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| **Sl. No** | **Syllabus** | **Curriculum** | **Deployment Strategy and**  **Tool** | **Cross-cutting issues**  **integrated** | **PO, PSO and CO** | **Attainment Verification** |
| 1. | Advanced Computer Architecture | 1.Knowing what's inside and how it works will help the student design, develop, and implement applications better, faster, cheaper, more efficient, and easier to use because ,they will be able to make informed decisions instead of guestimating and assuming.  2. Applications and handheld devices play a major role in ensuring comfort in our day- today life. These applications run on handheld electronic gadgets with high-end microprocessor support. Modern CPU designers handle challenges imposed by these applications with cost effective architectural enhancements.  3. The module aims to provide students with a fundamental knowledge of computer hardware and computer systems, with an emphasis on system design and performance. There is a prerequisite of CS132 Computer Organisation and Architecture.  . | 1. Chalk and   Talk method   1. PPT | * Business   Ethics   * Human   values | PO2:Problem Analysis  PO3:Design/Development Of Solutions  PO4:Conduct Investigations Of Complex Problems |  |
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|  |  | PSO1:Professional Skills  PSO2:Problem Solving Skill |
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|  |  | **CO1** Describe the principles of computer design.  **CO2** Describe the operation of performance enhancements such as pipelines, dynamic scheduling, branch prediction, caches, and vector processors. **CO3** Describe modern architectures and Compare the performance of different architectures. |
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