakarta.2005. [PUT2005]
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