CSC 205. Computer Systems Structure. Overview of computer systems structure, covering hierarchical structure from software and hardware points of view. Concepts of relocation, linking, and loading; hardware-software interfaces from both application program and operating system points of view. Various CPU structures, including RISC and CISC machines, survey of tightly and loosely-coupled architecture, introduction to pipelined, distributed, and parallel systems, computer system communication principles including local and wide-area networks concepts, and various CAD tools and methodologies are introduced. Prerequisite: Fully classified graduate status in Computer Science, Software Engineering or Computer Engineering. 3 units.