# MIXTEEN

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# Un ordinateur n'est pas intelligent contrairement à un humain


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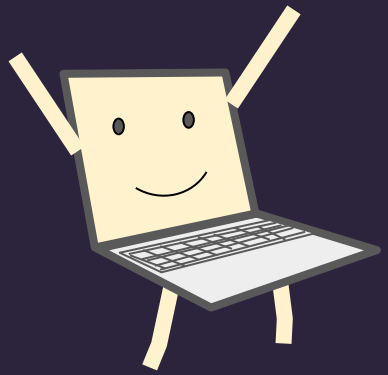
# Par contre il est très rapide pour effectuer des calculs simples

(additions, soustractions, multiplications, divisions, comparaisons…)



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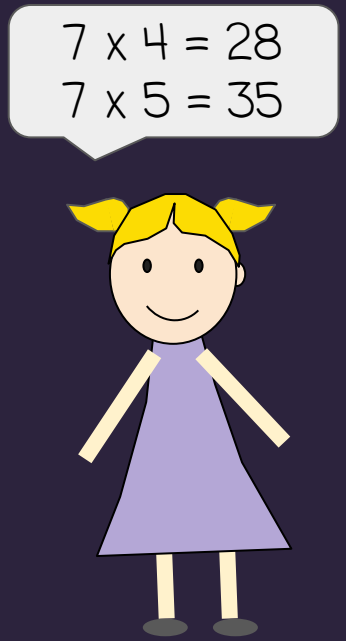


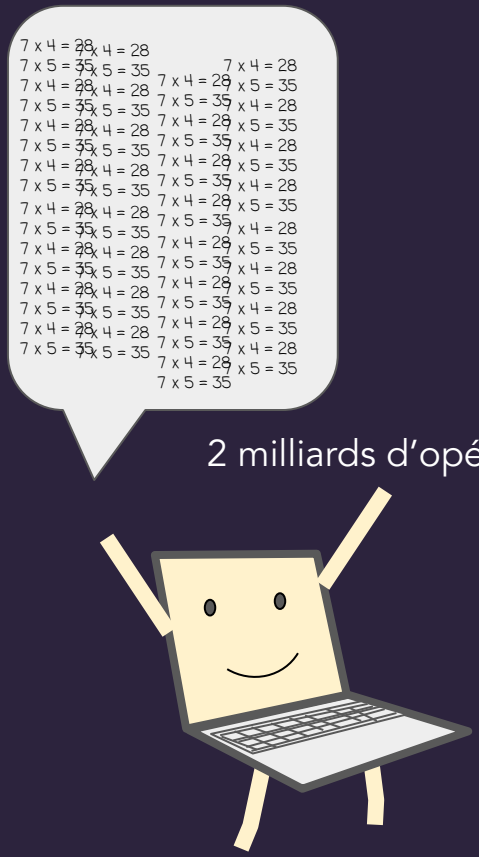


# Nombre opération par seconde

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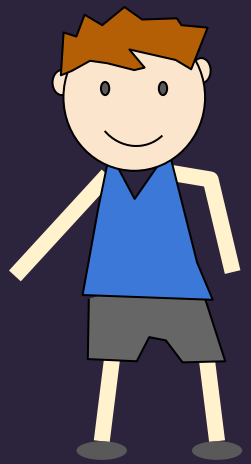
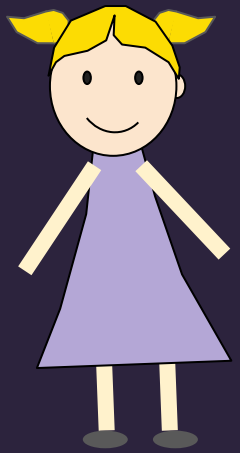
1 opération

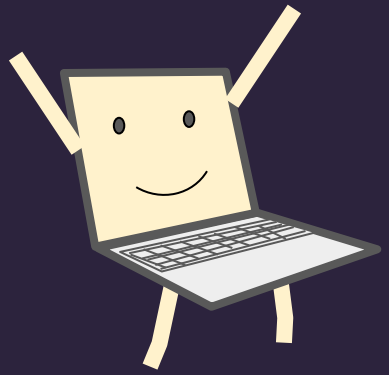


2 opérations



**2 000 000 000 000**

opérations



Nombre opération par seconde

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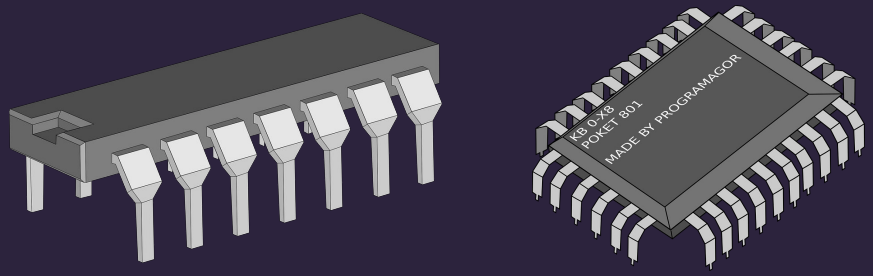
# La base c'est le circuit intégré ou ce qu'on appelle aussi la puce électronique



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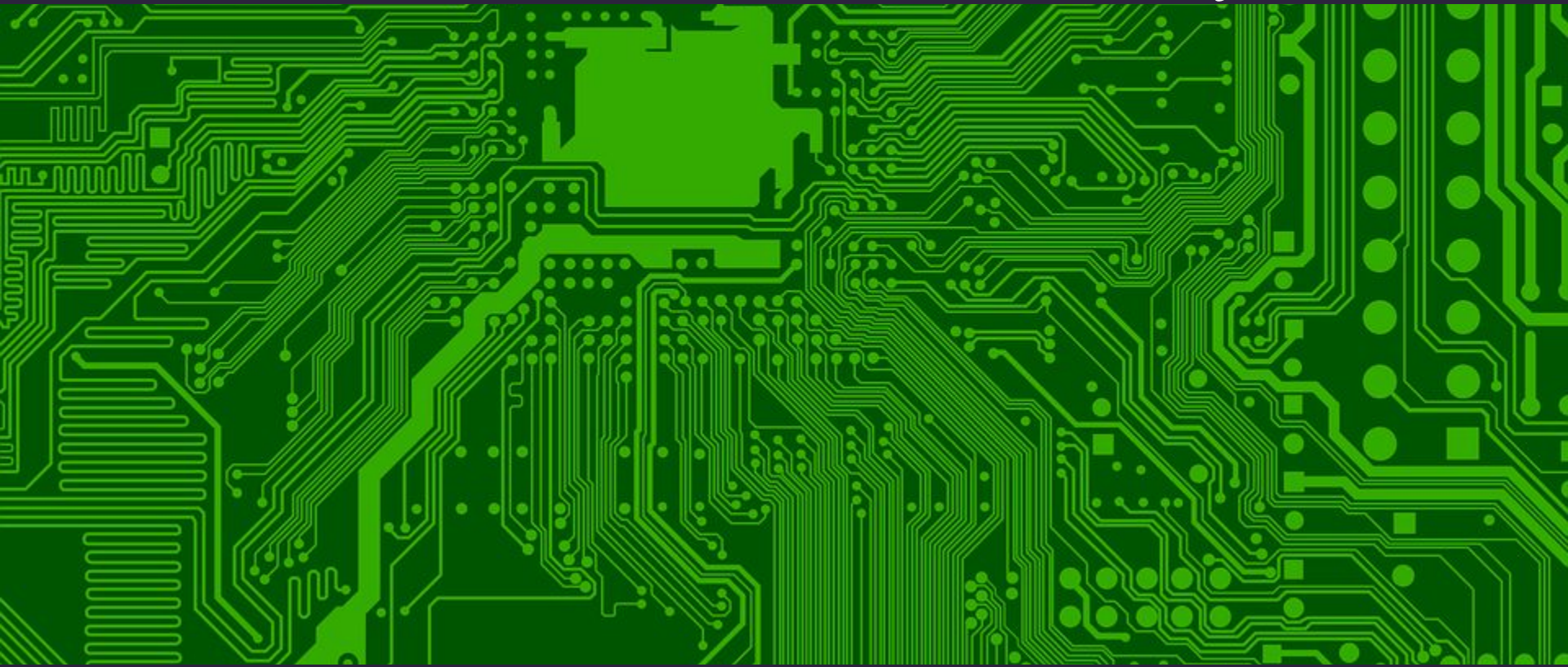
# Un ensemble de micro fil



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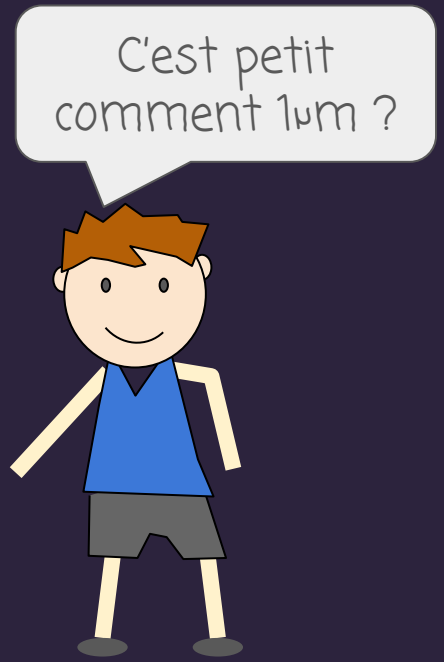


