RAM

- RAM: Random Access Memory

- Means that the amount of time it takes to access a piece of memory in the device is roughly the same regardless of where it is stored

- Think of this as a simple function:

  - **getData(address) → data**

  - Returns data given a memory "address" that dictates where in RAM to look

Registers

- Another common type of memory unit: register

- Used in CPU (which we will see later) to store and modify pieces of data

- CPU has many registers, which are stored in a "register file" (similar to RAM storing many memory units)

  - Note that "many" registers could be as few as 32 for e.g. a 32-bit MIPS CPU, but "many" memory units in RAM could refer to thousands, millions, or billions