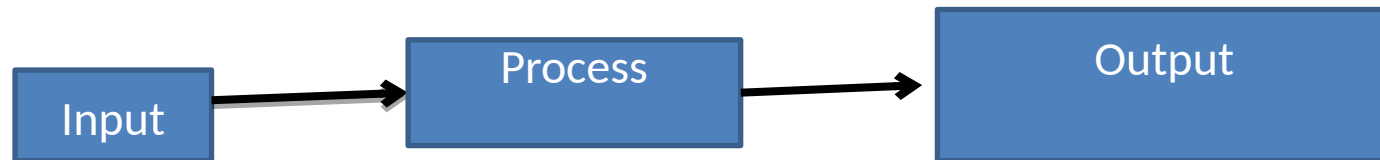
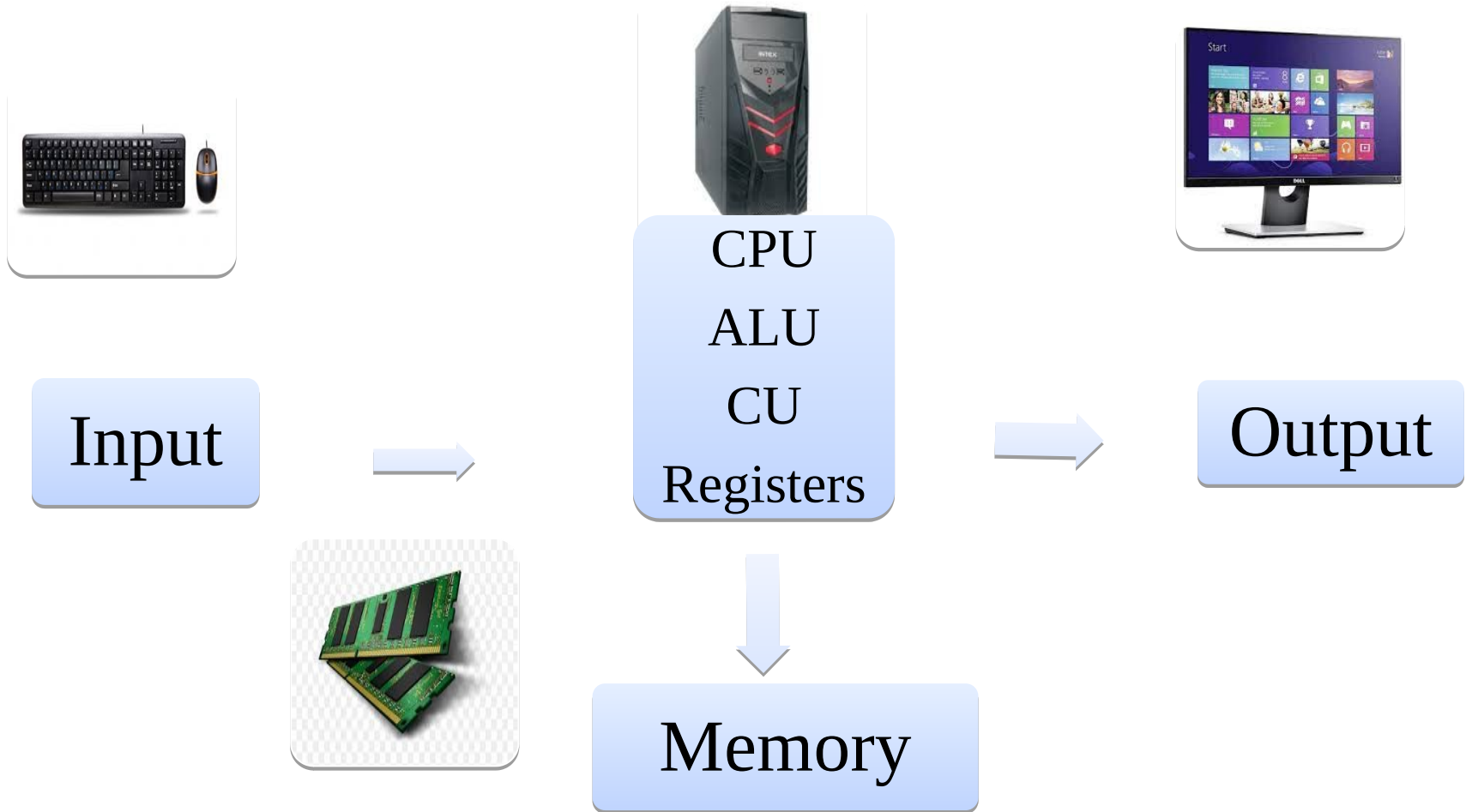


