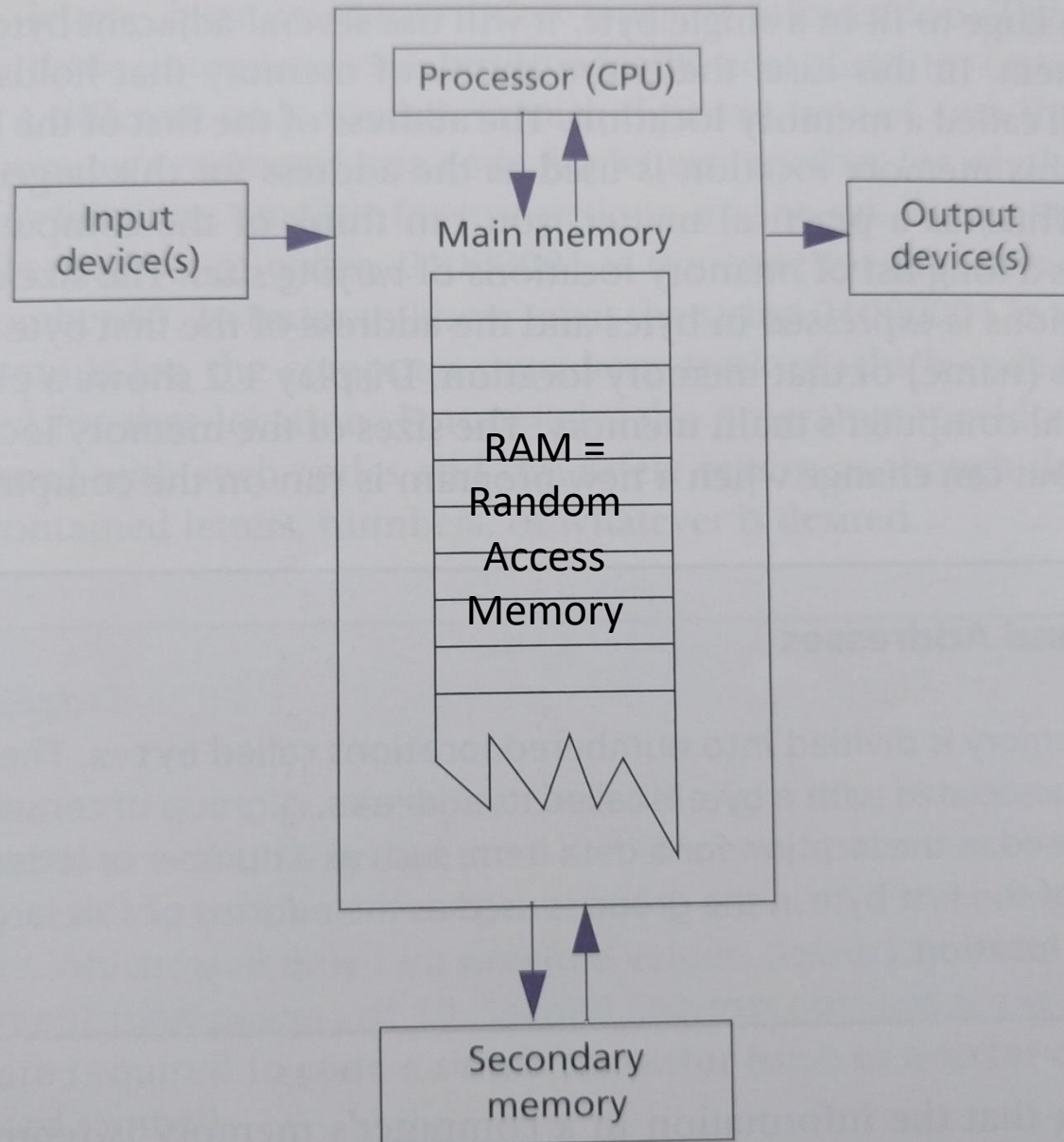


DISPLAY 1.1 Main Components of a Computer



Guts of Computer

- Transistors. Can be *charged*, or *uncharged* – i.e., they are either ON or OFF
- Everything therefore runs on binary “bit”. Charge represents number, either 0 or 1.
- All math is done in base 2 (binary), rather than the base 10 we are used to.
- 8 bits in byte.

