**01. Computer architecture refers to those attributes of a system visible to a programmer.**

**02. Computer organization refers to the operational units and their interconnections that realize the architectural specifications.**

**03. Control signals, interfaces between the computer and peripherals, and the memory technology used are all examples of organization attributes.**

**04. The instruction set, the number of bits used to represent various data types, I/O mechanisms and techniques for addressing memory are all examples of architecture attributes.**

**05. The System/370 architecture is the architecture of IBM’s mainframe product line**.

**06. Structure is the way in which the components are interrelated.**

**07. Function is the operation of each individual component as part of the structure.**

**08. The basic functions that a computer can perform are: data processing, data movement, control, and data storage.**

**09. When data are received from or delivered to a device that is directly connected to the computer, the process is known as input-output.**

**10. The four main structural components of the computer are: main memory, I/O, system interconnection, and Central processing unit (CPU).**

**11. Often referred to as processor the CPU controls the operation of the computer and performs its data processing functions.**

**12. A common example of system interconnection is by means of a system bus, consisting of a number of conducting wires to which all the other components attach**

**13. The major structural components of the CPU are: control unit, register, CPU interconnection, and Arithmetic and logic unit (ALU).**

**14. The Control unit controls the operation of the CPU and hence the computer.**