# Computer

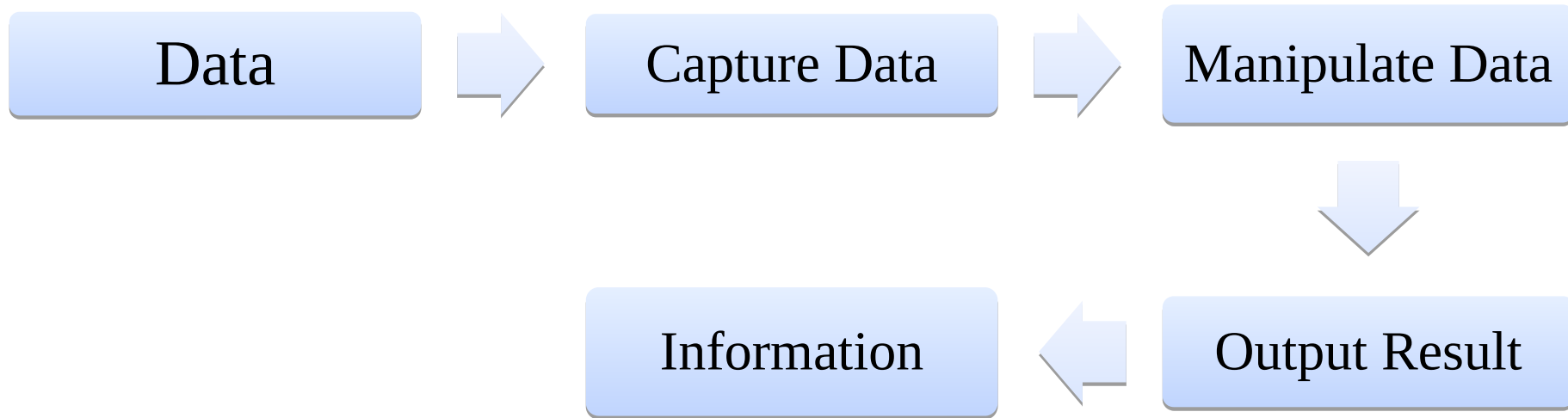
- ❖ **COMPUTER** stands for Common Operating Machine Purposely Used for Technological and Educational Research.
- ❖ A **computer** is a machine or device that performs processes, calculations and operations based on instructions provided by a software or hardware program. It has the ability to accept data (input), process it, and then produce outputs.



