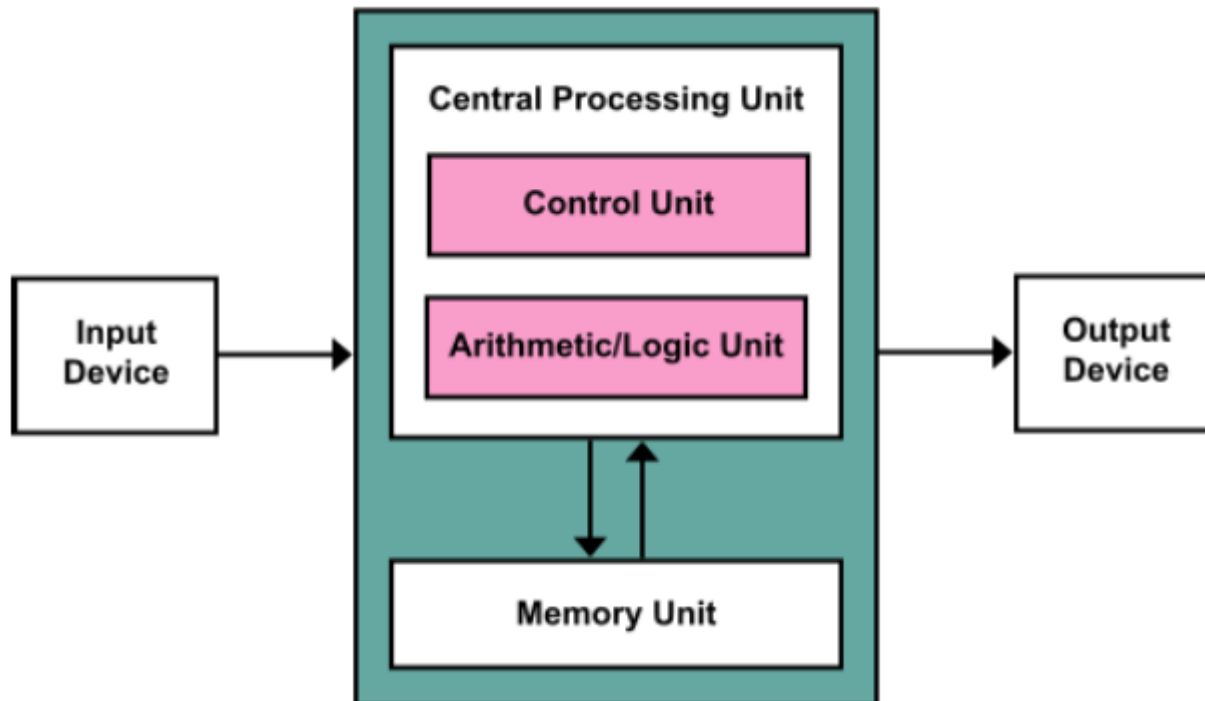


COMPUTER ORGANIZATION

Malik Adnan Jaleel

Von Neumann Architecture

- **The Von Neumann architecture (1945) describes a design architecture for an electronic digital computer**



Ref:https://en.wikipedia.org/wiki/Von_Neumann_architecture

Von Neumann Architecture

- **The computer architecture is problem-independent**
- **Universal Computer has the following components:**
- **Arithmetic Logical Unit, Control Unit, Memory, Input Unit, Output Unit**
- **Program and data both reside in memory**
- **Each memory location has an address, through which its contents can be accessed**
 - ▣ **In general, program commands are stored in consecutive memory locations**
- **Data comes through Input, the CPU processes the data based on a program which is in Memory, and the result is either returned to Memory or is presented to the user as Output**

Input Unit

- **An input unit of a computer perform the following functions**
 - ▣ **It accepts (or reads) instructions and data from outside world**
 - ▣ **It converts these instructions and data in computer acceptable form**
 - ▣ **It supplies the converted instructions and data to the computer for further processing**

Examples:

- ▣ **Keyboard – Mouse – Stylus - Game controller –
Microphone - Touch screens - Touch sensitive pad -
Biometric device - Card reader - Barcode reader – Scanner
- Webcam**

Output Unit

- **An output unit of a computer performs the following functions**
 - ▣ **It accepts the results produced by the computer, which are in coded form and hence, cannot be easily understood by us**
 - ▣ **It converts these coded results to human acceptable (readable) form**
 - ▣ **It supplies the converted results to outside world**

Examples:

- **Monitors - LCD/LEDs - Touch screens – Printer – Speakers – Headphones – Projector - Force feedback controllers - Interactive whiteboards**

Storage Unit

- **A storage unit of a computer holds (or stores) the following**
 - ▣ **Data and instructions required for processing (received from input devices)**
 - ▣ **Intermediate results for processing**
 - ▣ **Final results of processing, before they are released to an output device**

