

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 2200 Python Programming I or permission of the instructor.

(Normally offered alternate spring semesters.)