1 cheveu fait 50 µm

Taille
d'une connectique 1 µm

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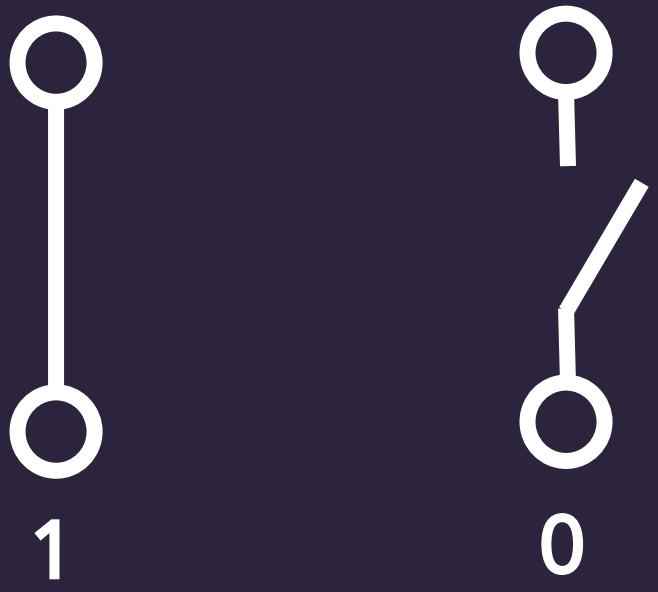
# La base le courant



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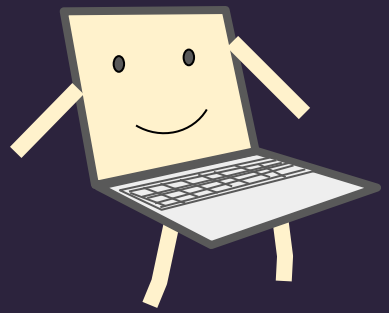
# L'ordinateur ne comprend que les 0 et les 1

Bonjour
01000010011011110110111001101010011011110111010101110010



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On utilise des langages de programmation et chaque mot sera ensuite transformé en 0 et en 1

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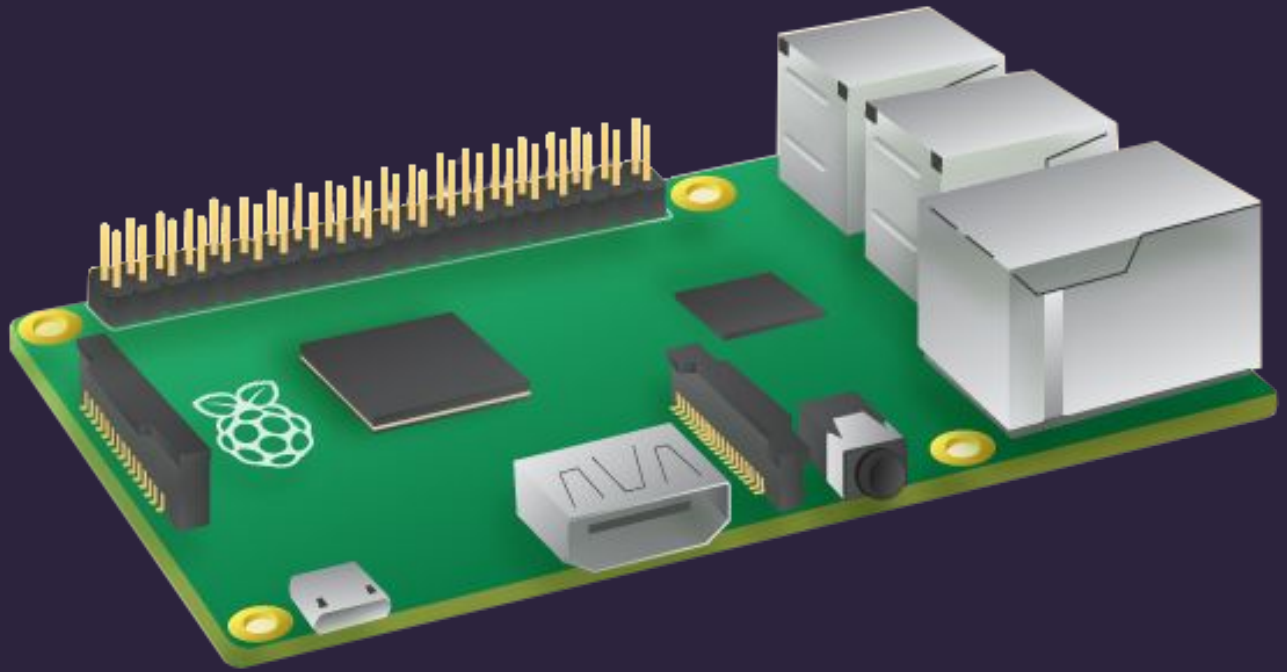

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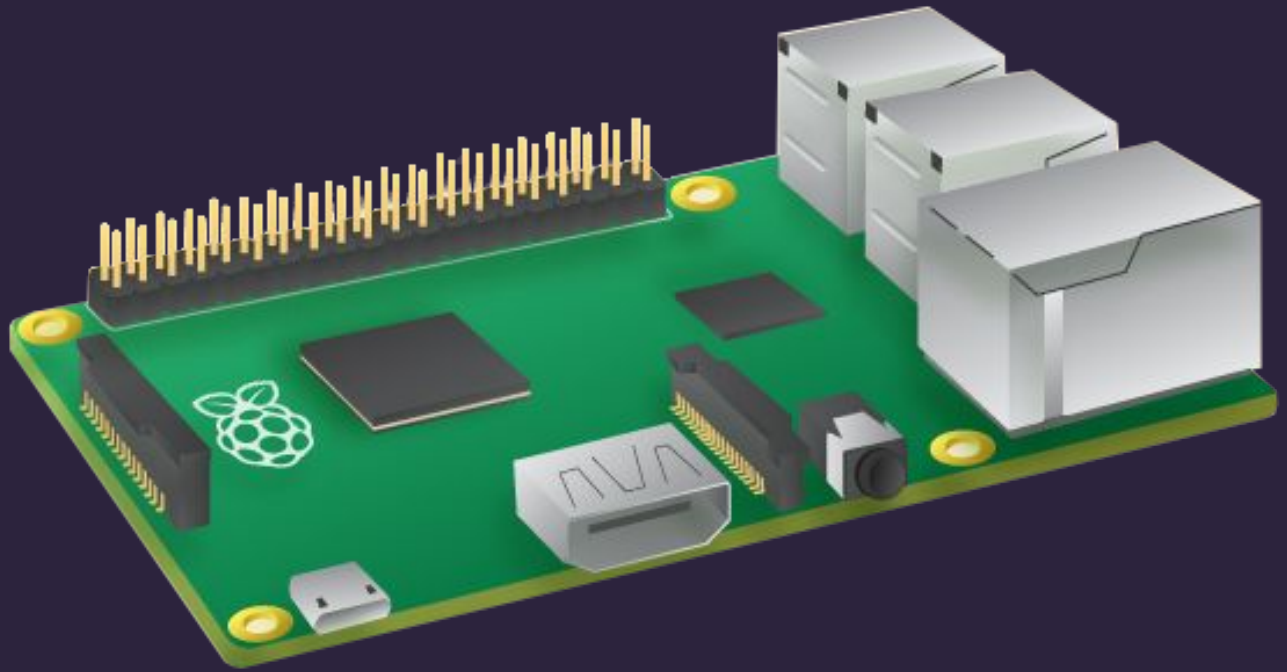
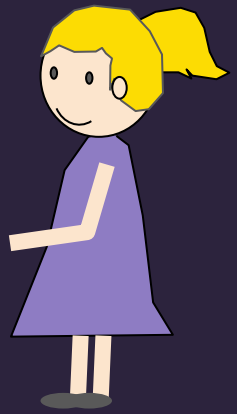
C'est un Raspberry Pi





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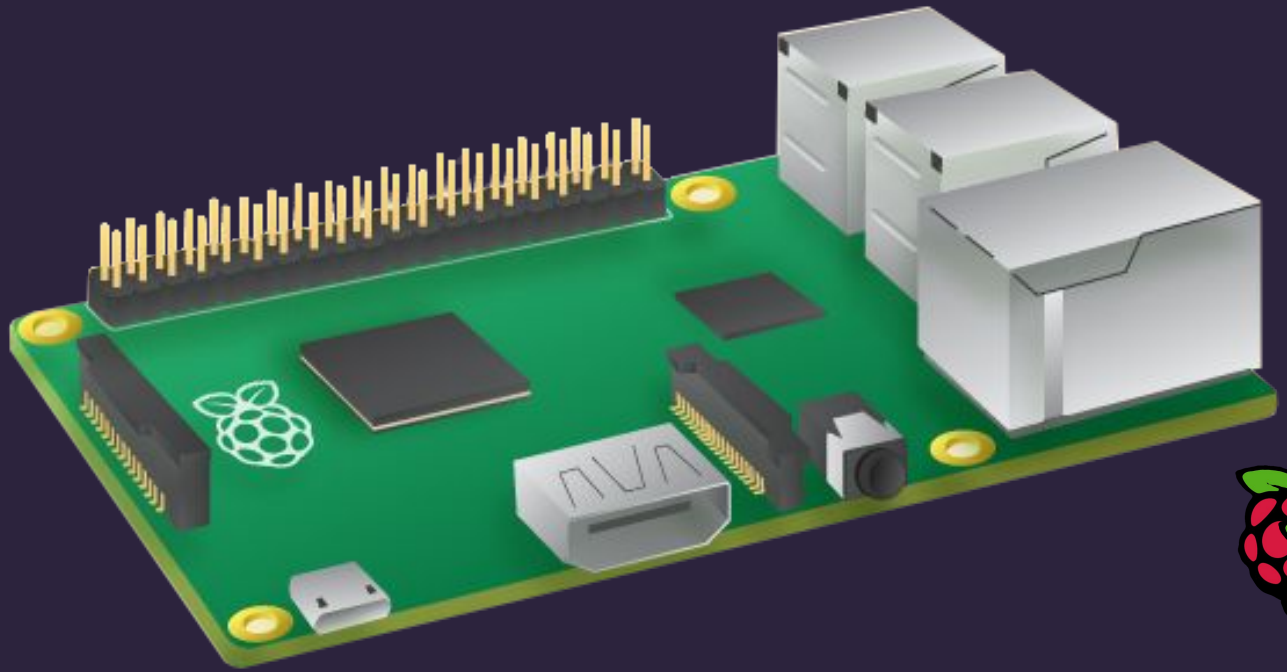
# Raspberry = Pie = tarte