There are two types of storage

- ▣ **Primary storage**
- ▣ **Secondary storage**

Storage Unit

Primary Storage

- ▣ **Also called RAM (Random Access Memory)**
- ▣ **Used to hold running program instructions, data and intermediate results**
- ▣ **Fast in operation**
- ▣ **Small capacity**
- ▣ **Expensive**
- ▣ **Volatile (loses data on power dissipation)**

Storage Unit

Secondary Storage

- ▣ Also called ROM (Read Only Memory)
- ▣ Used to hold stored program instructions and data
- ▣ Slower than primary storage
- ▣ Large capacity
- ▣ Lot cheaper than primary storage
- ▣ Retains data even without power
- ▣ Secondary Storage Devices
 - ▣ Magnetic Tape
 - ▣ Magnetic Disk
 - ▣ Optical Disk
 - ▣ Flash Drive and Memory Cards

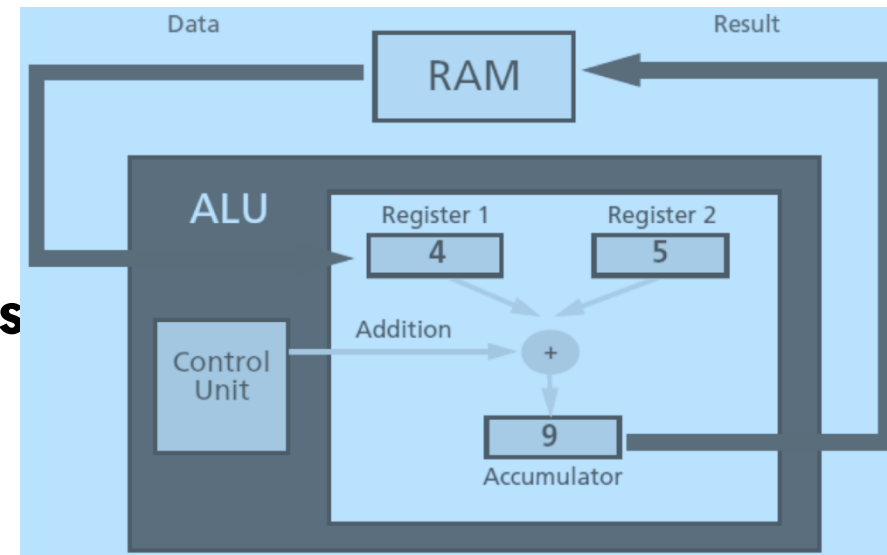
Central Processing Unit

- **CPU or Central Processing Unit is the brain of the computer**
 - ▣ **Made of silicon and copper**
 - ▣ **Carries out instructions from the program**
- **CPU itself consists of**
 - ▣ **Arithmetic and Logic Unit (ALU), Control Unit (CU), Registers**
- **Arithmetic & Logic Unit is the place where the actual executions of instructions takes place**
- **Control Unit manages and coordinates the operations of all other components of the computer**
- **Registers are devices that hold data inside the computer's memory long enough to execute a particular function, such as indexing, calculating, sorting or otherwise manipulating data**
 - ▣ **They are the CPU's own internal memory**
 - ▣ **It stores location from where instruction was fetched**

CPU Instruction Cycle

The CPU instruction cycle (machine cycle) has four steps

- 1. Fetch - Retrieve an instruction from the memory**
- 2. Decode - Translate the retrieved instruction into a series of computer commands**
- 3. Execute - Execute the computer commands**
- 4. Store - Send and write the results back in memory**



Parts of a Computer System

□ **Hardware**

- ▣ **Mechanical devices in the computer**
- ▣ **Anything that can be touched (tangible)**

□ **Software**

- ▣ **Series of instructions that tell the computer what to do, also called a program**
- ▣ **Thousands of programs exist (intangible)**

Computer Hardware

- **Motherboard**
 - ▣ **Main circuit board in a system unit, also called system board**
 - ▣ **It holds and allows communication between many of the crucial electronic components of a system, such as the central processing unit (CPU) and memory**
 - ▣ **It also provides connectors for other peripherals (adapter cards, processor chips, and memory chips)**



