

## **Q1) Explain the types of computers in detail.**

Computers are classified based on size, processing power, and application area.

### **1. Micro Computers**

- Smallest type
- Single-user system
- Portable or desktop
- Used for education, office work, entertainment

Example → PC, Laptop

### **2. Mini Computers**

- Multi-user system
- Supports multitasking
- Used in small businesses and organizations

### **3. Mainframe Computers**

- High performance machine
- Supports hundreds or thousands of users
- Used in banking, railway ticketing, telecom billing

Features → High input/output (I/O) speed and huge data handling

### **4. Super Computers**

- Most powerful and fastest computers
- Used in scientific research, nuclear simulation, weather prediction, space science

## **Q2) Explain functional units of computer with block diagram.**

A computer system performs input, processing, storage and output operations using major units.

### **1. Input Unit**

- Accepts data and instructions
- Converts user input into binary form

Examples: Keyboard, mouse, scanner

## **2. Output Unit**

- Displays processed results

Examples: Monitor, printer, speaker

## **3. Memory Unit**

Stores data temporarily and permanently

Two types:

- Primary (RAM, ROM)
- Secondary (HDD/SSD)

## **4. CPU – Central Processing Unit**

CPU is the brain of computer and contains:

### **Arithmetic Logic Unit (ALU)**

- Performs arithmetic operations (add, subtract)
- Performs logical comparisons (AND, OR, compare)

### **Control Unit (CU)**

- Fetches instructions
- Decodes and directs execution
- Controls all components

### **Block Diagram (draw in exam):**

INPUT → CPU (ALU + CU) → MEMORY → OUTPUT

## **Q3) Explain Bus Structure of Computer System.**

A **bus** is a group of wires used for communication between computer components.

There are three main types of buses:

### **1. Data Bus**

- Transfers actual data between CPU, memory and I/O devices
- Bi-directional

## **2. Address Bus**

- Used to identify memory locations
- Carries memory address
- Uni-directional

## **3. Control Bus**

- Carries control signals
- Manages read/write commands, timing and coordination

## **Importance of Bus**

- Enables smooth communication
- Directly affects system performance

## **Q4) Explain factors affecting computer performance.**

Computer performance depends on:

### **1. CPU Clock Speed**

Higher speed → faster execution

### **2. Memory Capacity**

More RAM → better performance

### **3. Cache Memory**

Fast memory between CPU and RAM

More cache → higher speed

### **4. Bus Speed and Width**

Wider & faster buses = faster communication

### **5. I/O System Performance**

Slow disk or network → overall performance decreases

### **6. Operating System & Software Efficiency**

Optimized OS and programs improve system speed

## **Q5) Explain Fixed-Point and Floating-Point Number Representation.**

Computers represent numbers in binary form.

### **Fixed-Point Representation**

- Used for **integer values**
- Decimal or binary point at fixed position
- Fast calculations

Example:

Binary 00011010 = Decimal 26

### **Floating-Point Representation**

- Used for **fractional/real values**
- Uses scientific notation

Format:

Number = Mantissa  $\times$  Base $^{\wedge}$ Exponent

Example:

$1.101 \times 2^3$

### **Difference Table**

<b>Fixed Point</b>	<b>Floating Point</b>
Integer only	Fractional numbers
Fast	slower
Limited range	wide range
Less storage	more storage

## **Q6) Explain Error Detection Codes with example.**

During data transmission, errors may occur.

Error detection codes help check whether data received is correct.

## **Parity Bit Method**

- A **parity bit** is added to maintain either:

→ Even parity (total 1s even)

→ Odd parity (total 1s odd)

Example:

Message = 1011

(no. of 1's = 3)

Even parity bit = 1

Result = **10111** (four 1s)

Used in memory checking, networking, communication.

## **Q7) Explain Basic Operational Concepts of Computer.**

Computers follow a systematic working:

1. **Input** — data entered
2. **Processing** — executed by CPU
3. **Output** — results displayed
4. **Storage** — output saved for future use

This complete sequence is **IPO cycle**.

## **Q8) Explain Data Representation inside computer.**

Computers represent data using binary code.

Binary used to store:

- ✓ characters (ASCII, Unicode)
- ✓ numbers
- ✓ symbols

Example:

Character ‘A’ = 65 decimal = 01000001 binary

**Q9) Explain Multiprocessor & Multi computer.**

✓ **Multiprocessor System:**

Single computer with multiple CPUs

- Faster execution
- Parallel processing

✓ **Multi computer System:**

Multiple computers connected together

- Distributed computing
- Used in networks and cloud systems

**Q10) Explain Floating-Point Representation with diagrammatic explanation.**

Floating point format consists of 3 parts:

Sign Bit | Exponent | Mantissa

Example:  $+1.101 \times 2^3$

This increases number range and precision.

**Unit-2 Short Answers (2–3 Marks)**

Full form of CPU → Central Processing Unit

What is ALU? → Arithmetic Logic Unit

What is Control Unit? → Unit that controls execution

What is bus? → Data transmission path

What is parity bit? → Bit added to detect error

**Unit-2 MCQ Quick Answers**

Which bus carries data? → Data bus

Fastest computer type? → Supercomputer

CPU consists of? → ALU + Control Unit

ASCII represents? → Characters