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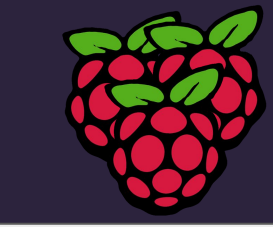
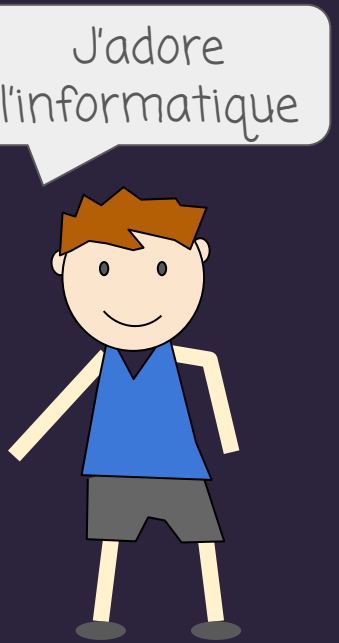
# Une tarte à la framboise



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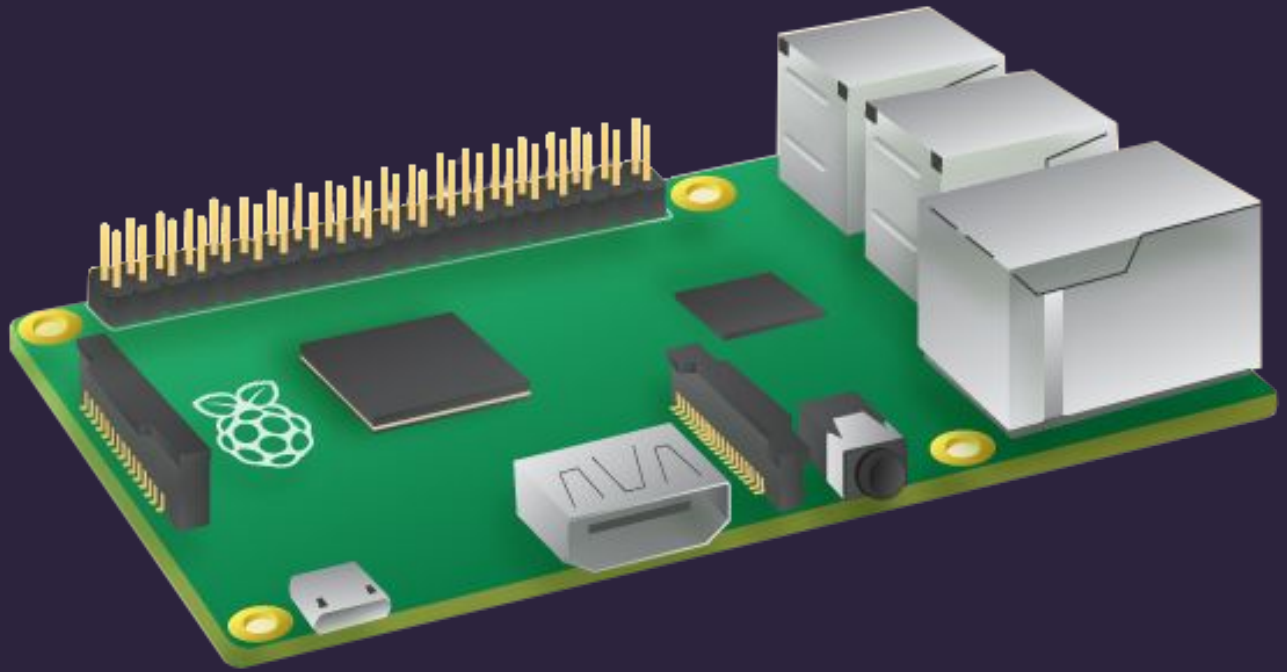
# Les prises



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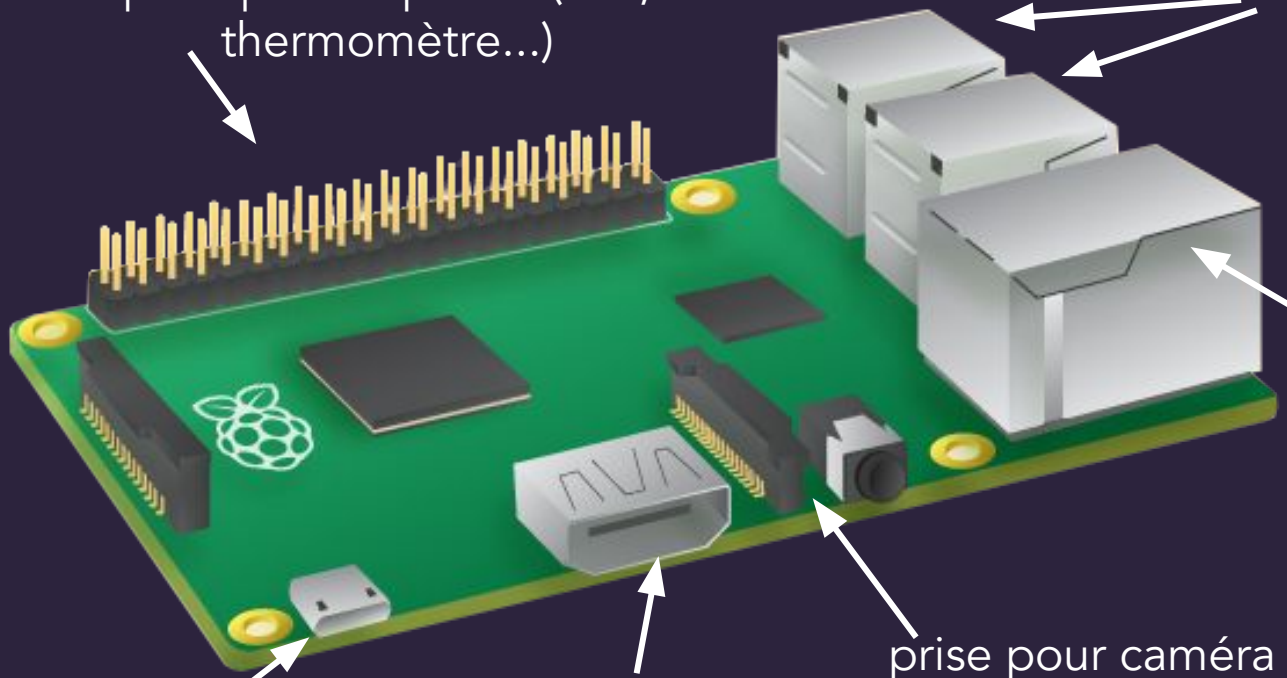


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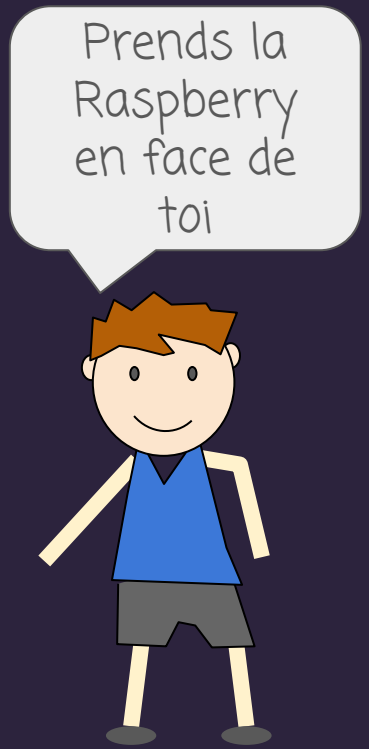


