

# COMPUTER FUNDAMENTALS

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- Introduction to Computers
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# Introduction To Computers

- Definition:
  - Its an electronic Device that is used for information Processing.
  - Computer.. Latin word.. compute
  - Calculation Machine
- A computer system includes a computer, peripheral devices, and software

# Introduction To Computers

- Accepts input, processes data, stores data, and produces output
- *Input* refers to whatever is sent to a Computer system
- *Data* refers to the symbols that represent facts, objects, and ideas
- *Processing* is the way that a computer manipulates data
- A computer processes data in a device called the *central processing unit* (CPU)

# Introduction To Computers

- *Memory* is an area of a computer that holds data that is waiting to be processed, stored, or output
- *Storage* is the area where data can be left on a permanent basis
- Computer *output* is the result produced by the computer
- An output device displays, prints or transmits the results of processing

# Introduction To Computers

## Computer

Performs computations and makes logical decisions

Millions / billions times faster than human beings

## Computer programs

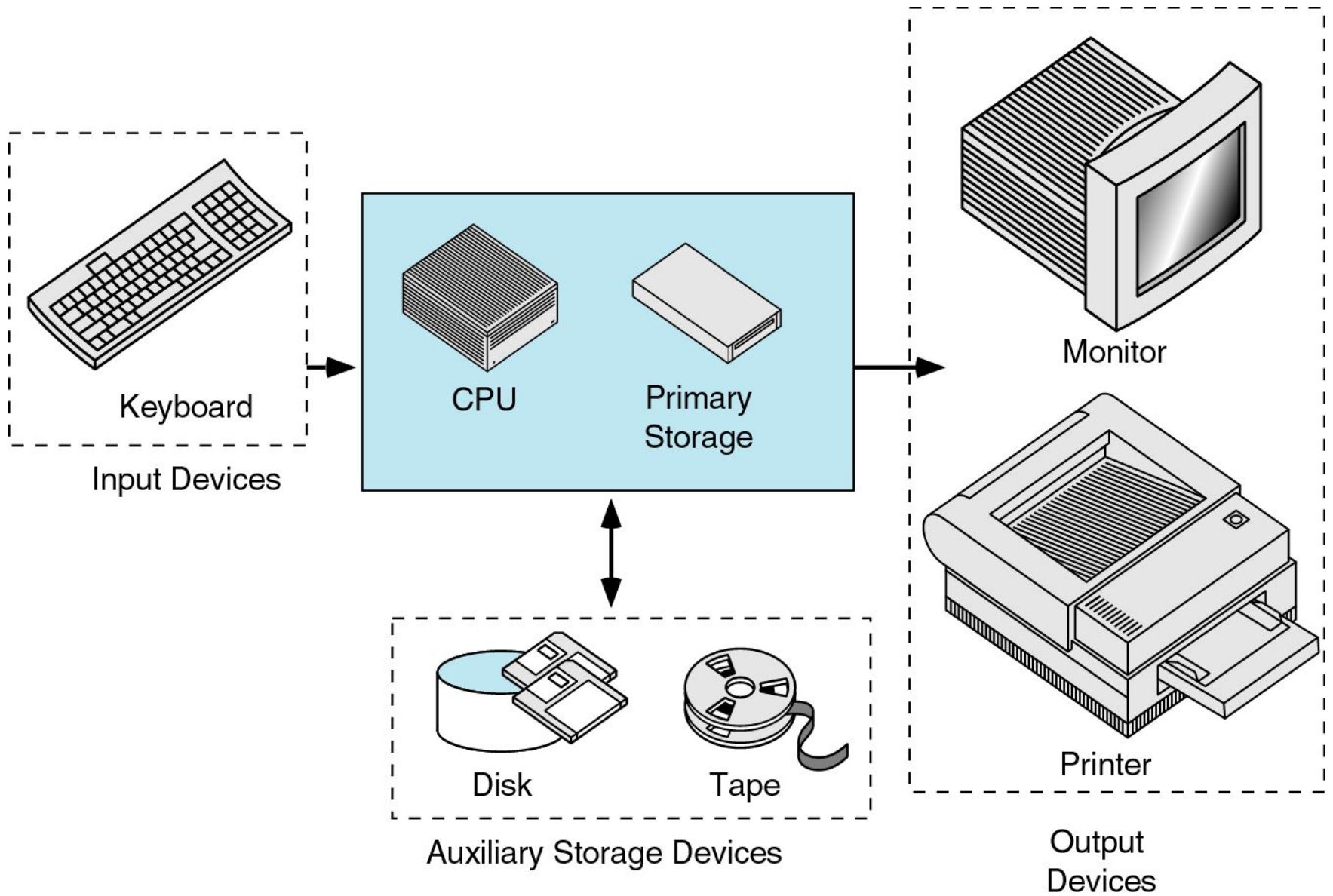
Sets of instructions for which computer processes data

