



Course Weekly Outline

Week	Date	Topics Covered	Lab. Experiment Assignments	Notes
1		1-Data Representation -Numbers -Characters		
2		2-Computer Architecture -Processor Architecture - Fetch & Execute		
3		-Busses -Registers		
4		-ALU -Control Unit		
5		-ALU -Control Unit		
6		3- Types of Memory - RAM - ROM		
7		- Flash Memory - Virtual Memory		
8		- Cache Memory		
9		4- BIOS - CMOS		
10		5 -Data Storage -Hard Disk		
11		-CD-ROM		
12		6 -Interface -I/O Devices -Input -Keyboard -Touch Screen		

13		<ul style="list-style-type: none"> -Mouse -Output -Display -Printer 		
14		7-Data Transmission		
15		8- Programming Language <ul style="list-style-type: none"> - Machine Language - Assembly Language - High level Language 		
16		9 –Types of Editors <ul style="list-style-type: none"> -Translators -Assemblers -Interpreter -Compiler 		
Half-year Break				
17		10-Software Model of the 8088/8086 MP <ul style="list-style-type: none"> -8088/8086 Registers -General-purpose Register - Instruction Pointer 		
18		<ul style="list-style-type: none"> -pointer & index Register - Status & Flag Register 		
19		11- Memory Address Space & Data Organization <ul style="list-style-type: none"> - Segment Register & Memory Segmentation 		
20		<ul style="list-style-type: none"> - Generating a memory address 		
21		<ul style="list-style-type: none"> - Space(Logical & hysical Address) 		
22		12-Addressing Modes <ul style="list-style-type: none"> -Instruction set 		
23		<ul style="list-style-type: none"> - Transfer Instruction - Arithmetic Instruction 		
24		<ul style="list-style-type: none"> - Logical Instruction 		
25		13-Input / Output programming <ul style="list-style-type: none"> -Programmed I/O 		

26		Interrupt I/O Polling DMA		
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Instructor Signature:

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