# Block diagram of computer

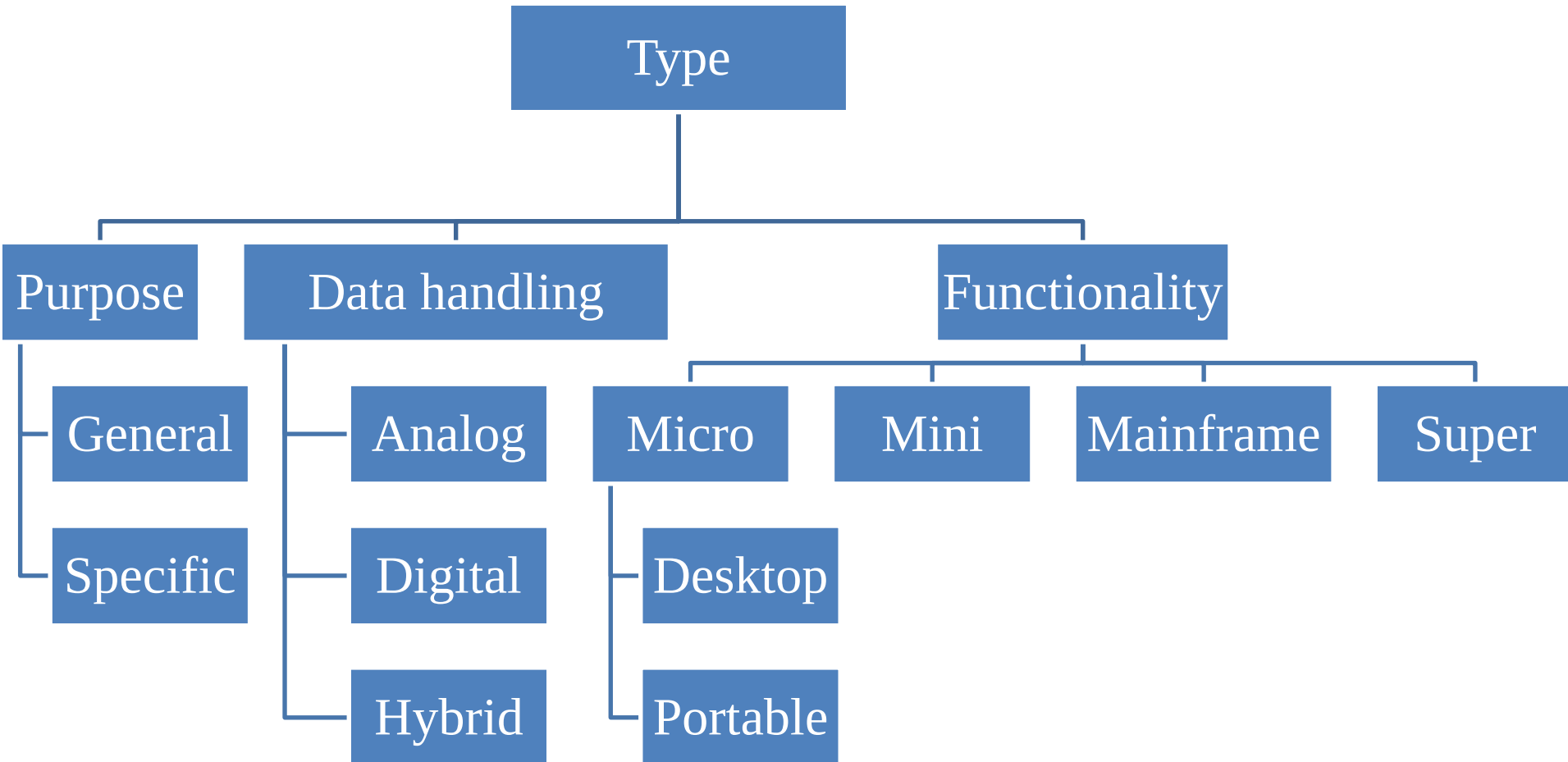


# Data Processing



Data is raw material used as input and information is processed data obtained as output of data processing

# Computer : Classification



# Generation of computer



First  
(Vacuum  
tubes)



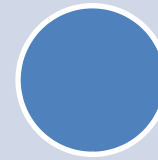
Second  
(Transistors)



Third  
(Integrated  
Circuits)



Fourth  
(Microprocess  
ors)



Fifth  
(Artificial  
Intelligence)



# 1<sup>st</sup> generation

- 1940-56
- Vacuum tube technology
- Computation time-milliseconds
- Size-very large
- Memory(temporary)-magnetic drums
- Input as punch cards & paper tapes
- Output as printouts
- Non portable
- Consumed & generate a lot of energy (so use AC)
- Eg-ENIAC & UNIVAC

## 2<sup>nd</sup> generation

- 1957 to 1963
- Transistors technology used
- Computation time-microseconds
- Size-compared to 1<sup>st</sup> gen. is small
- Support assembly(machine) language
- Primary(magnetic cores)& secondary(magnetic disk) memory
- Input as punch cards
- Output as printouts
- Eg-IBM 1620

## 3<sup>rd</sup> generation

- 1964 to 1971
- IC(integrated circuit)
- Computation times-nanoseconds
- Small size, portable,fast,costly
- Support high level language
- Input as keyboard
- Output as monitors
- Eg-IBM 360 series



