# Computer Architecture

The architecture of a computer is a set of certain rules for the production of an electronic computing system.

The architecture of a personal computer is usually used as a tool for testing standards. In other words, it is realistic to implement a computer system according to such a standard.

## The classic version of the computer architecture

First computer architecture in the world was *proposed* by the scientist Neumann. He *outlined*(introduced) the basic principles of designing personal computers. This methodology is taken as the basis for the classical architecture of a personal computer. It should include the following basic elements:

* a logical-arithmetic unit;
* management unit;
* external memory device unit;
* RAM(*Random Access Memory*) unit;
* data input/output unit.

In *accordance* with this structure, computer elements must operate in a certain order. First of all (*Initially)*, data is loaded into the computer's memory from the running program. External computer devices are used for data input. After that, the management unit *transfers* this data from the memory unit to the information processing block. Processing *takes place* using different computer elements.