**The name of the academic discipline:**

**“Computer architecture and software”**

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| **Specialty code and name** | 6-05-0113-04 Physical and Mathematical Education (Physics and Informatics) |
| **Year of study** | 2 |
| **Semester of study** | 4 |
| **Number of in-class academic hours:** | 50 |
| **Lectures**  **Seminar classes**  **Practical classes**  **Laboratory classes** | 20 |
| - |
| - |
| 30 |
| **Form of the current assessment (*credit/ graded credit /exam*)** | credit |
| **Number of credit points** | 3 |
| **Competences** | The specialist must select hardware and software for the design of computing systems, apply the basic principles of design and operation of computer network hardware, web design and programming methods |
| **Summary of the academic discipline:**  Introduction to computer architecture.  Arithmetic and logical foundations of the computer.  Computer interfaces. Storage devices.  Input/output devices.  Network communication tools.  Computer software.  Optimization of personal computer operation. | |