

COMP110: Principles of Computing

1: Computing Foundations



Learning outcomes

By the end of today's session, you will be able to:

- Describe the overall structure of the module and its assessments
- Recall the historical context of computing and gaming technology
- Explain the basic architecture of a computer

Today's agenda

- ► COMP110 course outline
- History of computing







Module introduction slides

On LearningSpace

Topic schedule

On LearningSpace

Timetable

http://mytimetable.falmouth.ac.uk

► Assignment 1: worksheet tasks

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 - Five worksheets programming and annotation tasks

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- ► Assignment 2: research journal

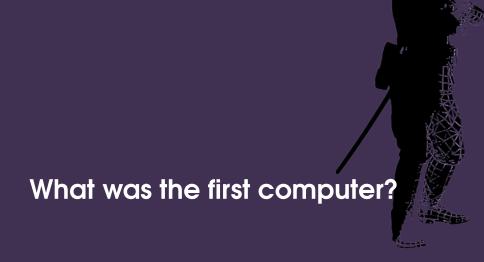
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- See MyFalmouth for deadlines

Worksheet A

- ▶ SpaceChem
- Quiz: Pythagoras' Theorem
- Due in next week's workshop





Antikythera Mechanism (\sim 150 BC)

First mechanical computer?



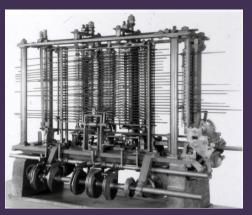
Jacquard Loom (1804)

First programmable machine in modern age



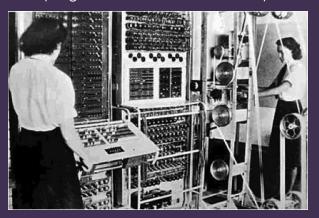
Babbage's Difference and Analytical Engines (1837)

First mechanical computer in modern age



Colossus (1943)

First programmable electronic computer



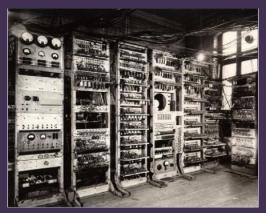
ENIAC (1946)

First general-purpose computer



Manchester Small-Scale Experimental Machine (1948)

First stored program computer



TRADIC (1949)

First transistor computer



PDP-1 (1959)

Influenced "hacker culture"



Datapoint 2200 (1970)

First microcomputer



Commodore VIC 20 (1980)

First computer to sell 1 million units



IBM Personal Computer Model 5150 (1981)

Precursor to the modern PC





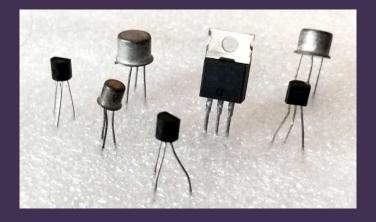
Electronic computer technologies



Vacuum tubes (valves)

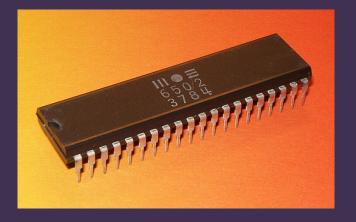


Transistors





Integrated circuits (ICs)





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2018	Apple A12	6.9 billion transistors



What was the first computer game?



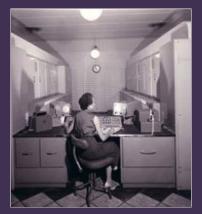
Cathode Ray Tube Amusement Device (1948)

First interactive electronic game



Chess Al on the Ferranti Mark I (1951)

First chess program



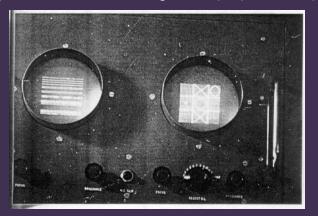
Bertie the Brain (1950)

First computer game with a visual display



OXO (1951)

First game with visuals on a general-purpose computer



Tennis for Two (1959)

First to be created purely for entertainment



SpaceWar! (1962)

First widely available game, inspired first arcade games



Pong (1972)

First commercially successful game





What was the first games console?

The Brown Box (1967)

First prototype console





Magnavox Odyssey (1972)

First commercial console



Game console timeline

Debrief

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Remember: Worksheet A is due next week!