

## Chapter 3

- Laser printer (9608 s20p13 Q2a)

- The drum is initially given an electrical (negative) charge
- The laser beam (bounces off moving mirror) scans back and forth and discharge all the point/area that does not includes the 'shapes' or 'text' (will be print out) of the drum
- (Only the area of the 'shapes' or 'texts' of) The drum is then coated with (positive) charged toner (鼓粉)
- The drum is rolled over a (negative) charged paper
- (All the positive charged toner of) The 'shape' or 'text' is transferred to the paper
- The paper passes through the fuser to seal the image
- All electric charged is removed from the drum

- 3D printer (9608 s20p11 Q2b.i)

- Object is designed using CAD (computer aided design) software
- The software split the object into slices
- The data about each slice is sent to the printer
- The solid plastic is melted and transferred to the nozzle
- A motor moves the nozzle into position
- The nozzle extrudes (挤出) the molten plastic
- This repeats (step 5 and 6) until the layer is complete
- A fan cools the layer
- This process (step 4 to 8) repeats for each layer

- Microphone (9618 w21p12 Q3a)

- Microphone has a diaphragm
- Incoming sound waves cause the vibration of the diaphragm
- Causing a coil to move past a magnet
- Electrical signal is produced

- Speaker (9608 w17p11 Q5a.ii)

- Takes an electrical signal and translate it into physical vibrations to create sound waves
- An electrical current in the coil create electric magnetic field
- Changes in audio signal (sent from computer) will cause changes in direction of the electrical current
- Changes in electrical current in the coil changes the direction of polarity of electro magnet
- Electro magnet is attached to a parament magnet
- The coil to vibrates
- Movement in the coil causes the diaphragm to vibrate
- Sound waves is produce and transmitted in air from the diaphragm

- Primary storage

- (main) Memory

- RAM (random access memory)
  - Purpose (9608 s20p11 Q2.b.ii, p13 Q2b)
    - Stores currently running parts of (something e.g. 3D printer, laser printer) software/program
    - Stores currently process (of something e.g. washing, printing)
    - Stores data about (e.g. washing machine, printer) such as (e.g. plastic level (for 3D printers), temperature (for washing machines))
  - Static RAM (SRAM) (9608 w19p13 Q1b.ii)
    - Often used as cache
    - Made from flip-flop
  - Dynamic RAM (DRAM) (9608 w19p13 Q1b.ii)
    - Requires refreshing (recharging)
  - Difference
    - SRAM is more expensive than DRAM
    - SRAM has faster access time than DRAM
    - SRAM has more complex circuitry than DRAM
    - DRAM has to be refreshed, SRAM does not required to refresh
    - DRAM often used in main memory, SRAM often used in cache memory
- ROM (read only memory)
  - Types of ROM
    - ROM (read only memory) 不能修改
    - PROM (programmable ROM) 只能修改一次
    - EPROM (Erasable PROM) 可以修改多次, 需要取出
    - EEPROM (electrically EPROM) 更方便修改多次, 不需要取出
  - Purpose
    - Stores start-up instructions (of something e.g. printer, washing machine)
    - Stores OS (of something e.g. printer, washing machine)
- Difference between RAM and ROM
  - RAM is in volatile (容易失去的) || ROM is non-volatile (不容易失去)
  - RAM can change regularly || ROM usually do not change
  - RAM is read/write || ROM is read only
- Secondary storage
  - Uses of secondary storage (9608 w17p11 Q5)
  - Purpose (9608 w19p12 Q6b.i)
    - To store files in long term
  - Hard disk drive (HDD) / Magnetic hard disk (9608 s21p12 Q8g)
  - How to use?
    - The disks has one or more platters made of aluminum or glass
    - The surface of the platters has ferrous oxide which can be magnetised
    - Platters are mounted (堆在) on a spindle
    - The platters are rotated at high speed
    - There are read-write heads mounted on an (actuator) arm above each surface of the platters

- Electronic circuits control the movement of the arm and then the heads
- The surface of the platters are divided into concentric tracks and sectors
- When writing the disks, a variation (变动) in the current through the head produces a variation in magnetic field on the disk
- When reading the disks, a variation in the magnetic field on the disk produces a variation in current through the head
- Advantage (9608 s18p13 Q7c)
  - Less expensive per unit of storage (compare to SSD)
    - Cost is low even if large amount of HDD is purchased
  - Larger storage capacity (上限)
    - To store video, sound, image file with large file size
  - Slower degradation (损坏) of data
    - So will last longer under heavy use
- Solid state drive (SSD)
- Definition
  - No moving parts
  - SSD state memory is volatile (容易失去) 寿命短
  - Make use of blocks of integrated circuits (集成电路)
- Advantage (9608 s18p13 Q7c)
  - No moving parts so no noise
  - Faster read and write speed (time)
  - Do not need to wait to load the (video, image, sound) file (for a long time)
- CD/DVD drive/writer
- Optical disk drive
- USB flash drive
- Buffer
- A temporary storage area
- External (removeable) secondary storage (9608 w17p11 Q5b)
  - Purpose
  - Additional secondary file storage
  - Backup of files
  - Transfer files to another computer
  - External HDD 注意这里有区别一般都是 internal HDD (9608 s17p12 Q2c.i)
  - External SSD 注意这里有区别一般都是 internal SSD (9608 s17p12 Q2c.i)
- Touchscreen
  - Resistive touchscreen (9608 s20p12 Q1a, 9608 s18p13m Q7a)
  - Resistive touchscreen has two charged layers/plates with a gap/air between the layers
  - When finger touches the screen, pressure causes the upper layer to touch the bottom layer, and completes a circuit
  - Point of contact is (created and) registered
  - Coordinates (horizontal and vertical position) of the point (of contact) is calculated
  - Capacitive touchscreen (9608 s18p13m Q7a)

- Capacitive touchscreen is made of materials that store electronic charge
  - When finger touches the screen, electronic charges transfer to the finger
  - Sensor at the screen corners detects the changes (in electronic charge)
  - Point of contact is registered
  - Coordinates (horizontal and vertical position) of the point (of contact) is calculated
- Virtual reality (VR) headset
    - An output device worn on the head that gives the user a 'virtual reality experience'
    - Used in gaming software to simulate od someone in world experience
    - VR will have stereo sound (立体声) , embedded head movement sensors, separate image projection for each eye
    - VR headset must respond very fast with rendered (渲染的) in respond to various input, the GPU (graphic process unit) is responsible for it
- Sensors
    - Temperature
    - Pressure
    - Infrared
    - Sound
- Logic gate (9618 s21p11/13 Q8, 9618 s21p12 Q3, 9618 w21p11/13 Q3)
    - OR
    - AND
    - NOT
    - NOR
    - NAND
    - XOR