

**Academic discipline:
"Computer systems hardware"**

Code and name of specialty	1- 02 05 01 Mathematics and computer science
Training course	3
Semester of training	5
Number of class hours:	42
Lectures	16
Seminar classes	-
Practical classes	-
Laboratory classes	26
Form of current assessment (credit/differential credit/exam)	Exam
Number of credits	3
Competencies to be formed	To select hardware and software to design computing systems
Summary of the content of the academic discipline:	
<p>Knowledge of computer architecture and hardware is an important element of professional training of a computer science teacher and an integral component of his future professional activity. The study of the discipline involves the acquisition of basic knowledge about the construction principles and architecture of modern computer technology; the study of the physical foundations, principles of operation and structural composition of the main types of peripheral devices, external storage devices, video terminals, input-output devices of graphic information; the formation of knowledge and skills in the field of hardware of computer networks.</p>	