Binary Numbers

We are used to base 10:

1000s

0

100s

1

10s

3

1s

9

In base 2:

128s

1

64s

0

32s

0

16s

0

8s

1

4s

0

2s

1

1s

1

RAM

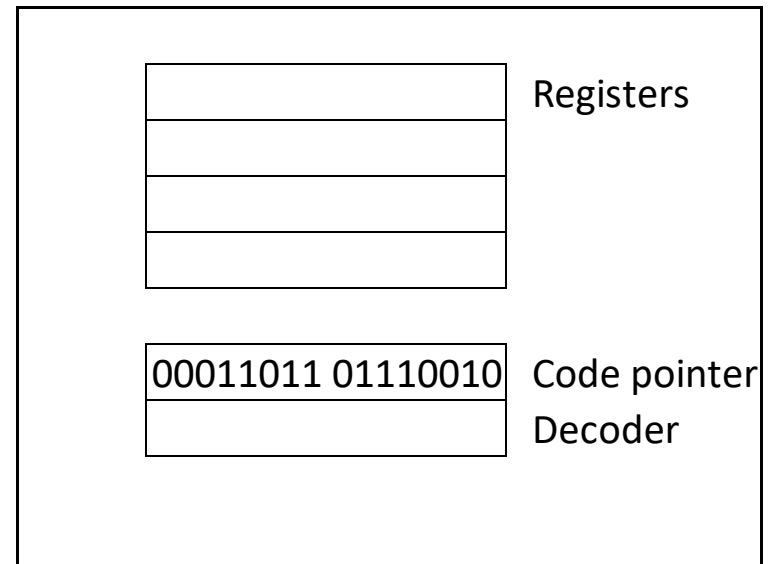
Address Content Meaning

7042	.
7041	.
7040	.
7039	.
7038	01100100
7037	01101001
7036	01110110
7035	01100001
7034	01000100
7033	11010100
7032	00000101
7031	.
7030	.
7029	.
7028	.
7027	00000111
7026	11101011
7025	.
7024	.
7023	.



Contents of RAM can represent characters, numbers, instructions, colors, other things.

CPU

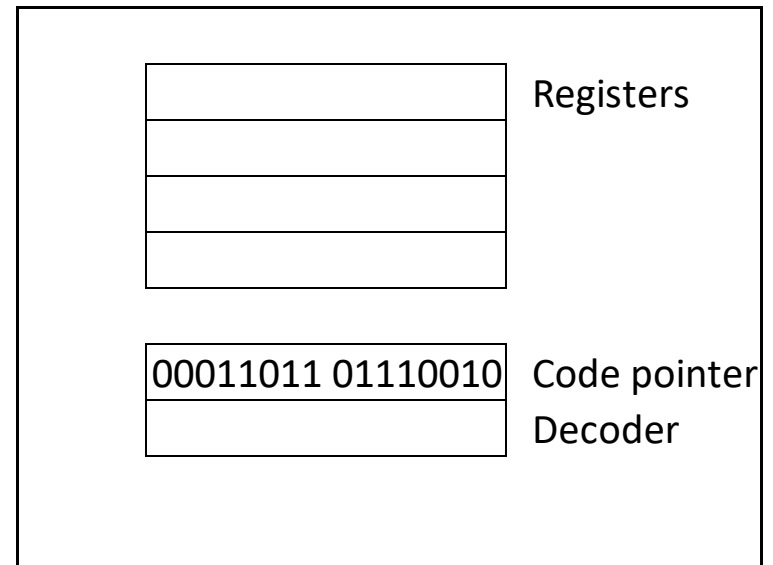


RAM

	Address	Content	Meaning
Data segment	7042	.	
	7041	.	
	7040	.	
	7039	.	
	7038	01100100	d
	7037	01101001	i
	7036	01110110	v
	7035	01100001	a
	7034	01000100	D
	7033	11010100	1492
	7032	00000101	
	7031	.	
	7030	.	
Code segment	7029	.	
	7028	.	
	7027	00000111	7
	7026	11101011	JMP
	7025	.	
	7024	.	
	7023	.	

