CSCI-341 Computer Architecture
Course Syllabus
Fall 2023

Course Description

Introduction to computer systems and their organization. Topics include CPU design and construction using logic gates, data representation, and assembly language representation of common programming language constructs including conditionals, loops and functions. The GCC compiler and the C programming language will be used to illustrate these topics.

Instructor

Email: rmcgregor@bridgewater.edu
Phone: 540.828.5754

Eric McGregor, Ph.D.
Office: McKinney Center, Room 243

Office Hours: Posted outside my office.

Lectures

Lectures are held on T/Th at 9:30 a.m. – 10:45 a.m. in McKinney 226.

Course Materials

But How Do It Know? The Basic Principles of Computers for Everyone
(up to A few More Words on Arithmetic, pp.141)
Scott, J. Clark
Paperback
9780615303765

Computer Systems: A Programmer's Perspective
(Chapters 1-5)
Bryant, Randal E., O' Hallaron, David R.
Softcover (3 Edition)
978-9332573901

The C++ Programming Language (Optional)
(Chapters 6-12)
Stroustrup, Bjarne
Paperback (4 Edition)
9780321563842

Course Website: http://n0code.net/work/teaching/courses/csci341/2023fall/

Grading

During this course you will be evaluated via frequent quizzes and a comprehensive final exam. The Strong Work Ethic policy defined in the Course and Classroom Policies **does not apply in this course**. Students may use a hand-written spiral notebook (free of loose-leaf paper) during the quizzes when covering the material in Computer Systems: A Programmer's Perspective.

Final numeric grades are based on the following percentages:

	Percent of Final Grade
Daily Quizzes	80
Final Exam	20

Course and Classroom Policies

Course and Classroom Policies for Fall 2023 can be found at http://n0code.net/work/teaching/syllabi/.

This syllabus may be adjusted throughout the course to provide for maximum student learning and contextual changes within the community of learners.