

Serial Processing

EARLIEST COMPUTERS:

No operating system

- programmers interacted directly with the computer hardware

Computers ran from a console with display lights, toggle switches, some form of input device, and a printer

Users have access to the computer in “series”

PROBLEMS:

Scheduling:

- most installations used a hardcopy sign-up sheet to reserve computer time
 - time allocations could run short or long, resulting in wasted computer time
- Setup time
- a considerable amount of time was spent just on setting up the program to run