**The name of the academic discipline:**

**“Architecture of computing systems”**

|  |  |
| --- | --- |
| **Specialty code and name** | 1-02 05 02 Physics and Informatics |
| **Year of study** | 4 |
| **Semester of study** | 7 |
| **Number of in-class academic hours:** | 42 |
| **Lectures**  **Seminar classes**  **Practical classes**  **Laboratory classes** | 18 |
| - |
| - |
| 24 |
| **Form of the current assessment (*credit/ graded credit /exam*)** | exam |
| **Number of credit points** | 3 |
| **Competences** | To develop in future computer science teachers a comprehensive system of knowledge about the principles of organization and internal structure of a computer, the logical and physical foundations of its construction and functioning, the formation of knowledge and practical skills in working with computer interfaces that coordinate the operation of computer hardware; to acquaint students with modern trends and problems of development of architecture, the structure of hardware of modern computing systems. |
| **Summary of the academic discipline:**  Computer architecture.  Physical principles of computer functioning.  The structure of a modern computer. | |