SYLLABUS

1. Data about the program of study

1.1 Institution	Technical University of Cluj-Napoca
1.2 Faculty	Faculty of Electronics, Telecommunications and information Technology
1.3 Department	Communications
1.4 Field of study	Electronic Engineering, Telecommunications and Information Technologies
1.5 Cycle of study	Bachelor of Science
1.6 Program of study / Qualification	Telecommunications Technologies and Systems/ Engineer
1.7 Form of education	Full time
1.8 Subject code	TST-E31.00

2. Data about the subject

2.1 Subject name	Microprocessors Architecture						
2.2 Subject area	Theoretical area Methodological area Analytic area						
2.3 Course responsible	Professor Mircea Giurgiu, Ph.D – Mircea.Giurgiu@com.utcluj.ro						
2.4 Teacher in charge with laboratory	Professor Mircea Giurgiu, Ph.D – Mircea.Giurgiu@com.utcluj.ro Eng. Alexandra Drobut, PhD student, Alexandra.Drobut@com.utcluj.ro						
2.5 Year of study	3	2.6 Semester	2	2.7 Assessment	E	2.8 Subject category	DD/DI

3. Estimated total time

3.1 Number of hours per week	4	of which: 3.2 course	2	3.3 laboratory	2
3.4 To Total hours in the curriculum	56	of which: 3.5 course	28	3.6 laboratory	28
Distribution of time					hours
Manual, lecture material and notes, bibliography					14
Supplementary study in the library, online specialized platforms and in the field					14
Preparation for seminars / laboratories, homework, reports, portfolios and essays					14
Tutoring					14
Exams and tests					5
Other activities: expand the laboratory activities into an individual mini-project					12

3.7 Total hours of individual study	69
3.8 Total hours per semester	125
3.9 Number of credit points	5

4. Pre-requisites (where appropriate)

4.1 curriculum	Digital Integrated Circuits, Computer Programming - Algorithms
4.2 competence	Computer programming (basics), Digital competences

5. Requirements (where appropriate)

5.1. for the course	Lecture room with video-projector
5.2. for the seminars / laboratories / projects	LAN in the lab room with Internet connection, microprocessor simulator, Assembler/Linker, Debugger.

6. Specific competences

Professional competences	C3. Application of the basic knowledge, concepts and methods regarding the architecture of computer systems, microprocessors, microcontrollers, languages and programming techniques C4. Design, implementation and operation of data, voice, video and multimedia services. This is based on the understanding and the application of fundamental concepts in telecommunications and transmission of information C5. Selecting, installing, configuring and operating fixed or mobile telecommunications equipment. Equipping a site with usual telecommunications networks
Transversal competences	N/A

7. Discipline objectives (as results from the key competences gained)

7.1 General objective	To acquire knowledge and skills on the hardware designing and on the development of software applications in assembling language for a microprocessor-based system.
7.2 Specific objectives	• to classify the microprocessors and to know their architecture and functional description; • to apply the instruction set in developing applications that include the use of various addressing modes of memory and peripheral devices • to know the interrupt system and to be able to use BIOS/DOS interrupts • to know the signals of the microprocessor and its connection in the system • to develop applications in assembling language • to design a microprocessor-based system by connecting the memory and the peripheral devices • to be able to use in real applications specific communications protocols used for data transfer

8. Contents

8.1. Lectures	Teaching methods	Notes
1. Basics of microprocessors: von Neumann model, Harvard model, pipelining, features of microprocessors.	PPT presentations, practical demos, interactive discussions	NA
2. IA-32 Intel architecture and internal architecture of the I80x86 microprocessors.		

3. Addressing of memory in real mode. Addressing in protected mode.	and debates, problem solving.	
4. Data transfer and arithmetic instructions. Applications.		
5.Logical instructions and instructions for control flow.		
6. Instructions on strings of bytes and for I/O devices.		
7. Procedures and macros. Development of programs in assembling language.		
8. The interrupt system: the structure of IVT, HW and SW interrupts, changing the IVT, examples.		
9.BIOS & DOS services. TSR programs. Examples: keyboard, video-screen, HDD, serial and parallel interface.		
10.Description of the signals for I80x86 and interfacing with external hardware.		
11. Basic bus operations. Connection of the microprocessor in the system.		
12. Principles in designing plugged-in/external I/O hardware interfaces. Designing of the memory blocks.		
13. 80x87 FPU. Functional description, hardware system interface, instruction set.		
14. High speed communication interfaces: SCSI, USB, I2C.		

