

## **PHYS 130 Computer Architecture and Interfacing**

4 hours

### **Departments/Programs:**

Physics

A first course in the levels of architecture of a modern computer, from digital logic, through circuits and register level components, to programming. Topics include data representation, memory organization, input/output control, interfacing, and communication.

Three lectures per week.

One laboratory per week.

*Prerequisite(s): PHYS-121 or CMPSC-040 or permission of the instructor.*