Compiler determines the intent of your program and places things in correct order into **segments** of RAM

CPU

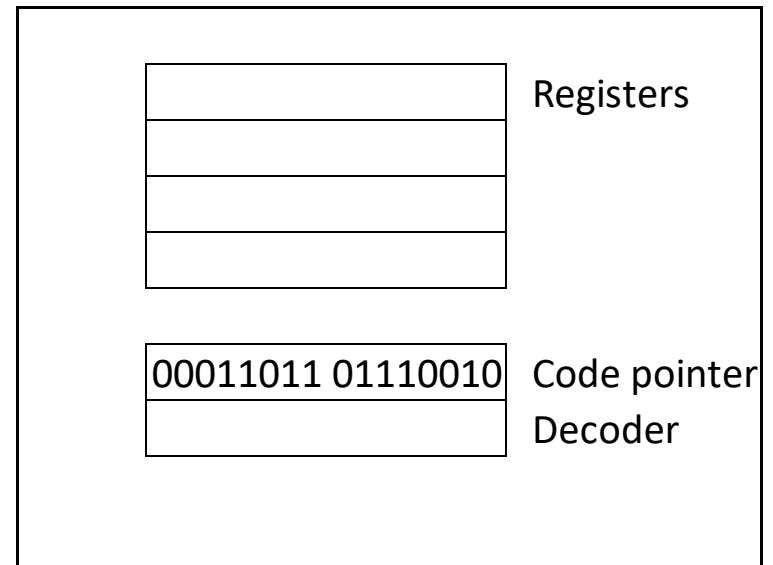


RAM

	Address	Content	Meaning
Data segment	7042	.	
	7041	.	
	7040	.	
	7039	.	
	7038	01100100	d
	7037	01101001	i
	7036	01110110	v
	7035	01100001	a
	7034	01000100	D
	7033	11010100	1492
	7032	00000101	
	7031	.	
	7030	.	
Code segment	7029	.	
	7028	.	
	7027	00000111	7
	7026	11101011	JMP
	7025	.	
	7024	.	
	7023	.	

CPU (central processing unit) interacts with RAM to execute your program.
Math is done in **registers** in the CPU

CPU



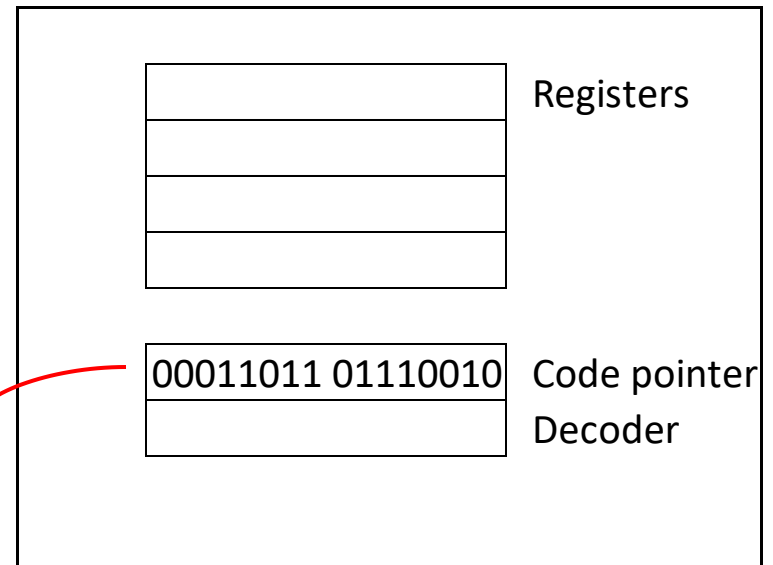
RAM

Address Content Meaning

Data segment	7042	.	
	7041	.	
	7040	.	
	7039	.	
	7038	01100100	d
	7037	01101001	i
	7036	01110110	v
	7035	01100001	a
	7034	01000100	D
	7033	11010100	1492
	7032	00000101	
Code segment	7031	.	
	7030	.	
	7029	.	
	7028	.	
	7027	00000111	7
	7026	11101011	JMP
	7025	.	
	7024	.	
	7023	.	

