

General Course Information

Fundamental Unit : UEF112

Course : The Structure Of Machine 1

Teaching Level : 1st year /Undergraduate degree /IS

Credit : 05 **Coefficient :** 03

Total Weekly Hourly Volume : 3 Hours

- Course : 1.5 Hours

- Tutorials :1.5 Hours

Course Language : Français --- » Anglais

Web Site: <http://elearning.univ-guelma.dz/moodle/>

1st year of the Undergraduate degree /Information Systems

The structure of machine 1

What you need to know ?

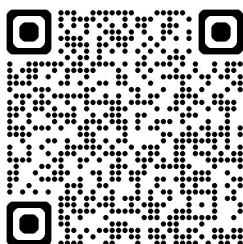
2024/2025

Facebook

Université 8 Mai 1945 de Guelma

Structure Machine 2

Structure Machine 1



Course Manager Information

Pr. Zeiare-Bencheriet Chemesse ennehar

Grade : Professeur

Teacher's room : E8.2 (Computer Science Departement)

E-mail : bencheriet.chemesseennehar@univ-guelma.dz.

Web : <http://staff.univ-guelma.dz/bencheriet-chemesse-ennahar>

Facebook : Structure Machine Math-Info /Guelma-Accueil (facebook.com)

Attachment Laboratory

LAIG (Laboratoire d'Automatique et d'Informatique de Guelma)

Course Objectives



Tutorial's Teachers

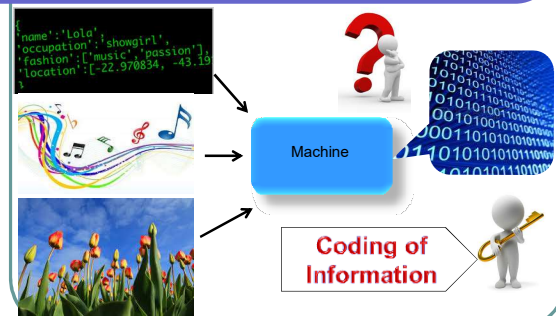
Groups : 14

Mme Baalia
Mme Bendjebar
Abda

Course Objectives

learn about the **representation** and **coding of information** and formal theory based on **Boolean algebra**

Course Objectives

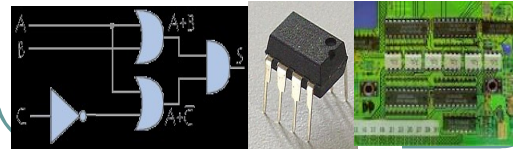


Program in chapters

Chapter 1 : Introduction	(5 %)
Chapter 2 : Numeration Systems	(20%)
Chapter 3 : Representation of information	(25 %)
Chapter 4 : Boolean Algebra	(50 %)

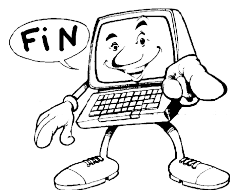
Course Objectives

1. Represent numerical data in any number system and convert from one system to another.
2. Perform arithmetic operations in any base (base 2, base 4, base 8, base 16 or others).
3. Codify alphanumeric data after studying the codes most used in transmission.
4. Learn logical reasoning (used by machines) using Boolean algebra.



Evaluation

Final Exam	60%	
Tutorials (Attendance (25%) + participation(75%))	20%	
mini quiz (Max (Quiz1,Quiz2))	20%	



References

1. Codage et Représentation de l'Information, Ch. Bencheriet, OPUG, 2015.
2. Architectures des ordinateurs. Emanuel Lazard. Edition : PEARSON EDUCATION 2006
3. Architectures des ordinateurs. Tanenbaum. Andrew. Edition : PEARSON EDUCATION 2005
4. Architectures des ordinateurs. Jean. Jacques et al. Edition : EYROLLES 2005
5. Architectures des ordinateurs. Robert. Strandh et al. Edition : DUNOD 2005
6. Architecture des machines et des systèmes informatique. Cours et exercices corrigés. Alain Cazes et al. Edition : Dunod 2005.
7. Logique booléenne et implémentation Technologique. Phillippe. Darch. Edition VUIBERT : 2004.

<http://www.univ-guelma.dz/recherche-bibliographique>

