SYLLABUS

Computer Systems Architecture 2025-2026

1. Information regarding the programme

1.1 Higher education institution	Babeş Bolyai University
1.2 Faculty	Faculty of Mathematics and Computer Science
1.3 Department	Department of Computer Science
1.4 Field of study	Mathematics
1.5 Study cycle	Bachelor
1.6 Study programme / Qualification	Mathematics and Computer Science (in english)

2. Information regarding the discipline

2.1 Name of the discipline		Computer Systems Architecture					
2.2 Course coordinator		Lect. PhD. Coroiu Adriana Mihaela					
2.3 Seminar coordinator		Lect. PhD. Coroiu Adriana Mihaela					
2.4. Year of 2 2.5	3	2.6.	Туре	of	Ε	2.7 Type of	Compulsory
study Semester		evalu	ation			discipline	

3. Total estimated time ((hours/semester of didactic activities)

3.1 Hours per week	4	Of	which:	3.2	2	3.3 seminar/laboratory	1 sem + 1 lab
		course					
3.4 Total hours in	56	Of	which:	3.5	2	3.6 seminar/laboratory	28
the curriculum		coui	se		8		
Time allotment:					hours		
Learning using 1	nanual,	coui	rse supp	oort,	20		
bibliography, course	notes						
Additional documentation (in libraries, on			10				
electronic platforms, field documentation)							
Preparation for seminars/labs, homework,			20				
papers, portfolios and essays							
Tutorship				4			
Evaluations				14			
Other activities:							
3.7 Total individual study hours			44				
3.8 Total hours per semester			100)			
3.9 Number of ECTS credits			4				

4. Prerequisites (if necessary)

4.1. curriculum	-
4.2. competencies	-

5. Conditions (if necessary)

5.1. for the course	⊚ projector
5.2. for the seminar /lab	Laboratory with computers

6. Specific competencies acquired

61.	C6.1 Identification of basic concepts and models for computer systems and
Professional	computer networks.
competencies	C6.2 Identification and description of the basic architectures for the organization
	and management of systems and networks.
6.2	CT1 Application of organized and efficient work rules, of responsible attitudes
Transversal	towards the didactic and scientific domain, for the creative exploitation of their
competencies	own potential according to the principles and rules of professional ethics
	CT3 Use of effective methods and techniques of learning, information, research
	and development of the capacity to exploit knowledge, to adapt to the
	requirements of a dynamic society and communication in Romanian language
	and in a foreign language

7. Objectives of the discipline (outcome of the acquired competencies)

7.1 General objective	Knowledge of the computer architecture models, processor
of the	functioning, computer information representation usage
discipline	
7.2 Specific objective	- Understanding by the students of the computer architecture models,
of the	processor functioning, computer information representation usage
discipline	- Initiation in assembler language programming, which will assure the
	comprehension of the microprocessor architecture and functioning
	- Understanding the basic functions of a computer's architectural
	components and its native low-level workflow. Awareness of the
	architectural impact on designing and implementing high level
	programming languages.
	- Understanding the impact of the 80x86 processor architecture on
	Windows functioning and limitations. Awareness of the triade
	computer architecture – operating systems – programming languages
	and their interactions as the basic core of Computer Science.

8. Contents

8.1 Course	Teaching methods	Remarks
1. Data representation – part 1		
2. Data representation – part 2		
3. Computing systems architecture and The 80x86 microprocessor's architecture		
4. Assembly language basic elements: the source line format, location counter, labels, expressions, accessing the operands, operators. Temporary non-destructive conversions and their specific operators.		
5. Assembly language basic instructions: transfer instructions, signed and unsigned arithmetic operations, bitwise shifting and rotating, logical bitwise operations.	Exposure,	
6. The 80x86 microprocessor's Eflags register. The flags role and classifications. Examples of usage and case studies in conjuction with basic arithmetic operations.	explanation, examples, discussion of case studies	
7. Conversions classification. Signed vs unsigned conversions instructions. Non destructive operators vs. destructive instructions conversions in assembly language. Examples and case studies.		
8. The Bus Interface Unit (BIU) of the 80x86 microprocessor: the address registers, segment registers, machine instructions representation. The address computation mechanism, addressing modes, far addresses and near addresses. The offset specification formula on 32 bits vs. on 16 bits.		
9. Directives for defining segments, data definition directives, the EQU and INCLUDE directives. Data		

types and the impact of data type interpretations and little-endian representation on accessing memory data.	
10. Overflow analysis. the overflow concept in	
mathematics vs. practical memory overflow in a	
Computing System. The 80x86 architecture reactions to	
an overflow for each of the four basic arithmetic	
operations.	
11. String instructions. Conditional and unconditional	
jump instructions, looping instructions, string parsing	
in assembly language with non specific instructions.	
Specific strings instructions and their efficiency.	
Examples and case studies.	
12. Windows Input/Output Function Calls (printf and	
scanf) and Text files (fopen, fread, fscanf, fprintf,	
tclose) processing operations callable from NASM	
assembler	
13. Multi-module programming in assembly	
language. Import - export mechanisms and shared	
resources between separate modules in assembly	
language.	
14. Review of theoretical aspects and additional	
problems: integration of the concepts already	
presented: data type, little-endian and directives with	
specific instructions for signed and unsigned	
Bibliography	

1. Al. Vancea, F. Boian, D. Bufnea, A. Andreica, A. Darabant, A. Navroschi – Arhitectura calculatoarelor. Limbajul de asamblare 80x86., Editura Risoprint, Cluj-Napoca, 2014.