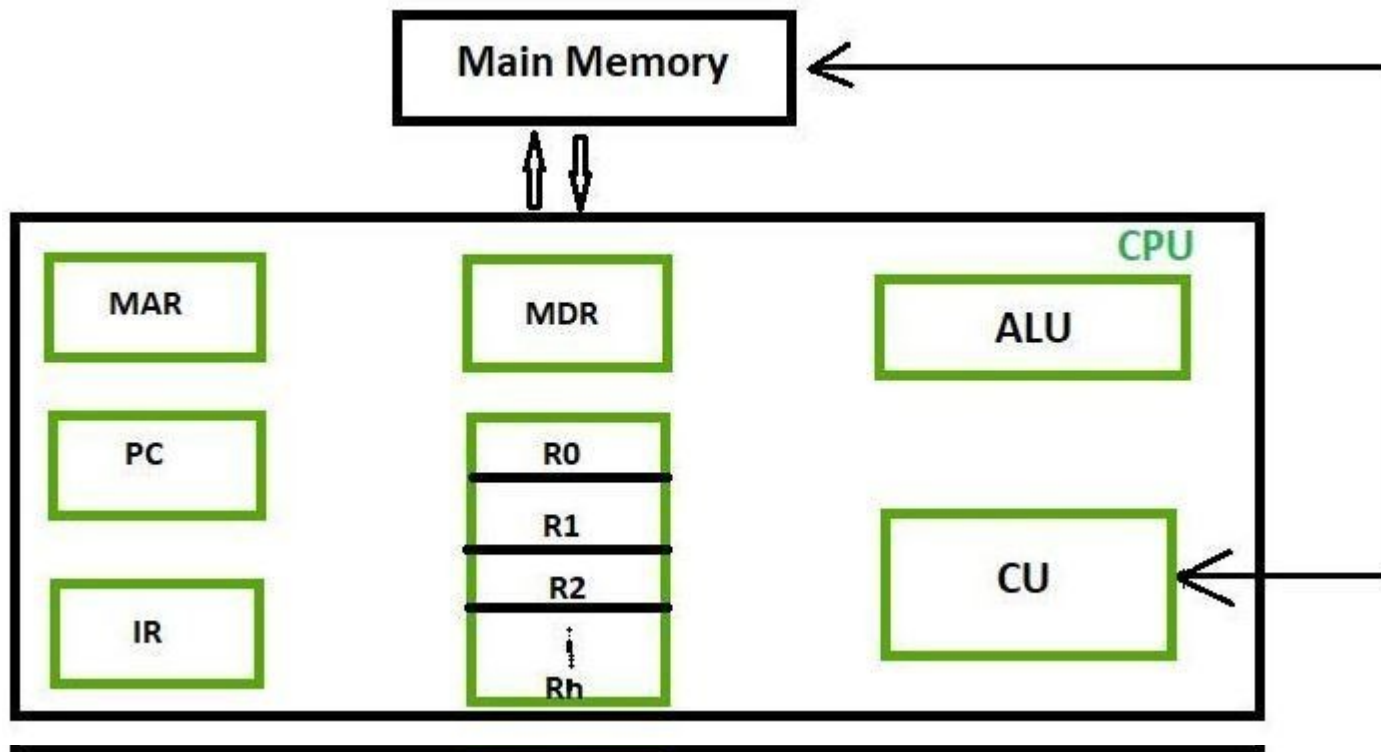
## 4<sup>th</sup> generations

- 1972 to present
- Microprocessor tech. used
- Cheaper, portable, reliable, small size, no AC
- Use internet
- Eg-CRAY 1

## 5<sup>th</sup> generations

- Present & beyond
- AI (artificial intelligence)
- Natural language processing
- Eg- desktop, laptop

# CPU registers



# Registers

- A group of flip flops which store a word
- General purpose register- hold & store frequently used data
- Program counter- is a set of instruction stored in memory
- Instruction register- hold instruction that currently being executed
- Memory data register(also knw as memory buffer register)-perform read & write both operation
- Memory address register- hold the address of current data



