

# Access to H.E. National Programme Unit



Unit Title:	Computer Systems Architecture		
Graded Unit Code:	GA33COM01	Ungraded Unit Code:	UA33COM01
Pathway(s):	Computing Hospitality, Leisure and Tourism		
Module(s):	Computing		
Level:	3	Credit Value:	3
Valid from:	1 <sup>st</sup> August 2014	Valid to:	31 <sup>st</sup> July 2024

**The following QAA grade descriptors must be applied if you are delivering the graded version of this unit:**

1	Understanding of the subject
2	Application of knowledge
7	Quality

LEARNING OUTCOMES	ASSESSMENT CRITERIA
<b>The learner will:</b>	<b>The learner can:</b>
1. Understand the relationships between the hardware components of a typical computer system	1.1 Explain the relationships between the CPU, main memory, I/O devices and the system bus in a computer system
	1.2 Describe the fetch-execute cycle and the roles of the Arithmetic Logic Unit, Control Unit, Clock and Registers
	1.3 Explain the importance and use of cache and virtual memory in a computer system
	1.4 Explain the need for secondary storage in a computer system and assess the suitability of different types of secondary storage in different situations

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LEARNING OUTCOMES	ASSESSMENT CRITERIA
<b>The learner will:</b>	<b>The learner can:</b>
2 Understand the nature and role of software in the operation of a computer system	2.1 Describe in general terms the stored program concept and distinguish between von Neumann and Harvard architectures
	2.2 Distinguish the roles of different types of software including BIOS, operating systems, drivers, utilities and application programs
3 Understand the uses of ports and of input and output devices	3.1 Explain the need for input and output devices and peripheral hardware in computer systems and give examples and their uses
	3.2 Compare the purpose, function and speed of a variety of ports including COM, Parallel, LAN and USB
	3.3 Evaluate the advantages and disadvantages of “plug-and-play” technology