Computer Hardware

Adapter card

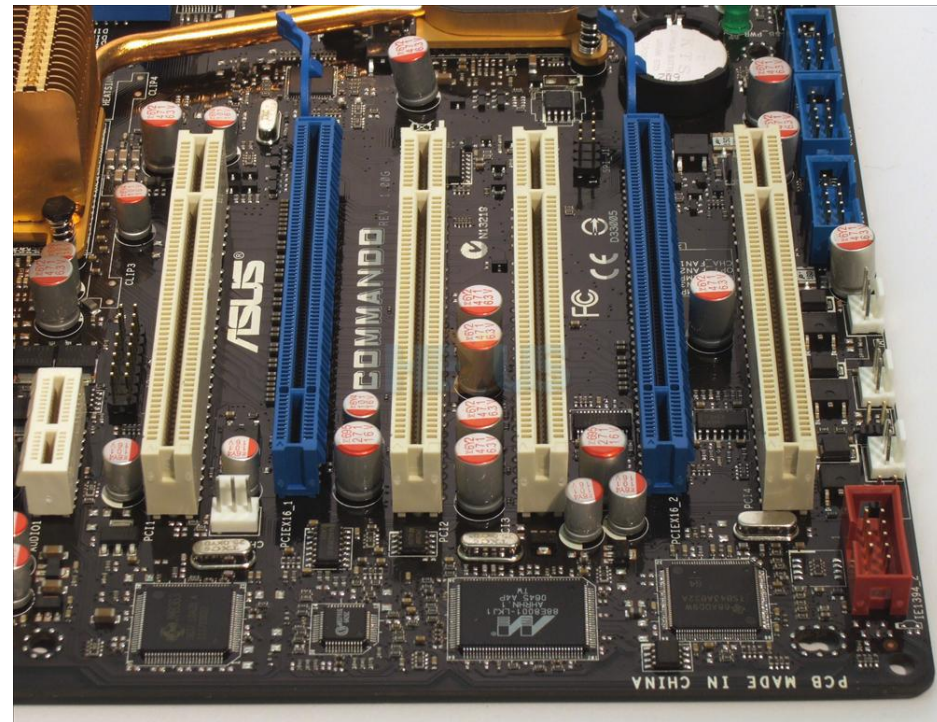
- ▣ Also called an expansion card or accessory card
- ▣ Enhances the functionality to a computer system or provides connections to external devices



Computer Hardware

Expansion slot

- ▣ Also called expansion port is an opening, or socket, on the motherboard where an expansion card can be inserted
- ▣ With Plug and Play, the computer automatically configures cards and other devices as you install them



Computer Hardware

Bus

- ▣ **Channel (wire) that allows devices inside computer to communicate with each other (system bus connects processor and RAM)**
- ▣ **Bus width determines number of bits transmitted at one time**
- ▣ **Word size is the number of bits processor can interpret and execute at a given time**



Computer Hardware

Ports and Connectors

- **Port connects external devices to system unit**
- **Connector joins cable to peripheral**
- **Both male and female ports**
- **Serial port**
 - ▣ **Transmits one bit of data at a time, one after the other**
 - ▣ **Connects slow-speed devices, such as mouse, keyboard**
- **Parallel port**
 - ▣ **Can transfer more than one bit at a time**
 - ▣ **Connects devices such as a printer**

Computer Hardware

USB port

- **USB (Universal Serial Bus) port is the most common port you find on a computer**
- **Used for data transfer between devices, attaching and charging peripherals and can connect up to 127 different peripherals together with a single connector type**

Video: Dissecting a computer:

<https://www.youtube.com/watch?v=4GMCghYExZM>

Ref: <http://www.insidemylaptop.com>

Computer Software

- **Software runs the machine (computer)**
 - ▣ **Tells the computer what to do**
 - ▣ **It is the main reason people purchase computers**
- **There are two types of software available**
 - ▣ **System software**
 - ▣ **Application software**

Computer Software

□ System Software

- ▣ A set of programs that control the operations of the computer
- ▣ Serves as the interface between the user, the application software, and the computer's hardware
- ▣ It is the most important software, a bridge between user and machine
- ▣ Also called the Operating System
- ▣ Windows 10, Ubuntu, MacOS

□ Application software

- ▣ Most common type of software that is designed to accomplish a specific task
- ▣ Software that makes users more productive
- ▣ Covers most common uses of computers
- ▣ MS Word, Windows Media Player, Internet Explorer

Computer Software

Software Distribution Methods

- ❑ **Packaged software, mass-produced by large organizations**
- ❑ **Custom software, performs functions specific to a business or industry**
- ❑ **Open source software, provided for use, modification, and redistribution**
- ❑ **Shareware, distributed free for trial period**
- ❑ **Freeware, copyrighted software provided at no cost**
- ❑ **Public-domain software, freeware with no copyright restrictions**

Computer Software

Types of Software

□ Business software

- Software that assists people in becoming more effective and efficient
- Examples of business software are;
- Microsoft Word, Microsoft Access, Oracle, Microsoft Project, QuickBooks, Peachtree, SAP

□ Word processing software

- Allows users to create and manipulate text and graphics
- What is spreadsheet software?
- Organizes data
- Performs calculations and recalculates when data changes

Computer Software

Types of Software

□ Database software

- ▣ Allows you to create and manage data
- ▣ Add, change, delete, sort, and retrieve data

□ Presentation/graphics software

- ▣ Used to create visual aids for presentations
- ▣ A presentation is sometimes called a slide show

□ Project management software

- ▣ Allows you to plan, schedule, track, and analyze the events, resources, and costs of a project

Computer Software

Types of Software

□ **Accounting software**

- ▣ **Helps companies record and report their financial transactions**
- ▣ **Enterprise computing software**
- ▣ **Large organizations require special computing solutions**
- ▣ **Each functional unit has specialized software requirements**