

**Course:**

**PHYS 2600 Computer Architecture and Interfacing**

**4 hours**

**Majors, Minors & Degrees:**

**Majors**

Innovation and Entrepreneurship (B.S.)

**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.

Cross listed with CMPSC 2600.

*Prerequisite(s): PHYS 2200 Electronic for Scientists & Engineers or CMPSC-1100 or permission of the instructor.*  
(Normally offered alternate spring semesters.)