2. Al. Vancea, F. Boian, D. Bufnea, A. Gog, A. Darabant, A. Sabau – Arhitectura calculatoarelor. Limbajul de asamblare 80x86., Editura Risoprint, Cluj-Napoca, 2005.

3. A. Gog, A. Sabau, D. Bufnea, A. Sterca, A. Darabant, Al. Vancea – Programarea în limbaj de asamblare 80x86. Exemple si aplicatii., Editura Risoprint, Cluj-Napoca, 2005.

4. Randal Hyde – The Art of Assembly Programming, No Starch Press, 2003.

(http://homepage.mac.com/randyhyde/webster.cs.ucr.edu/www.artofasm.com/DOS/inde x.html)

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Informatica, Centrul de Formare Continua si Invatamânt la Distanta, Ed. Centrului de Formare Continua si Invatamânt la Distanta, Cluj, 2002

6. Irvine, K.R., 2015. Assembly language for x86 processors.

7. Kusswurm, D., 2014. Modern X86 Assembly Language Programming. Springer.

8. Carter, P.A., 2004. PC Assembly Language. Github:

(http://pacman128.github.io/static/pcasm-book.pdf)

9. Cavanagh, J., 2013. X86 Assembly Language and C Fundamentals. CRC Press.

10. Guide, P., 2011. Intel® 64 and ia-32 architectures software developer's manual. *Volume 3B: System programming Guide, Part, 2*, p.11.

(<u>http://www.facweb.iitkgp.ac.in/~goutam/compiler/readingMaterial/intelXeon/253665.pd</u> <u>f</u>)

8.2 Seminar/Laboratory	Teaching methods	Remarks
 Seminars: S1: Introduction to the IA-32 assembly language. Converting numbers between numbering bases 2, 10, 16. Representation of integer numbers in the computer's memory. S2: Signed and unsigned instructions. Arithmetic instructions (addition, substraction, multiplications and divisions). Signed and unsigned conversions. S3: Little-endian representation of data in memory. Conditional and unconditional jumps. String operations. S4. Bitwise instructions (Bitwise logical operations, Shift and rotate operations) S5: Specific string instructions. 	Exposure; Description; Explanation; Examples; Discussion of case studies; Practical projects.	Seminar is structured as 2 hour classes every second week

S6: Library functions call (printf, scanf, fread, fscanf, fprintf, fclose)	
S7: Multi-module programming in assembly language.	
Laboratories	
L1: Converting between different number bases. Bit. Sign bit. Complementary code. Representing signed integers. Tools for laboratories. Structure of a NASM program in assembly.	Laboratory is structured as 2 hour classes every second week.
L2: Arithmetic expressions based on arithmetic instructions (additions, substractions, multiplications, divisions, little- endian, signed and unsigned conversions, declaring variables/constants)	Laboratory problems assigned at a lab, have to be presented in the next lab.
L3: Complex arithmetic expressions and bitwise operations.	
L4: Specific string operations (Instructions for comparisons, conditional jumps and repetitive loops and Instructions working on strings of bytes, words, doublewords and quadwords).	
L5: Function calls: Function libraries, Using external functions. Call conventions, Calling a system function. Standard msvcrt functions	

L6: Text file operations (open,	
write, read, close).	
L7: Multi-module programming	
in assembly language.	

Bibliography

1. Al. Vancea, F. Boian, D. Bufnea, A. Andreica, A. Darabant, A. Navroschi – Arhitectura calculatoarelor. Limbajul de asamblare 80x86., Editura Risoprint, Cluj-Napoca, 2014.

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9. Corroborating the content of the discipline with the expectations of the epistemic community, professional associations and representative employers within the field of the program

The course exists in the studying program of all major universities in Romania and abroad; [®] The content of the course is considered by the software companies as important for average programming skills

10. Evaluation

Type of activity	10.1 Evaluation criteria	10.2 Evaluation methods	10.3 Share in the grade (%)
10.4 Course	Testing the basic principles of the domain and their interactions	Written exam	45 %
	Verifying the understanding of the assembly language basic operations and mechanisms	Moodle midterm online multiple choice test	15 %
	Application of the 32 bits assembly language principles for problem solving;	Average grade received for the laboratory work	15 %
10.5 Lab/Seminar activities	Developing and implementing an assembly language code solution for a given problem	Practical exam	15 %
	Evaluating the students activities during the seminaries	Seminar activity	10 %
10.6 Minimum performance standards	 For participating at the written exam, a student must have at least 5 seminar attendances and 6 laboratory attendances. Knowledge of the basic concepts. Each student has to prove that he/she has acquired an acceptable level of knowledge and understanding of the domain, that he/she is capable of expressing the acquired knowledge in a coherent form, that he/she has the ability of using this knowledge for problem solving. For successfully passing the examination, a student must have at least 5 for the laboratory average, for the written exam, for the practical exam, and minimum 5 as a final grade. 		

Date	Signature of course coordinator	Signature of seminar coordinator
14.04.2025	Lect. PhD Adriana Mihaela COROIU	Lect. PhD. Adriana Mihaela COROIU

Date of approval

Signature of the head of department