CATALOG INFORMATION

Dept and Nbr: CS 12  
Title: ASSEMBLY LANG PROG
Full Title: Assembly Language Programming/Computer Architecture
Last Reviewed: 1/28/2019

Catalog Description:
Introductory computer architecture and techniques of assembly language programming as they apply to modern microprocessors such as I-86, ARM and/or PowerPC. Topics include theory and concepts of virtual memory, pipelines, caches, and multitasking, hardware architecture (bus, memory, stack, I/O, interrupts), design of structured assembly language code, use of software interrupts, survey arithmetic notations (binary, hexadecimal, floating-point, binary-coded decimal), input/output, and disk processing concepts.

Prerequisites/Corequisites:
Course Completion of CS 10B

Recommended Preparation:

Limits on Enrollment:

Schedule of Classes Information:
Description: Introductory computer architecture and techniques of assembly language programming as they apply to modern microprocessors such as I-86, ARM and/or PowerPC. Topics include theory and concepts of virtual memory, pipelines, caches, and multitasking,
hardware architecture (bus, memory, stack, I/O, interrupts), design of structured assembly language code, use of software interrupts, survey arithmetic notations (binary, hexadecimal, floating-point, binary-coded decimal), input/output, and disk processing concepts. (Grade Only)

Prerequisites/Corequisites: Course Completion of CS 10B

Recommended:

Limits on Enrollment:
Transfer Credit: CSU; UC.
Repeatability: Two Repeats if Grade was D, F, NC, or NP

**ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:**

<table>
<thead>
<tr>
<th>AS Degree:</th>
<th>Area</th>
<th>Effective:</th>
<th>Inactive:</th>
</tr>
</thead>
<tbody>
<tr>
<td>CSU GE:</td>
<td>Transfer Area</td>
<td>Effective:</td>
<td>Inactive:</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>IGETC:</th>
<th>Transfer Area</th>
<th>Effective:</th>
<th>Inactive:</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>CSU Transfer:</th>
<th>Transferable</th>
<th>Effective:</th>
<th>Fall 1982</th>
<th>Inactive:</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>UC Transfer:</th>
<th>Transferable</th>
<th>Effective:</th>
<th>Fall 1982</th>
<th>Inactive:</th>
</tr>
</thead>
</table>

**CID:**
CID Descriptor: COMP 142  Computer Architecture and Organization
SRJC Equivalent Course(s): CS12

Certificate/Major Applicable:
Major Applicable Course

**COURSE CONTENT**

**Student Learning Outcomes:**
At the conclusion of this course, the student should be able to:
1. Describe concepts of virtual memory, pipelines, caches, and multitasking, hardware architecture (bus, memory, stack, Input/Output (I/O), interrupts).
2. Apply structured assembly language code, use of software interrupts, survey arithmetic notations (binary, hexadecimal, floating-point, binary-coded decimal), input/output, and disk processing concepts.
3. Code, assemble, link, and debug Assembly Language programs, including an interrupt handler.
4. Demonstrate how fundamental high-level programming constructs are implemented at the machine-language level.

**Objectives:**
At the conclusion of this course, the student should be able to:
1. Distinguish and categorize the architectural components of a microcomputer.
2. Apply microcomputer design principles to identify architectural components of the Intel family of microprocessors and demonstrate ability to utilize microcomputer capabilities through assembly language programs.
3. Create a complete set of source modules using standard design tools.
4. Prepare executable assembly language programs which include at least one subroutine library module.
5. Create programs which carry out binary arithmetic operations, floating-point, and BCD (binary-coded decimal).
6. Demonstrate ability to convert numbers to and from decimal, binary, octal, and hexadecimal.
7. Use three BIOS (basic input-output system).
8. Write an interrupt handler.

Topics and Scope:

I. Assembly Language Environment
   A. Software design process
   B. Programming tools
      1. editors
      2. assemblers
      3. debuggers
      4. source modules
   C. Hardware environment
      1. networking
      2. workstations
      3. peripheral devices
   D. Assembly language overview
      1. general syntax notation
      2. instruction categories
      3. high-level language interface
      4. sub-routine library modules

II. Data Types and Number System
   A. Numeric data
      1. number system
         a. binary, decimal, octal, hexadecimal
         b. number system conversions
      2. arithmetic notation
         a. binary, signed and unsigned
         b. floating point
         c. two's complement
         d. BCD (binary-coded decimal)
   B. Character data
   C. ASCII (American Standard Code for Information Interchange) character set

III. Computer Architecture
   A. Microprocessors
   B. Data, control, address bus
   C. Registers
   D. Memory
   E. Stack
   F. Interrupts
   G. Peripheral device I/O
   H. Virtual memory
   I. Pipelines and caches
   J. CISC (complex instruction set computer) versus RISC (reduced instruction set computer)

IV. Instruction Set
   A. Addressing modes
   B. Data transfer instructions
   C. Software interrupt structure
   D. Arithmetic operations
E. Control structures  
F. Stack operations  
G. String operations  

V. Peripheral Device Access  
A. Graphics displays  
B. Disk I/O  
C. Standard list device  

VI. Von Neumann Machine

**Assignment:**

1. Read approximately 25 pages per week from textbook  
2. Programming exercises:  
   a. Hierarchy charts and structured flowcharts  
   b. Code, assemble, link, and debug approximately 10 Assembly Language programs, including an interrupt handler  
3. Write technical documentation to accompany programs  
4. Two to four quizzes and exams

**Methods of Evaluation/Basis of Grade:**

**Writing:** Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

<table>
<thead>
<tr>
<th>Written documentation</th>
<th>Writing</th>
<th>0 - 10%</th>
</tr>
</thead>
</table>

**Problem Solving:** Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

<table>
<thead>
<tr>
<th>Programming exercises</th>
<th>Problem solving</th>
<th>40 - 60%</th>
</tr>
</thead>
</table>

**Skill Demonstrations:** All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

<table>
<thead>
<tr>
<th>None</th>
<th>Skill Demonstrations</th>
<th>0 - 0%</th>
</tr>
</thead>
</table>

**Exams:** All forms of formal testing, other than skill performance exams.

<table>
<thead>
<tr>
<th>Quizzes and exams</th>
<th>Exams</th>
<th>40 - 60%</th>
</tr>
</thead>
</table>

**Other:** Includes any assessment tools that do not logically fit into the above categories.

<table>
<thead>
<tr>
<th>Attendance and participation</th>
<th>Other Category</th>
<th>0 - 10%</th>
</tr>
</thead>
</table>

**Representative Textbooks and Materials:**