Connor Osborne

CS2810 HW1 5th Edition

1.1:

Personal Computers, Servers, Supercomputers, and embedded computers.

1.2:

a. Performance via pipelining

b. Dependability via Redundancy

c. Abstraction to simplify design

d. Make the common case fast

e. Performance via parallelism

f. Hierarchy of memories

g. Design for Moore’s Law

h. Performance via Prediction

1.3:

The first step is when the compiler converts the high-level language into an assembly language version of the program which is a more symbolic version.

The next step is when the assembler converts the assembly language version into machine language (1s and 0s) so that the instructions can be performed by the hardware of the computer.

1.4:

a. 3,932,160 Bytes/frame

b. it would take .315 seconds.