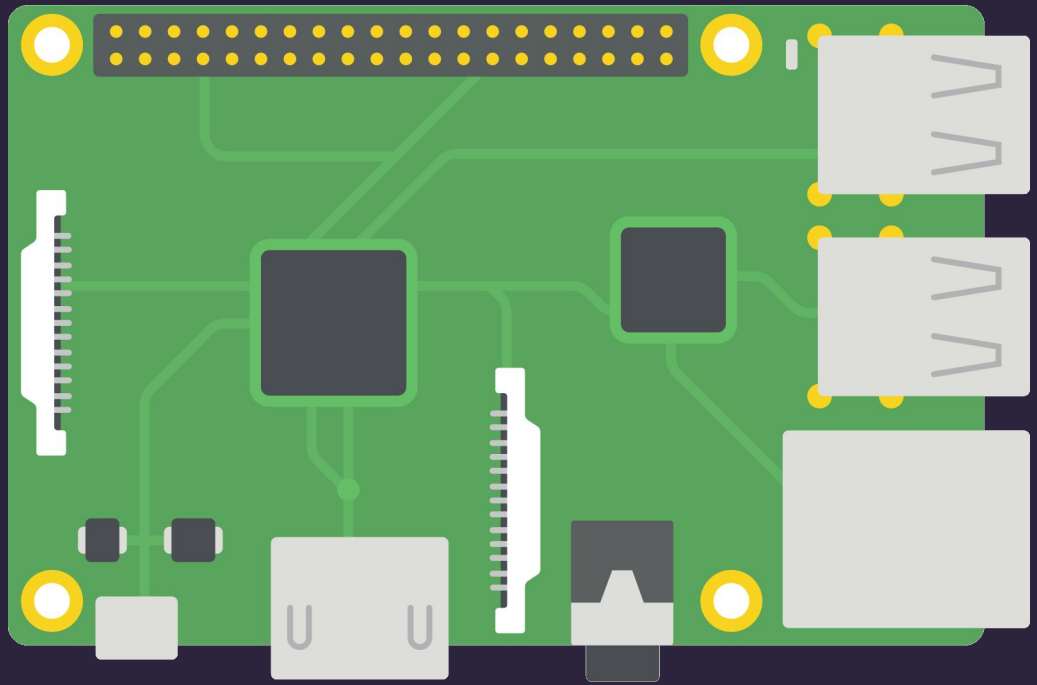

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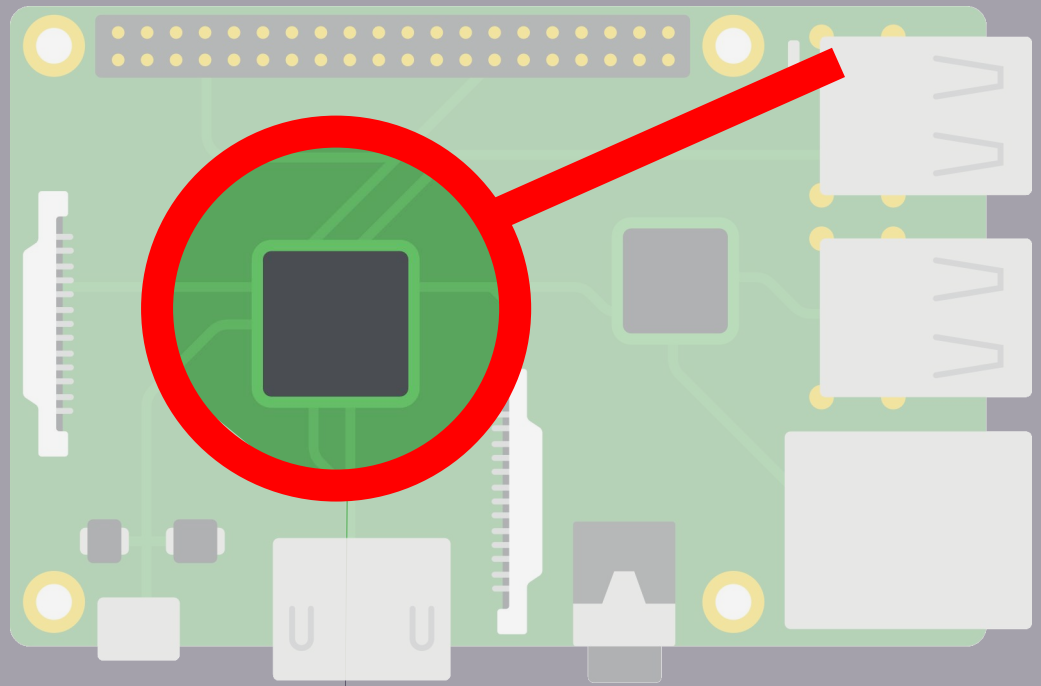

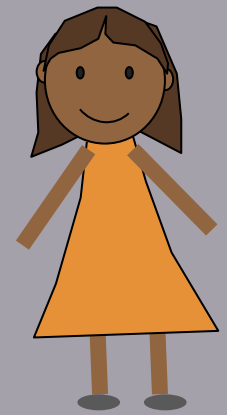


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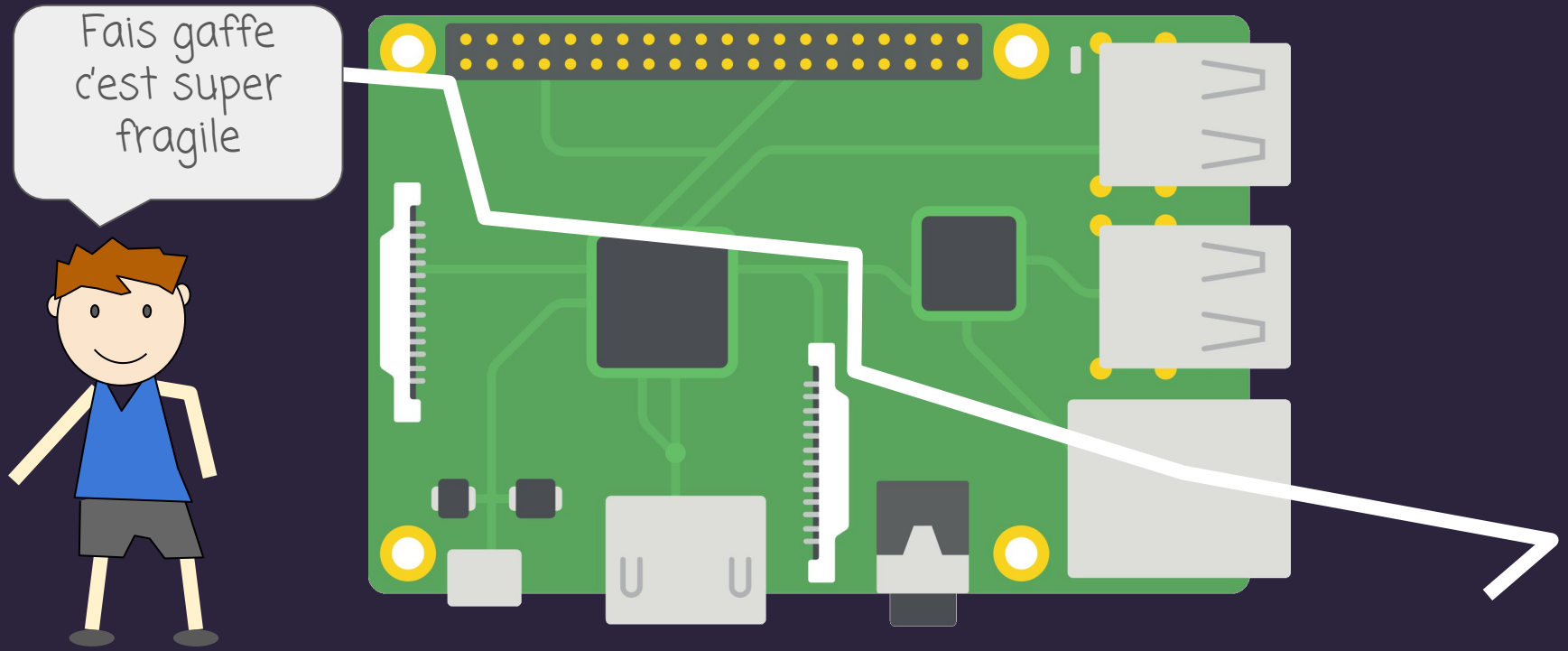


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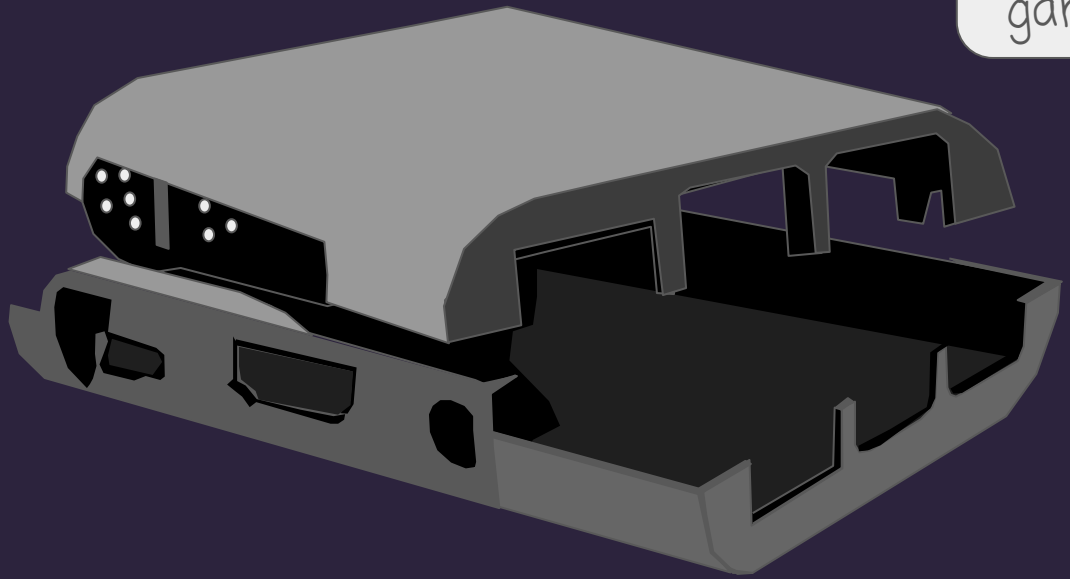
On va donc utiliser un boitier



