***Plan***

1. History of CS
   1. Origin of Computer
   2. Alan Turing
   3. Turing Machines
      1. Describing Turing machines
      2. What can be computed
      3. What cannot be computed
         1. Busy Beaver
         2. Halting Problem
2. Computer Architecture
   1. System Design//hardware
   2. Microarchitecture//organization data paths and processing
   3. Instruction Set Architecture//machine language. The Gist of it: Registers
      1. Actual instructions provided by the processor(only follows commands, does not read the program)
         1. Data movement
         2. Transfer control//loop, conditional control
         3. Arithmetical/logical
         4. I/O
      2. Fetch-Execute cycle
3. Peripherals
   1. Virtual Reality
      1. VR Gear
         1. VR Glasses
         2. Head Mounted Display
      2. 3D internet
      3. What to expect in the future