Module description: Computer Engineering 1					
Module Code	t.BA.XX.CT1.10HS				
ECTS Credits	4				
Language of Instruction/Examination	German				
Organizational Unit	InES				
Module Coordinator	Juan-Mario Gruber				
Legal Framework	The module description is part of the legal basis in addition to the general academic regulations. It is binding. During the first week of the semester a written and communicated supplement can specify the module description in more detail.				
Module Characteristic	Type 3a 2 lecture lessons per semester week and class+ 2 lab bi-weekly lessons per semester and half-class				
Module Description	The module deals with the interaction of hardware and software for realising a computer system. It conveys the structure and functionality of a processor from the programmer's point of view and shows how programs are converted into executable machine code.				

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Module Content	Organization of a computer system						
	<ul> <li>Information presentation and translation of programs</li> <li>Hardware architecture: CPU, memory, I/O, bus</li> <li>Components and Functionality of a CPU</li> <li>Instruction set: Coding of instructions and operands</li> <li>Command processing</li> </ul>						
	Performance features of processors						
	Data transfer and memory organization						
	<ul> <li>Addressing modes</li> <li>Memory access</li> <li>Integer data types, arrays, pointers</li> <li>Memory map</li> <li>Endianess</li> </ul>						
	Arithmetic Logic Unit (ALU)						
	<ul> <li>Arithmetic and logical operations</li> <li>Processor Status Registers and Flags</li> <li>Calculating with the ALU</li> <li>Integer casting</li> </ul>						
	Program sequence control, functions and subprograms						
	<ul> <li>Compare and jump commands</li> <li>Structured coding</li> <li>Mapping of control structures parameter transfer and stack frame</li> </ul>						
	Exceptional Control Flow						
	<ul> <li>Hardware Interrupts</li> <li>Interrupt Service Routine</li> <li>Vector table</li> <li>Exceptions (Traps)</li> </ul>						
	Linking						
	<ul> <li>Tasks and functionality of a linker</li> <li>Address resolution and relocation</li> <li>Left Map and Symbol Table</li> </ul>						
	Practical exercises						
	<ul> <li>Hardware-related programming internships on a concrete target system</li> <li>Working with Cross-Compiler, Assembler, Linker, Loader and Debugger</li> </ul>						
Prerequisite Knowledge	<ul> <li>Programming knowledge in C</li> <li>Basics of digital technology</li> <li>Number systems: Decimal, Binary, Hexadecimal, Two's Complement</li> </ul>						

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Learning Objectives	Students				Competencies		Taxonomies			
(Competences)	You can explain how function calls and interrupts occur on a processor and apply the knowledge in your own programs.				M, F		K2, K3			
	You can describe the structure and function of a processor. You can explain how instructions are processed in a processor.				F		K1, K2			
	You can create system-oriented programs and transfer the knowledge into different programming languages. You know the possibilities of a toolchain and can set up and use a development environment.				М		К3			
	You understand how structures and data types of high- level languages are converted into executable machine code by the compiler. You will use this knowledge to optimize performance.				F, M		K2, K3			
	You can independently familiarize yourself with new microprocessor architectures.									
Performance Assessment	End-of-module exam	Assessment	Length (min.)	Wei	ghting	Form				
	written exam	Grade	90	70		acc. to m agreeme	odule nt			
	Performance assessment during the semester		Assessment	Length (min.)		Weighting	Form			
	written exam		Grade	45		15	acc. to module agreement			
	Presentation Graded assignments during teaching semester					15	acc. to module agreement			
Classroom Attendance Requirement	None									
Learning material										
Comments										