Pour le moment on garde le bas

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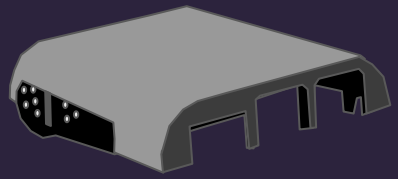

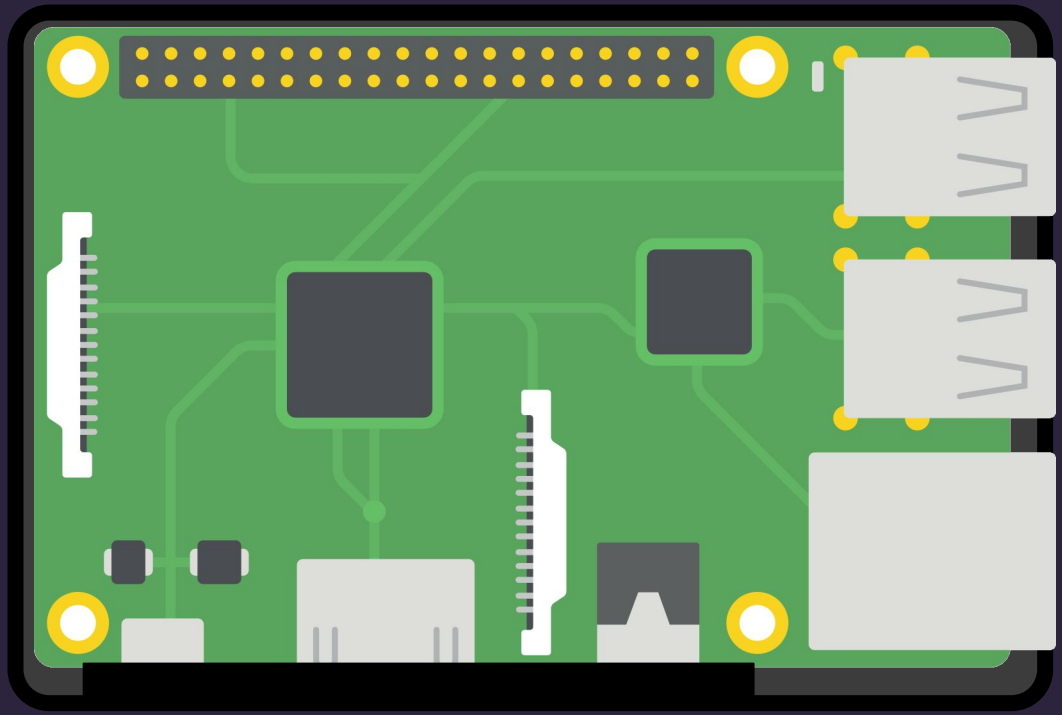

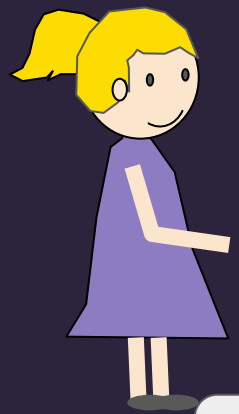

Une fois que la carte est insérée on met le couvercle

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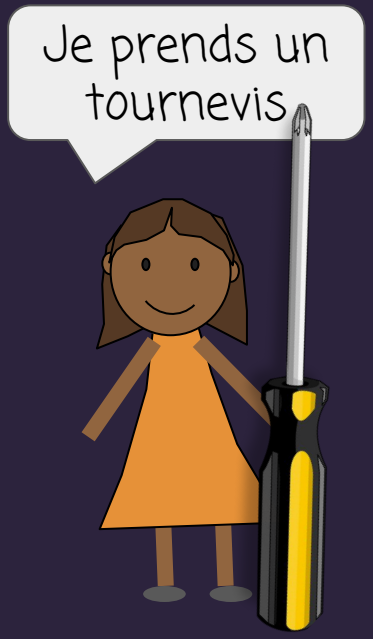


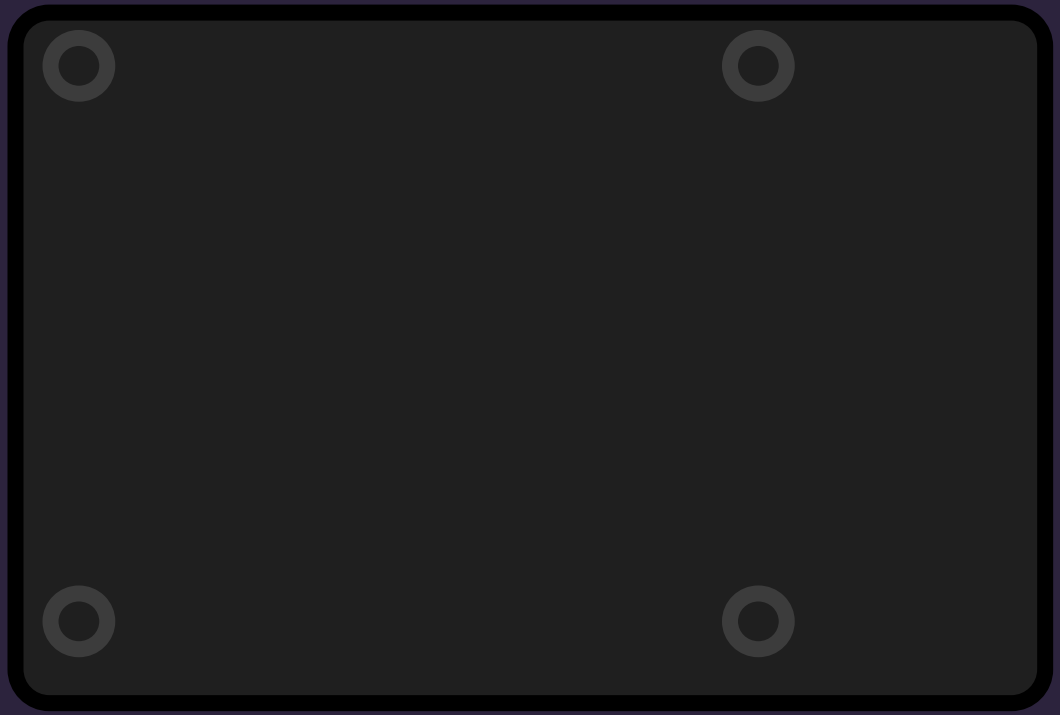

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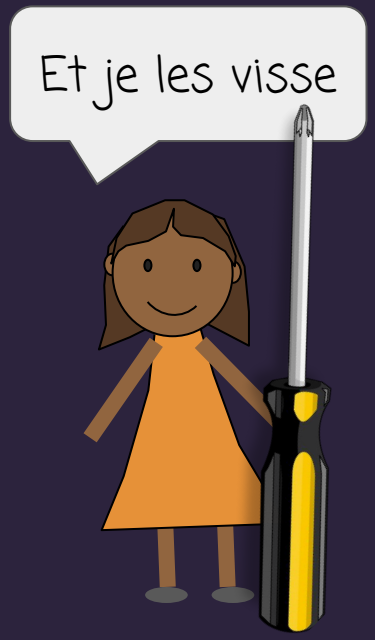