CPU does “**fetch – execute**” task. Has pointer that always points at next instruction to fetch.

CPU



RAM

Address Content Meaning

Data
segment

7042	.
7041	.
7040	.
7039	.
7038	01100100
7037	01101001
7036	01110110
7035	01100001
7034	01000100
7033	11010100
7032	00000101
7031	.
7030	.

Code
segment

7029	.
7028	.
7027	00000111
7026	11101011
7025	.
7024	.
7023	.

d

i

v

a

D

1492

7

JMP

CPU fetches instruction,
places in decoder, and
advances pointer beyond
that instruction.

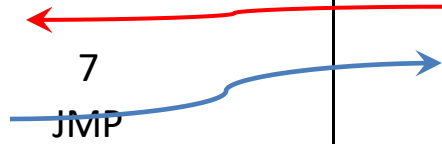
CPU

Registers

0001101101110100
1110101100000111

Code pointer

Decoder



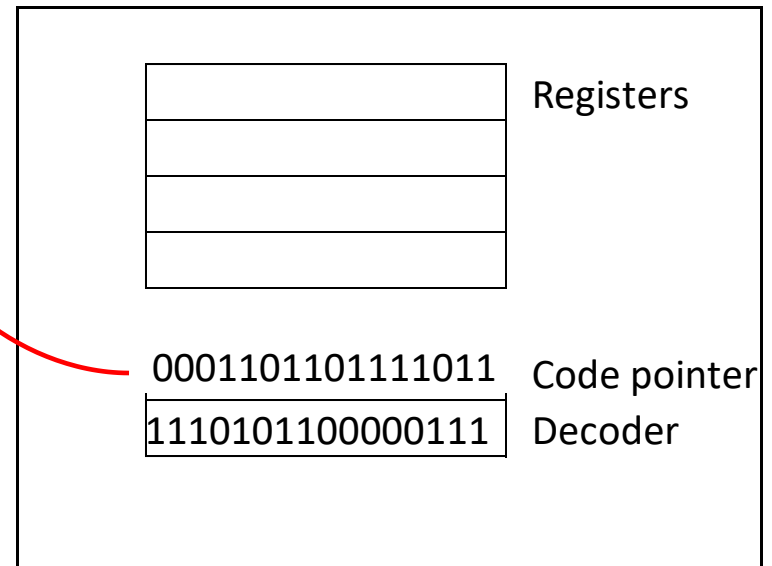
RAM

Address Content Meaning

Data segment	7042	.	
	7041	.	
	7040	.	
	7039	.	
	7038	01100100	d
	7037	01101001	i
	7036	01110110	v
	7035	01100001	a
	7034	01000100	D
	7033	11010100	1492
	7032	00000101	
	7031	.	
	7030	.	
Code segment	7029	.	
	7028	.	
	7027	00000111	7
	7026	11101011	JMP
	7025	.	
	7024	.	
	7023	.	

CPU then executes instruction, which in this case is “JMP 7”, moving the pointer ahead by 7 before next fetch.

CPU



RAM

Address Content Meaning

7042	.	
7041	.	
7040	.	
7039	.	
7038	01100100	d
7037	01101001	i
7036	01110110	v
7035	01100001	a
7034	01000100	D
7033	11010100	1492
7032	00000101	
7031	.	
7030	.	
7029	.	
7028	.	
7027	00000111	7
7026	11101011	JMP
7025	.	
7024	.	
7023	.	

CPU about to fetch the letter “a” and execute it!

BUG!!

CPU

