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There are two major approaches to processor architecture: Complex Instruction Set Computer (CISC, pronounced "Sisk") processors and Reduced Instruction Set Computer (RISC) processors. Classic CISC processors are the Intel x86, Motorola 68xxx, and National Semiconductor 32xxx processors, and, to a lesser degree, the Intel Pentium. Common RISC architectures are the Freescale/IBM PowerPC, the MIPS architecture, Sun's SPARC, the ARM, the Atmel AVR, and the Microchip PIC.

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Computer architecture consists of rules and methods or procedures which describe the implementation, functionality of the computer systems. Architecture is built as per the user's needs by taking care of the economic and financial constraints. Earlier architecture is designed on paper built with hardware form.

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Organized in a form that parallels an actual computer system, entire sections are devoted to principles of data, hardware, and software, with computer interconnection, clustering, and networking integrated into the material to emphasize the importance of computer and system structure.

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