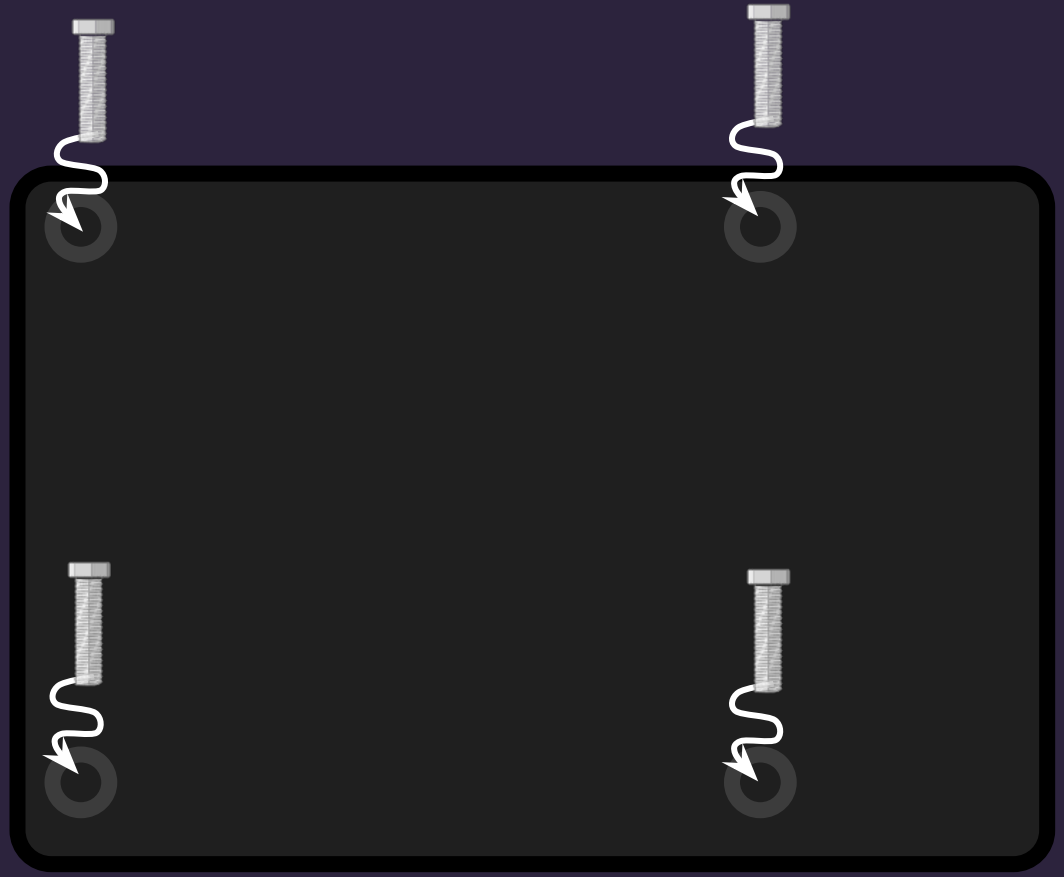

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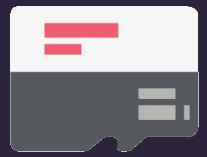
# Nous allons donner de nouveaux pouvoirs à notre ordinateur en lui donnant de la mémoire



C'est dans cette carte mémoire que les programmes sont enregistrés  pour les retrouver quand on arrête et relance l'ordinateur

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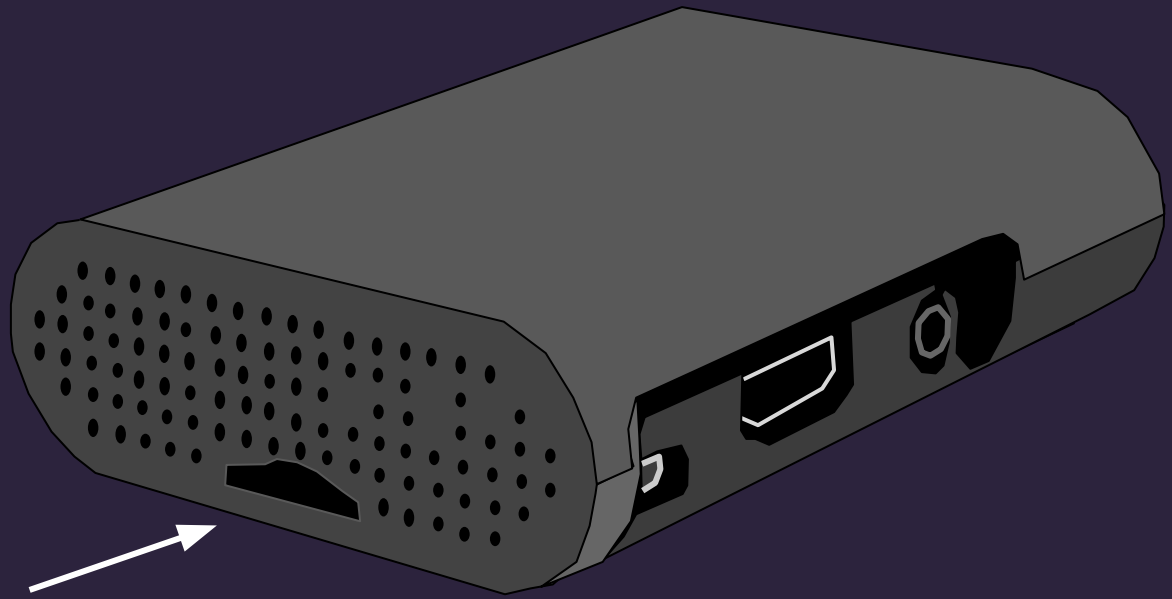
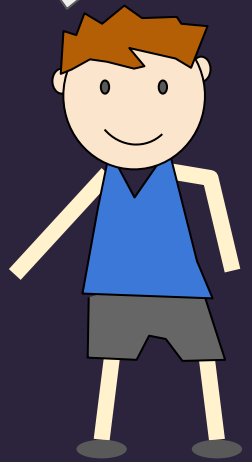
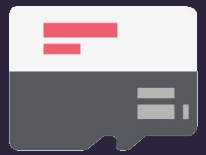


On insère la mémoire dans le bon sens



Le blanc en haut



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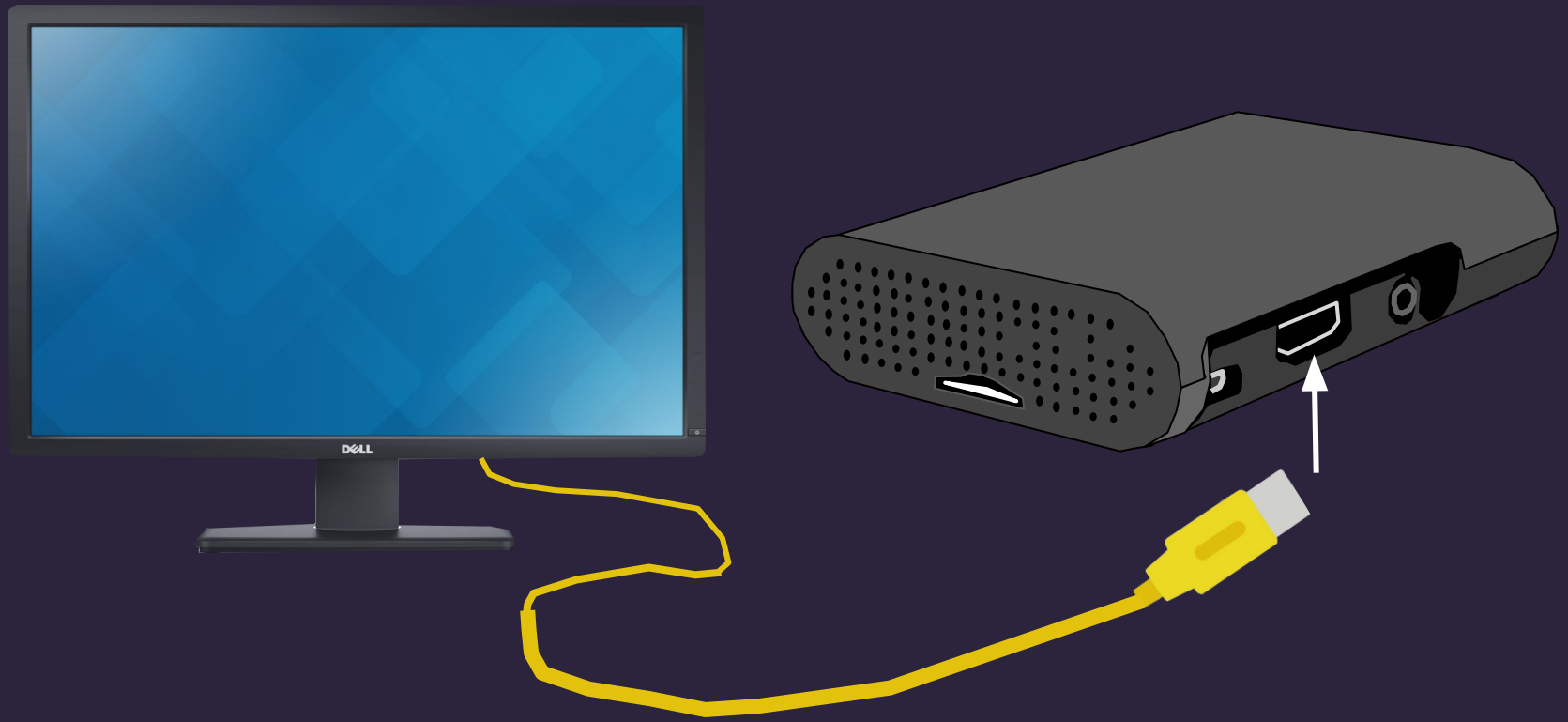


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# HDMI : Partie plate au dessus


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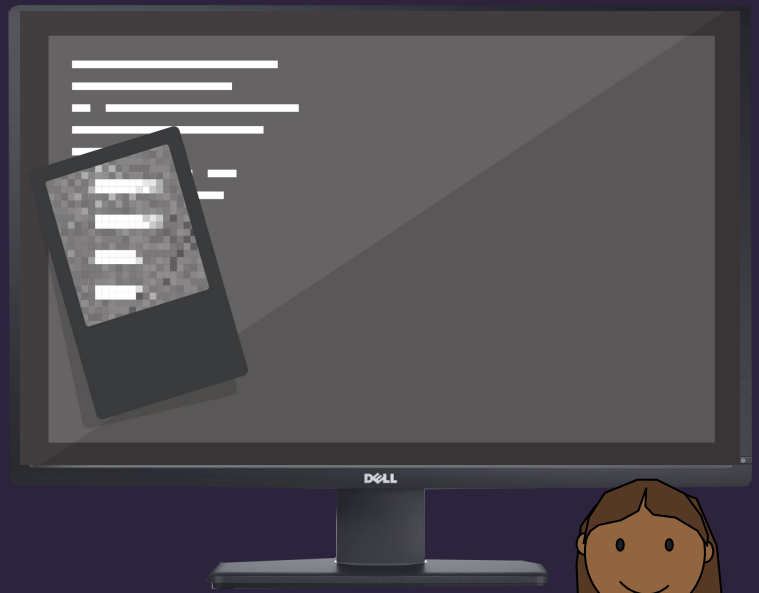


