Computer fundamentals

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Computer

- -> instrucation execution and store information
- -> Common Operating Machine Purposely Used for Technological and Educational Research

Computer history:

- Abacus
- Pascaline
- Difference engine
- Analytical engine
- Census tabulator (punch cards) -> ims
- Turing machine
- Colasses (vacuum tubes boolean)
- Eniac
- Edvac (1000 instractions per second)

cobol programming language (assembly to machine code)

transistors

Intrgrated circuit

Gui, mouse, floppy disk, dram

Basic language

C language

Types:

mini computer (single circuit board)

MainFrame computer (speed, storage, manage work load 100 people, commercial organizations)

Micro computer(personal computer, phone, mobile, lap)

Super computer (scientific research)

Embadded computer (atm machine, cars)

Components:

Input -> keyboard, mouse, printer

Output -> monitor, microphone, touch screen

CPU -> registers, cache, alu, control unit.

Memory -> ram, rom,ect..

Types of memory:

Primary	RAM in memory, main memory			
	SRAM fast,costly cache,stroage buffer flipflop(high and low), 6 transistor DRAM slower, refersh capasitor and transistor 8ms SCRAM synchronous DRAM clock or ram and system synchronized DDR(double data rate)			
Secondary	ROM permanent MROM mask PROM programmable EPROM erasable programmable uv EEPROM electrically erasable programmable Flash Memory " block of data can be erased at once(ssd			
tertiary				

Storage devices:

Hard disk (HDD) magnetic, rotate 7200 rPM SSD (flash memory, floating gate transistors)

Cd,dvd

Cloud storage	data center	Types
	Aws, assure, google cloud	PublicPrivate
	• laas • Paas	• Hybrid

• Saas		

Working:

Cup -> read the instruction from the ram using control bus, address bus, data bus Instruction cycle -> Fetch, decode(cu), execute(alu), store(mu)

Keyboard -> multiple layers, key presses->signal passed to the pcb(printed circuit board) -> microprocessors, resistors, capacitors, or sensors)

Scanner -> light reflected from the document is send to the light sensitive sensor then the light pattern is converted into electrical signal and converted into digital

1. System Software

- Operating System (OS): Windows, Linux, macOS, Android.
- Compiler: GCC, Javac, Python Interpreter.
- Utility Software:
 - o BIOS
 - o Compression Software
 - o Backup Software
 - o Antivirus Software
 - o File Manager.

2. Application Software

- General-Purpose Software: MS Word, Chrome, VLC Media Player.
- Specific-Purpose Software:
 - o Photoshop
 - o AutoCAD

Operation system: manages the resources, interface between user and hardware

User -> shell -OS -kernal <- Resources Application -> System call -> kernal Kernal -> Api -> application

Components:

Shell (between user and os)
Kernal (between os and hardware)
System call, io management, memory management

Types:

- o Batch Payroll processing systems where salaries are calculated and processed in bulk at a scheduled time.
- Time Sharing Shared hosting services where multiple users run programs on the same server concurrently.
- o **Distributed** Google Drive, where data is stored and processed across multiple servers.
- o Network Email servers like Microsoft Exchange, allowing multiple users to send and receive emails over a network.
- o Real-time Air traffic control systems, where immediate response is critical for flight management.
- o Multiprogramming A banking system where ATMs handle multiple user transactions at the same time.
- o Multitasking A personal computer running a web browser, music player, and text editor simultaneously.

Multiprogramming vs multitasking

Context switching context switching and time sharing

Interrupt:

System call:(software triggers an interrupt)

- $\circ \quad \text{Process creation and management} \\$
- o Main memory management
- o File management
- o Ect..

BIOS -> video card, cpu , ram, keyboard, mouse.

And Load os

Drivers:

Monitor os send the instruction to GPU graphics processing unit send signals to the monitor Speaker audio driver (digital to analogue)
Printer printer driver

working

- o Translate Commands
- o Enable Compatibility
- o Optimize Performance
- o Handle Errors