

# Introduction To Memory (ROM)

## Read-Only Memory

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# Agenda

## 1 Announcements

- Project 4

## 2 Introduction to Memory

- Introduction

# Announcements

# Class cancelled next week!

- We won't be having class next week :)
- Go enjoy your spring break!!

# Extension Policy

- It's fine to ask for extensions, but please do so reasonably and **beforehand**.
- We're already pretty lenient with grading in this class, but we will draw a line somewhere.
- Note: If you have a medical note or a university excusal, this policy can be overridden.

# Read Only Memory

# What is Read Only Memory?

- It's a pretty simple type of memory to understand, so we'll start off with it
- Memory that you can write **once**, but you can only read from after
- When you power off the machine, the memory you wrote will still remain the way you set it

# Why Read Only Memory?

- ROM has a lot of uses in modern electronics
  - Things like BIOS in computers + other startup functions
  - Calculators for startup routines + repeated values
  - Put to heavy use in gaming consoles
  - Things like digital clocks and hair dryers also will have a fair bit of this stuff if you take them apart



# Why Read Only Memory?

- Incidentally, this is also the easiest memory to build
- We get the concept- and it turns out, there are easy ways to represent ROM as a set of functions

# Some types of ROM

- **ROM** → Read Only Memory
  - Data assigned during the manufacturing process
- **PROM** → Programmable Read Only Memory