Memory

- All data in computers is stored as ones and zeros, known as "binary"
- Computer interprets binary in different ways depending on current state
  - For example, "1000001" can be converted to decimal to get 65
  - But 65 is also the ASCII character code for "A"
- We can store zeros and ones using stateful circuits that change depending on their inputs (they "flip" between holding one value or another)
- Term for a piece of data that is either 0 or 1: "bit"

Flip-flops

- Flip-flops are one of many ways of storing a single bit
- Use the concept of feedback to maintain state