## Hardware

Physical devices of computer system

## Software

Programs that run on computers



# Introduction To Computers

- Capabilities of Computers
  - Huge Data Storage
  - Input and Output
  - Processing



# Introduction To Computers

- Characteristics of Computers
  - High Processing Speed
  - Accuracy
  - Reliability
  - Versatility
  - Diligence

# Introduction To Computers

## History Of Computers

- Before the 1500s, in Europe, calculations were made with an **abacus**

Invented around 500BC, available in many cultures (China, Mesopotamia, Japan, Greece, Rome, etc.)

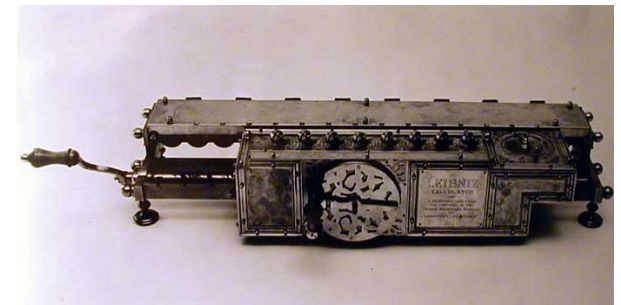


- In 1642, **Blaise Pascal** (French mathematician, physicist, philosopher) invented a mechanical calculator called the **Pascaline**

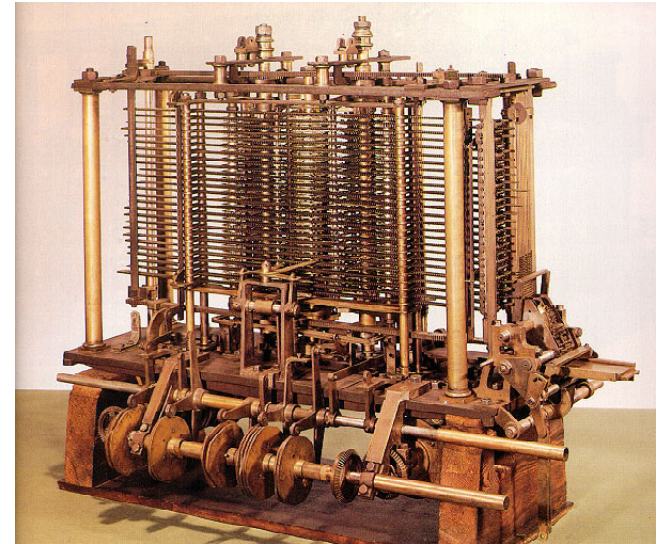
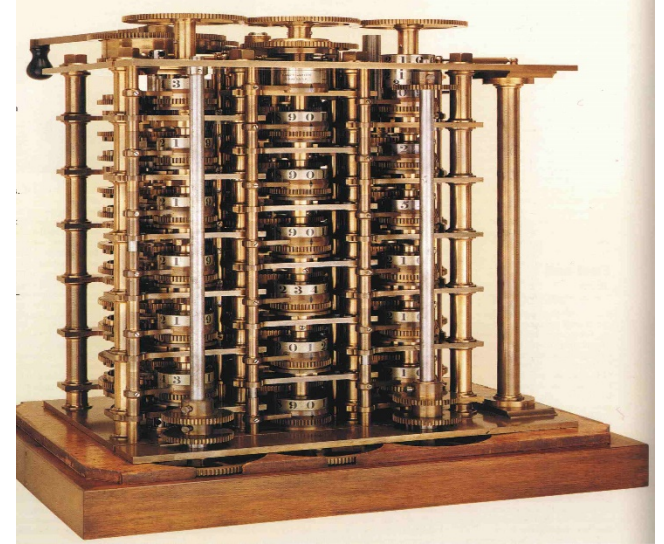


