

CS 310: HARDWARE I: INSIDE A MICROPROCESSOR

This course is intended as an introduction to computer hardware and builds upon Introduction to C. It covers the techniques used to design and build microprocessors, memory, and other elements of modern-day hardware. Students will learn the fundamentals of machine language (binary) and assembly language, and understand what happens inside of a computer on a fundamental level. Students will also have the opportunity to analyze the C compiler and learn how it produces the necessary strings of ones and zeros that will run on the hardware.

Credits: 3-3

Prerequisites:

MATH 233

MATH 211

CS 305

Department: [Computer Science](#)