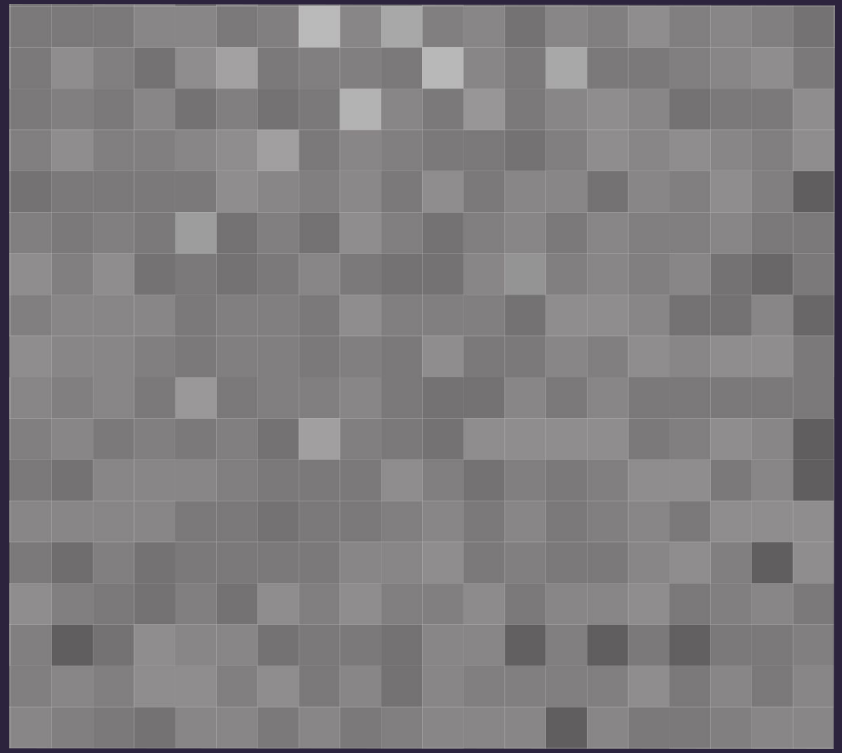

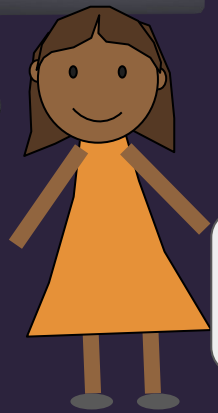

Une image est un ensemble de petits points lumineux... les pixels

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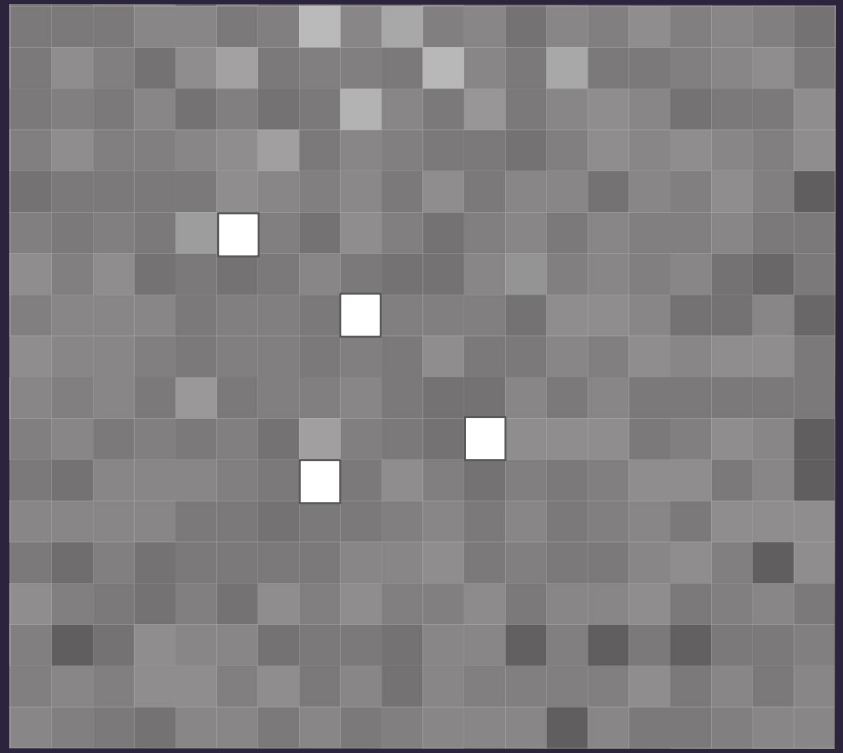


0 on éteint
1 on allume

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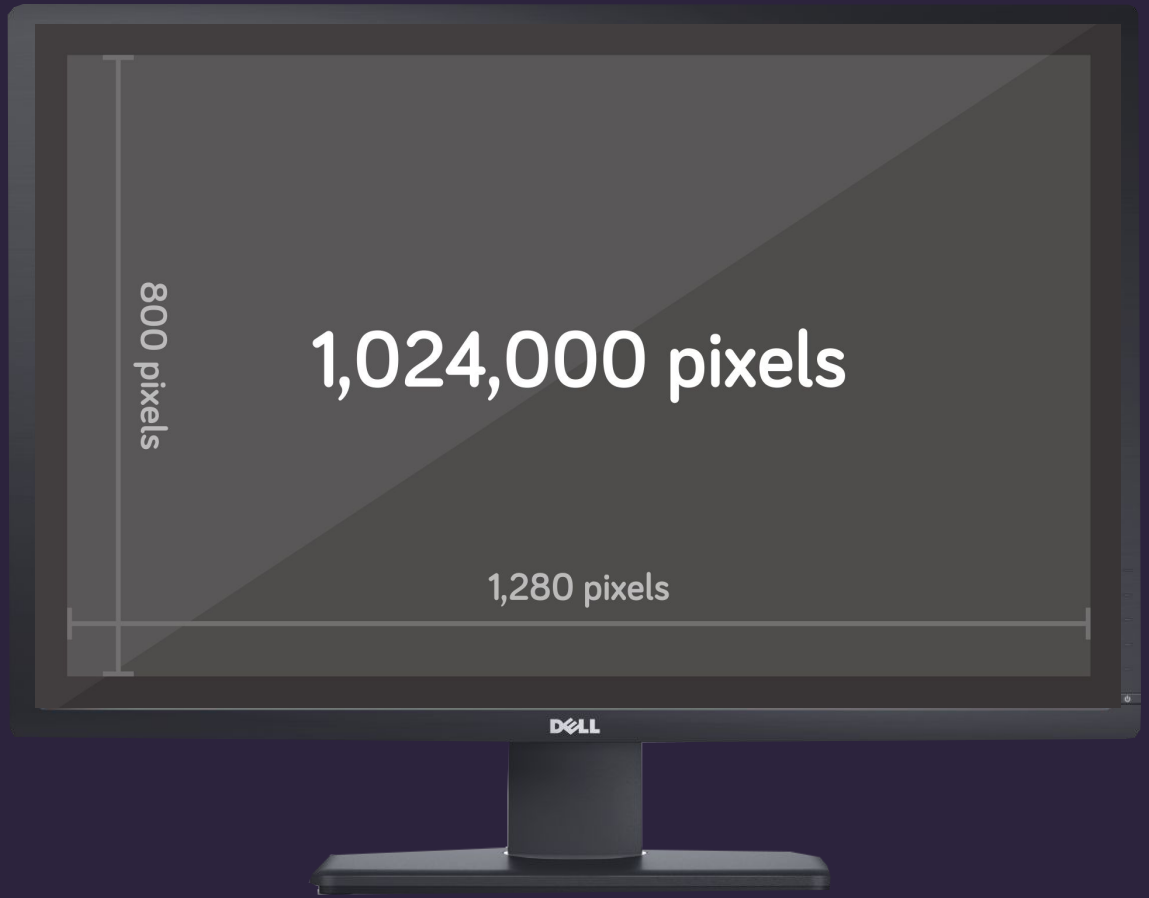
# La résolution

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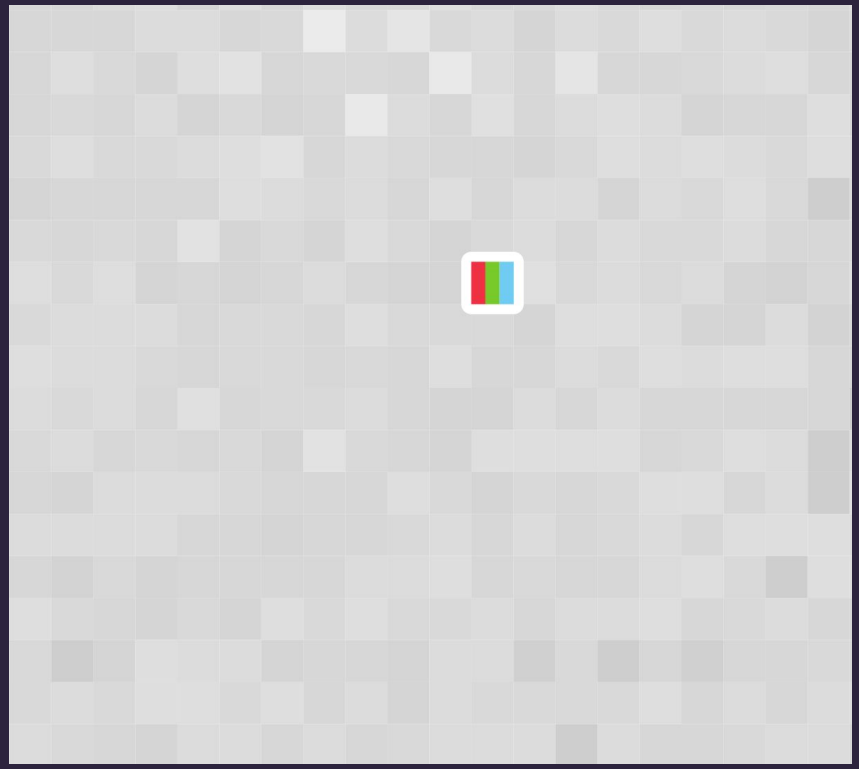


