

SYSC 3006 Review

- Title: Computer Organization
 - Information Encoding : Signed/Unsigned/ASCII/instructions
 - CPU Programmer's Model: Registers, Instructions, Addressing Modes, Sequential Execution Model
 - Programming Constructs in Assembly: Arrays, Structures, Subroutines, Traps
 - I/O Programming
 - (Hardware) Interrupt Execution Model

Part I

- Concrete components of a computer architecture (80x86):
 - registers, instructions, addressing modes,
 - memory organization,
 - I/O organization
- Programming this architecture in Assembly (Assembly Language is a TOOL for understanding concepts)

Part II

- I/O Devices functionality on IBM PC
- Know how to program access to these devices
- NO MEMORIZING. Know concepts and behaviours of I/O devices. Know how to :
 - (1) Read Port descriptions and be able to set
 bitmasks
 - (2) Program **sequence** of required operations

Part III

- Interrupt Processing Sequence
- Interrupt Programming (1) Install vector (2) Program ISR and (3) enable interrupts
- ISR Programming: <u>No waiting loops!</u> All information is maintained in global variables
- <u>Event-driven mindset</u>: Synchronization of fore/background threads, critical sections

Final Exam

- 3 hour, closed book, no aids (i.e. calculators)
- Kinds of questions
 - Concepts: Describe in words...
 - Define, Compare, Analyze ...
 - Programming: Solving problems in assembly
 - Small cheat sheet of instructions provided on back page
 - Design: Solve a high-level problem, parts in assembly and/or pseudo-code

Content: **ALL COURSE MATERIALS**

 several copies of previous exams in IEEE Student Office and EngSoc Exam Library