



Course Weekly Outline

week	Topics coverer	Lab. Experiment assignments
1	Cpu architecture	Debugger learning
2	-Three – bus system chitecture	
3	- Bus cycle timing	
4	-fetch and execute	
5	-programming model	
7	Memory	Debugger learning
8	- segmented memory	
9	- addressing modes	
10	Brief introduction to machine code	Debugger learning
11	- coding the program	
12	- machine assembly	
13		
14	Instruction sets	Debugger learning
15	(form , orthogonally ,number of	
16	Addressing).	
17	- decoding.	
18	- data transfer instruction	
19	- Arithmetic instruction	
20	- logic instruction	
21	- String instruction	
22	- Transfer of control instruction	
23	Structured assembly language programming	Debugger learning
24	using procedure	
25	Interrupts and interrupts service routines	C++ language
26		
27	Stack(concepts and applications)	Debugger learning
28		
29	i/o port -	C++ language
30	instruction - programmed i/o	