Computer Architecture Contents	
Chapter 1 (Data Representation)	 Data Types Number Systems Decimal Representation Alphanumeric Representation (r-1)'s complement (r')s complement Fixed point Representation Floating -Point Representation
Chapter 2 (Register Transfer and Microoperations)	 Register transfer language & operations Arithmetic microoperations Logic microoperations Shift microoperations Arithmetic logic shift unit
Chapter 3 (Basic Computer Organisation and Design)	 Instruction codes Computer registers Computer Instructions Timing and control Instruction Cycle Memory reference instructions Input/ Output and Interrupt Design of basic Computer
Chapter 4 (Design of Control Unit)	 Control memory Design of control unit Microprogrammed Hardwired comparative study of both
Chapter 5 (Central Processing Unit)	 General Register Organisation Stack Organisation Instruction formats Three-Address Instructions One-Address Instructions Zero-Address Instructions RISC Instructions Addressing Modes Data transfer and manipulations Program control RISC and CISC architecture
Chapter 6 (Input-Output Organisation)	 Peripheral devices I/O Interface Asynchronous data transfer Modes of transfer

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Computer Architecture)	2. Arithmetic pipeline
	3. Instruction pipeline
	4. Vector processors and array processors
	5. Introduction to parallel processing
	6. Interprocessor communication &
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