Bibliography:

1. M Giurgiu, “Microprocessors”, Lectures notes as PPT slides.
2. B. B. Brey, “INTEL Microprocessors 8086/8088, 80186/80188, 80286, 80386, 80486, Pentium, Pentium ProProcessor, Pentium II, III, 4”, ed. 8, Prentice Hall, 2008
3. M.A. Mazidi,S. Naimi, S. Naimi, AVR Microcontroller and Embedded Systems: Using Assembly and C, Prentice Hall, 2010.
4. S Kumar, M. Saravanan, “Microprocessors and interfacing”, Oxford Higher Education Publ, 2012, ISBN-13: 978-0198079064,
5. Serge Liddin – Inside Microsoft .NET Assembler, Redmond - Washinghton, 2003.
6. ***, Microprocessors Reference Manual, Intel Corporation, 2004
7. V. Lungu - Procesoare Intel. Programare in limbaj de asamblare, Ed. Teora, 2000
8. Gh. Musca, Programarea in limbaj de asamblare, Ed. Teora, Bucuresti, 1998

8.2 Laboratory	Teaching methods	Notes
1. Presentation of the laboratory and computing facilities.	Individual hands on activities, experiments, following demos, problem-based learning.	NA
2. Representation of information in microcomputers.		
3. Hands-on microprocessor simulator. Traffic lights controller and other simple applications.		
4. Addressing modes and internal architecture of 80x86. Hands-on Turbo-debugger.		
5. Applications with instructions set (I). Data transfer and arithmetic instructions.		

6. Applications with instructions set (II). Logic instructions and instructions for control flow		
7. Applications with instructions on strings of bytes. Procedures and macros		
8. Intermediary evaluation (test)		
9. Development of programs in assembling language. Using INT 10h and INT 21h.		
10. Applications using Program Status Prefix (PSP)		
11. The keyboard programming: installing own interrupt routine. The use of INT 16h. Applications.		
12. Generation of sound signals using 8253.		
13. Implement a real time clock using the 8253 and interrupts.		
14. Synthesis problems, final lab reports.		

Bibliography:

1. M Giurgiu, "Microprocessors", Lectures notes as PPT slides.
2. B. B. Brey, "INTEL Microprocessors 8086/8088, 80186/80188, 80286, 80386, 80486, Pentium, Pentium ProProcessor, Pentium II, III, 4", ed. 8, Prentice Hall, 2008
3. M.A. Mazidi,S. Naimi, S. Naimi, AVR Microcontroller and Embedded Systems: Using Assembly and C, Prentice Hall, 2010.
4. S Kumar, M. Saravanan, "Microprocessors and interfacing", Oxford Higher Education Publ, 2012, ISBN-13: 978-0198079064,
5. Serge Liddin – Inside Microsoft .NET Assembler, Redmond - Washinghton, 2003.
6. ***, Microprocessors Reference Manual, Intel Corporation, 2004
7. V. Dobrota, s.a, Aplicatii in sisteme cu microprocesoare din familia I80x86, Ed. Terra, 1992

9. Bridging course contents with the expectations of the representatives of the community, professional associations and employers in the field

The "Microprocessor" subject is fundamental for the development of electronic and telecommunications systems and got an increased weight over the last decades. The contents are aligned with the requirements of the electronic and telecommunications industry and meet the expectations of important local industry players in the area such as: Emerson, Continental, Bosch, Arobs, EBS and other small and medium size enterprises.

10. Evaluation

Activity type	10.1 Assessment criteria	10.2 Assessment methods	10.3 Weight in the final grade
10.4 Course	The level of acquired theoretical knowledge and practical skills	Final written examination: knowledge and problem solving skills (50 %).	50%
10.5 Laboratory	The level of acquired knowledge and abilities	2 laboratory tests (15%)	50%

		Mid term assessment on problem solving (20%) Final practical work assessment (15%)	

10.6 Minimum standard of performance

Quality level:

Minimum knowledge:

- ✓ to know different types of microprocessor architectures and their internal organisation
- ✓ to know the addressing modes
- ✓ to know the instruction set and development of programs in assembling language
- ✓ to know the signals and the connections of the input/output ports and memory blocks

Minimum competences:

- ✓ to be able to handle different addressing modes in small programs
- ✓ to design data processing algorithms and to implement them in assembling language
- ✓ to use the interrupt services in different applications for data processing
- ✓ to be able to design the electrical schemes to connect a microprocessor with the I/O devices and to design the corresponding memory blocks

Quantitative level:

- ✓ to properly execute the laboratory activities
- ✓ to pass the laboratory tests and the mid-term evaluation
- ✓ overall mark is calculated as: 0,5 * Laboratory + 0,5 * FinalExam

Date of filling in:	**Responsible**	**Title First name SURNAME**	**Signature**
29.09.2020	Course	Professor Mircea Giurgiu, Ph.D	
	Applications	Professor Mircea Giurgiu, Ph.D	
		Eng. Alexandra Drobut, PhD student	

Date of approval in the Department of Communications 29.09.2020	Head of Communications Department Prof. Virgil DOBROTA, Ph.D.
Date of approval in the Council of Faculty of Electronics, Telecommunications and Information Technology 29.09.2020	Dean Prof. Gabriel OLTEAN, Ph.D.