- In 1671, **Gottfried von Leibniz** (German mathematician, philosopher) extended the Pascaline to do multiplications, divisions, square roots: the **Stepped Reckoner**

None of these machines had memory, and they required human intervention at each step



- In 1822 **Charles Babbage** (English mathematician, philosopher), sometimes called the “father of computing” built the **Difference Engine**
- Machine designed to automate the computation (tabulation) of polynomial functions (which are known to be good approximations of many useful functions)
  - Based on the “method of finite difference”
  - Implements some storage
- In 1833 Babbage designed the **Analytical Engine**, but he died before he could build it
  - It was built after his death, powered by steam



# Introduction To Computers

## Generations of Computers

# Introduction To Computers

- Generation of Computers
  - First Generation (1946-59)
  - Second Generation(1957-64)
  - Third Generation(1965-70)
  - Fourth Generation(1970-90)
  - Fifth Generation(1990 till date)

# Introduction To Computers

Generation 0: Mechanical Calculators

Generation 1: Vacuum Tube Computers

Generation 2: Transistor Computers

Generation 3: Integrated Circuits

Generation 4: Microprocessors

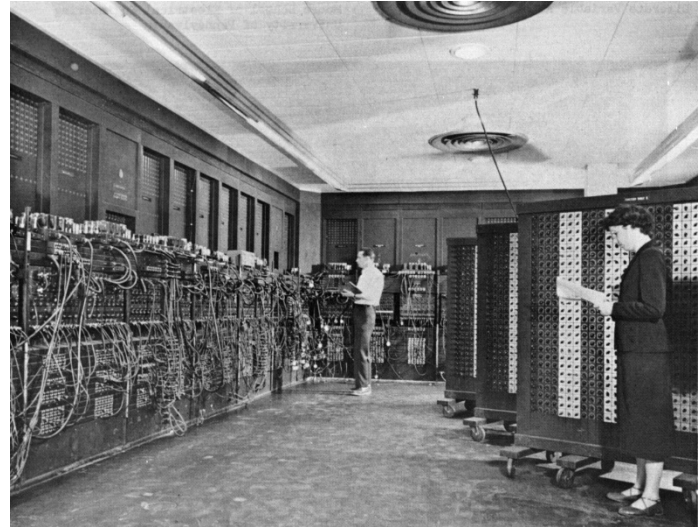
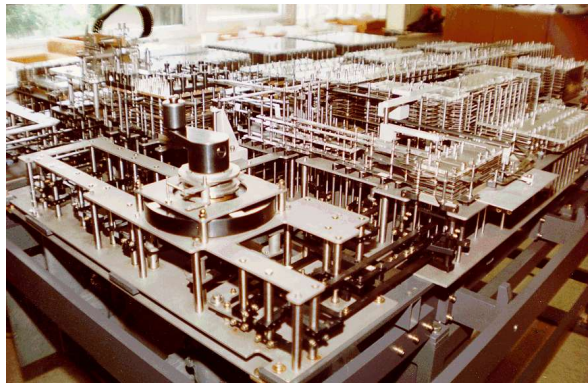
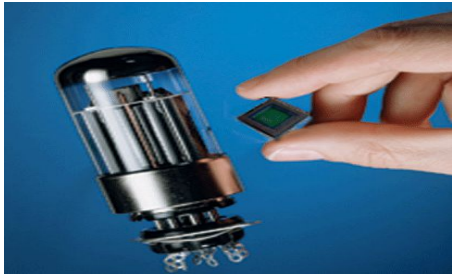
# Introduction To Computers

