**Architecture of a personal computer**

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1. A computer is a multifunctional electronic device designed for the accumulation, processing and transmission of information.
2. The architecture of a personal computer is understood as its logical organization, structure and resources.
3. The basis for the construction of most computers are based on the principles formulated by John von Neumann: the principle of software control, the principle of homogeneity of memory, the principle of targeting.
4. Computers built on these principles have a classical architecture.
5. The main logical nodes of the computer are:

the Central processor;

main memory;

external memory;

peripheral.

1. The Central processor is also named CPU
2. CPU performes the basic arithmetic, logic, controlling, and input/output (I/O) operations.
3. Main memory is where programs and data are kept when the processor is actively using them.
4. When programs and data become active, they are copied from external memory into main memory where the processor can interact with them.
5. So, external memory is a storage where data are kept when processor is not actively using them.
6. Peripherals are devices such as a joystick, keyboard or mouse.
7. Structurally, personal computers are made in the form of a Central system unit, to which other devices are connected through special connectors.
8. The system unit includes all the main nodes of the computer:

motherboard;

power supply;

hard disk drive;

floppy disk drive;

optical drive;

connectors for additional devices.

1. The functioning of such complex system allows us to launch rocket at the space and to launch birds at green pigs.