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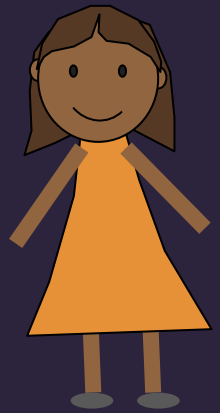
Pour avoir toutes les couleurs c'est comme avec la peinture il faut les mélanger



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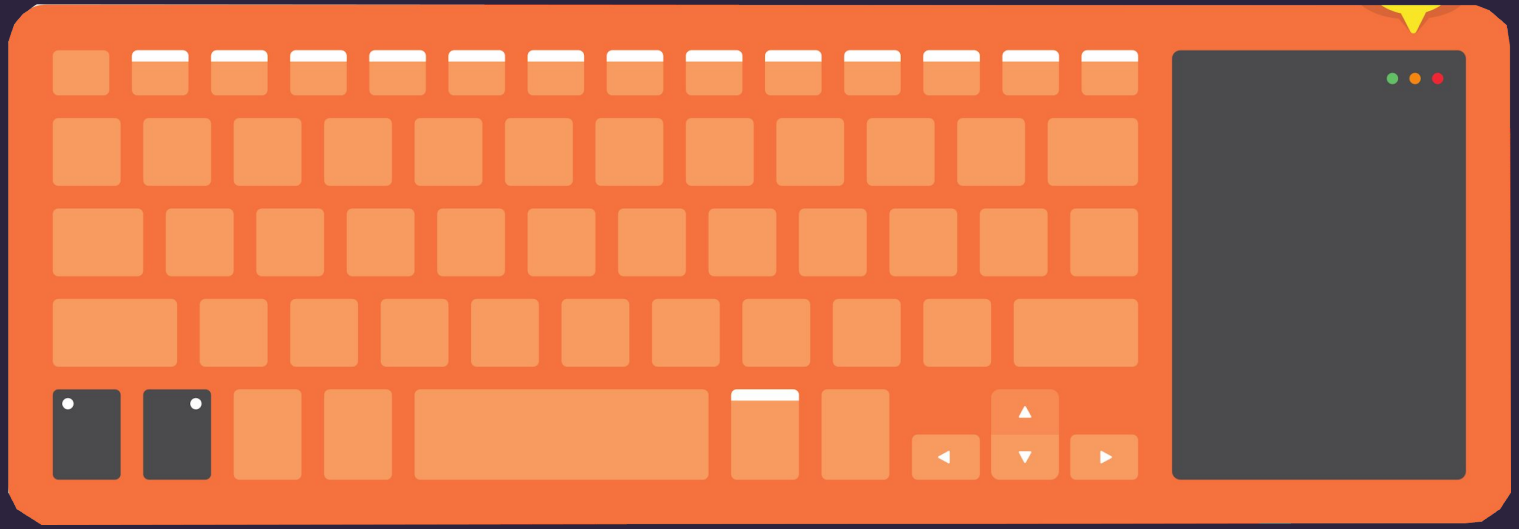
# Chaque touche correspond à un numéro



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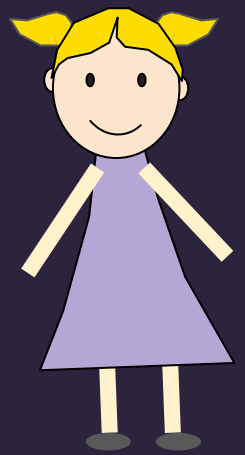
Par exemple si j'appuie sur un A



A → 65 → 01000001

Tout est converti en binaire

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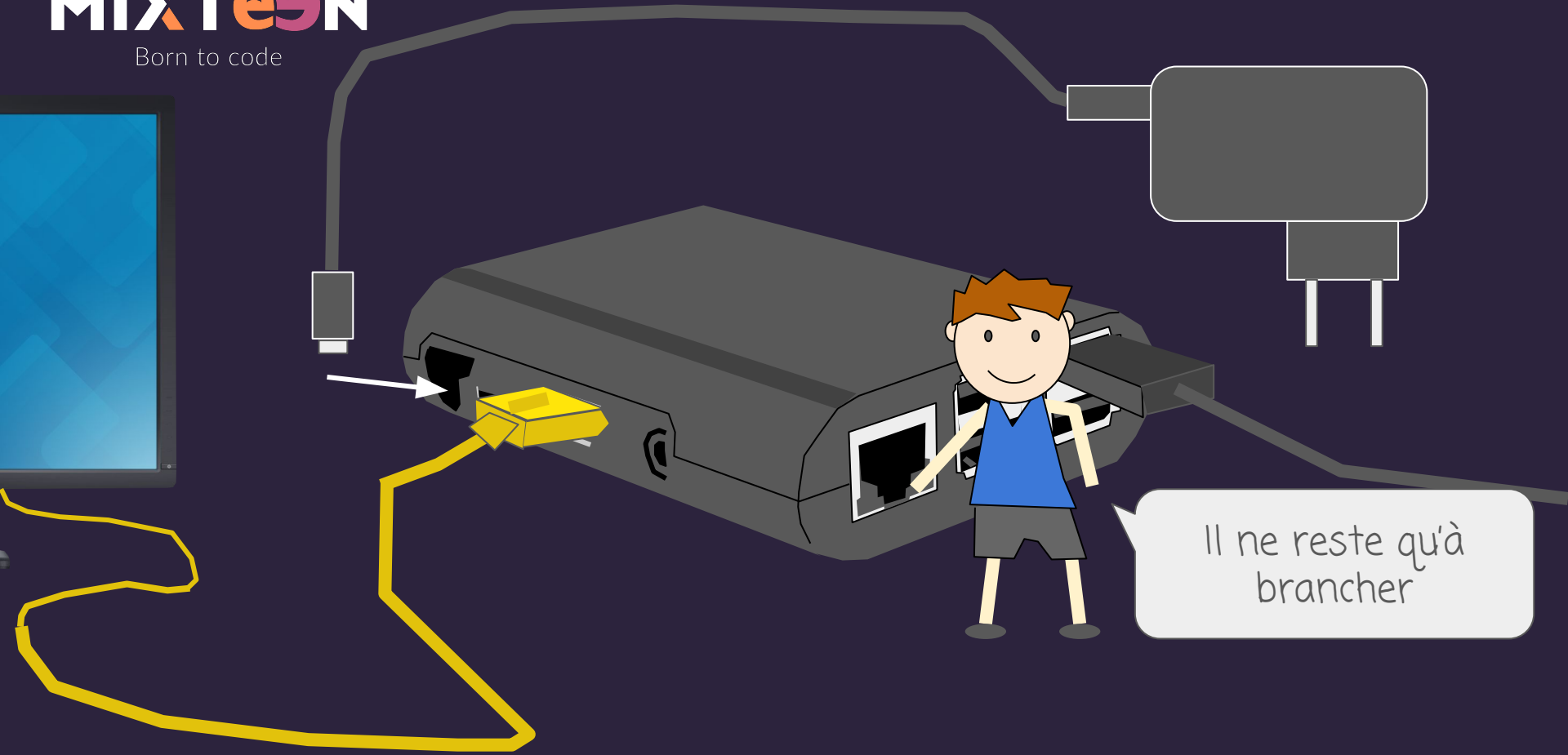

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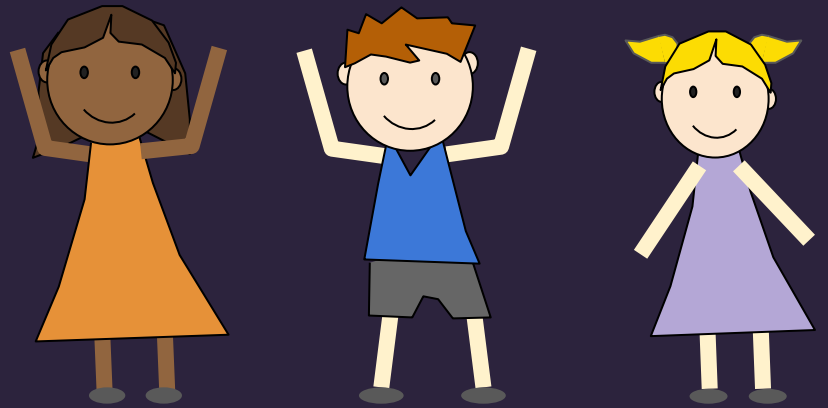
# J'attends qu'un animateur vienne contrôler mon ordinateur



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