

**Content**

<b>Course Code</b>	<b>Course Name</b>	<b>Semester</b>	<b>Theory</b>	<b>Practice</b>	<b>Lab</b>	<b>Credit</b>	<b>ECTS</b>
INF116	Introduction to Computer Systems 2		3	0	0	3	5

Prerequisites

Admission Requirements

Language of Instruction French

Course Type Compulsory

Course Level Bachelor Degree

**Objective** This course aims to provide foundational knowledge of how computer systems are designed, structured, and operate across hardware and software layers. It introduces students to the core components of computing systems, their interactions, and the fundamental principles underlying modern computing architectures.

**Content** The course covers the physical foundations of computing (transistors and chip manufacturing), basic hardware components (CPU, GPU, memory, storage), abstraction layers in computer systems, digital logic fundamentals, instruction-level execution, memory hierarchy, input/output systems, operating systems basics, and an introduction to networking and system-level performance considerations.

References

**Theory Topics**

**Week** **Weekly Contents**