	<b>First Generation</b>	<b>Second Gen.</b>	<b>Third Gen.</b>	<b>Fourth Gen.</b>
<b>Technology</b>	Vacuum Tubes	Transistors	Integrated Circuits (multiple transistors)	Microchips (millions of transistors)
<b>Size</b>	Filled Whole Buildings	Filled half a room	Smaller	Tiny - Palm Pilot is as powerful as old building sized computer

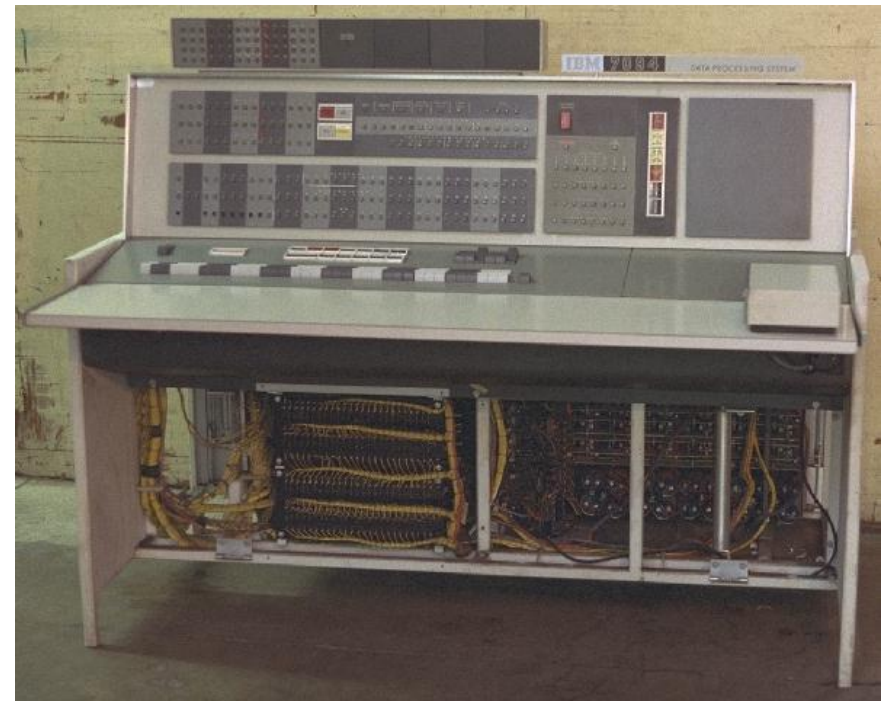


## Generation 1 : ENIAC

The ENIAC (Electronic Numerical Integrator and Computer) was unveiled in 1946: the first all-electronic, general-purpose digital computer



## Generation 2: IBM7094



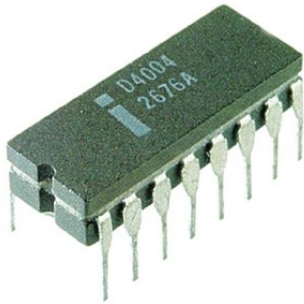
## Generation 3: Integrated Circuits



Seymour Cray created the Cray Research Corporation

Cray-1: \$8.8 million, 160 million instructions per seconds and 8 Mbytes of memory

## Generation 4: VLSI



### Microprocessors

Improvements to IC technology made it possible to integrate more and more transistors in a single chip

SSI (Small Scale Integration): 10-100

MSI (Medium Scale Integration):

100-1,000

LSI (Large Scale Integration):

1,000-10,000

VLSI (Very Large Scale Integration):

>10,000



## Generation 5?

The term “Generation 5” is used sometimes to refer to all more or less “sci fi” future developments

- Voice recognition

- Artificial intelligence

- Quantum computing

- Bio computing

- Nano technology

- Learning

- Natural languages



