

# COMPUTING COMPONENTS

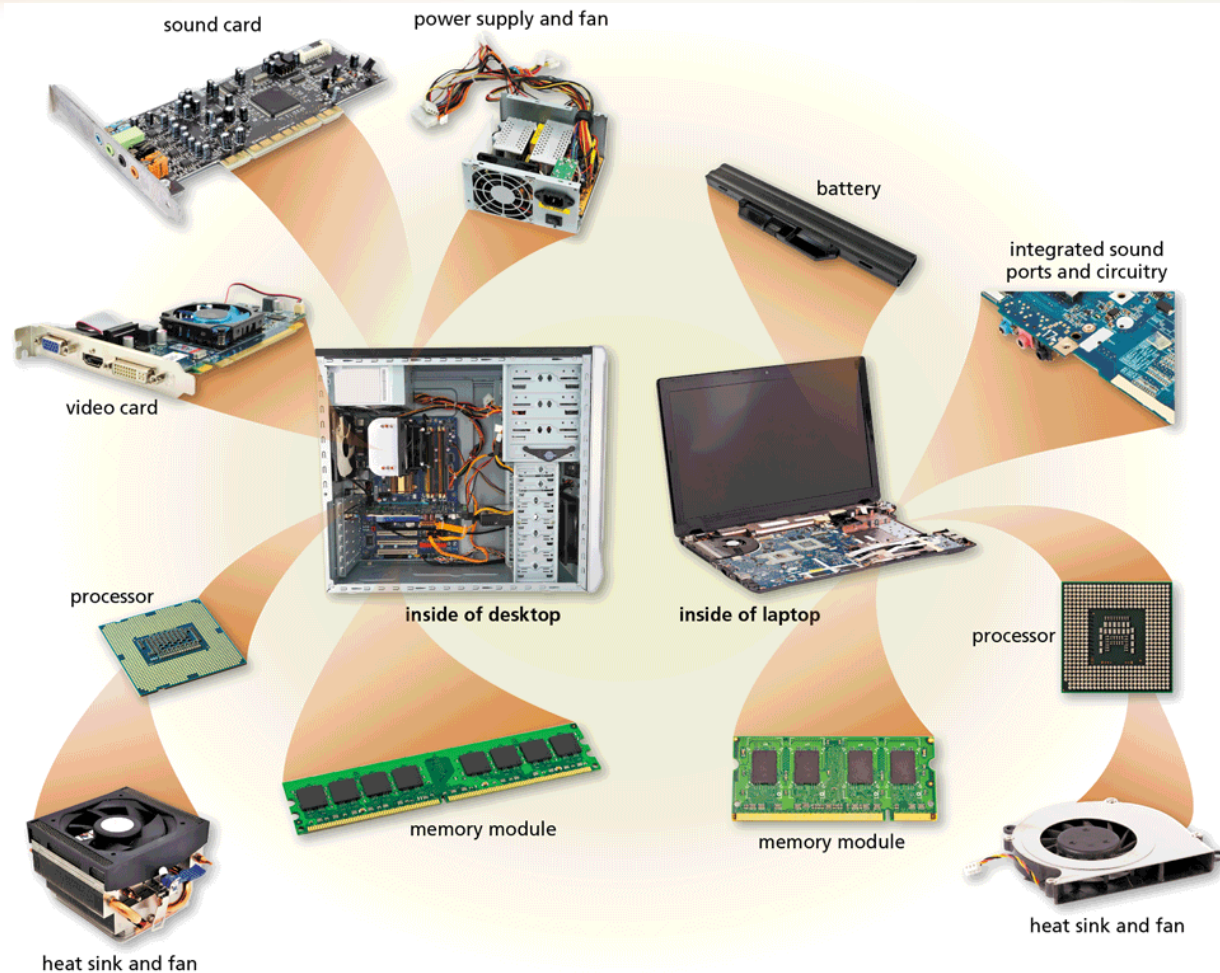
Malik Adnan Jaleel

# Inside the Case

- The case contains and protects the electronics of the computer or mobile device from damage

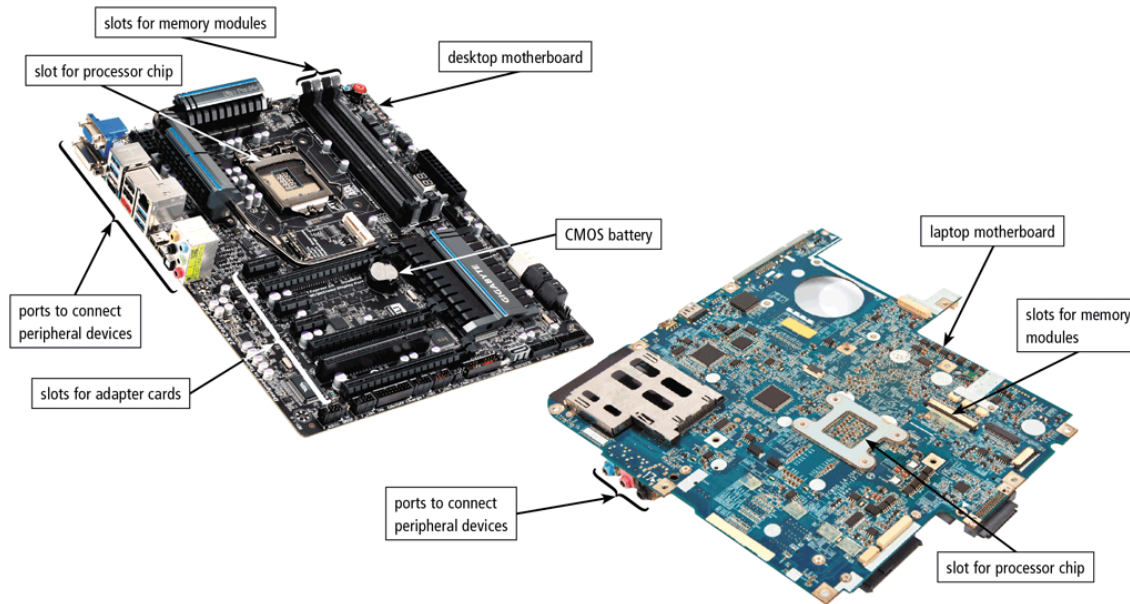


# Inside the Case



# Inside the Case

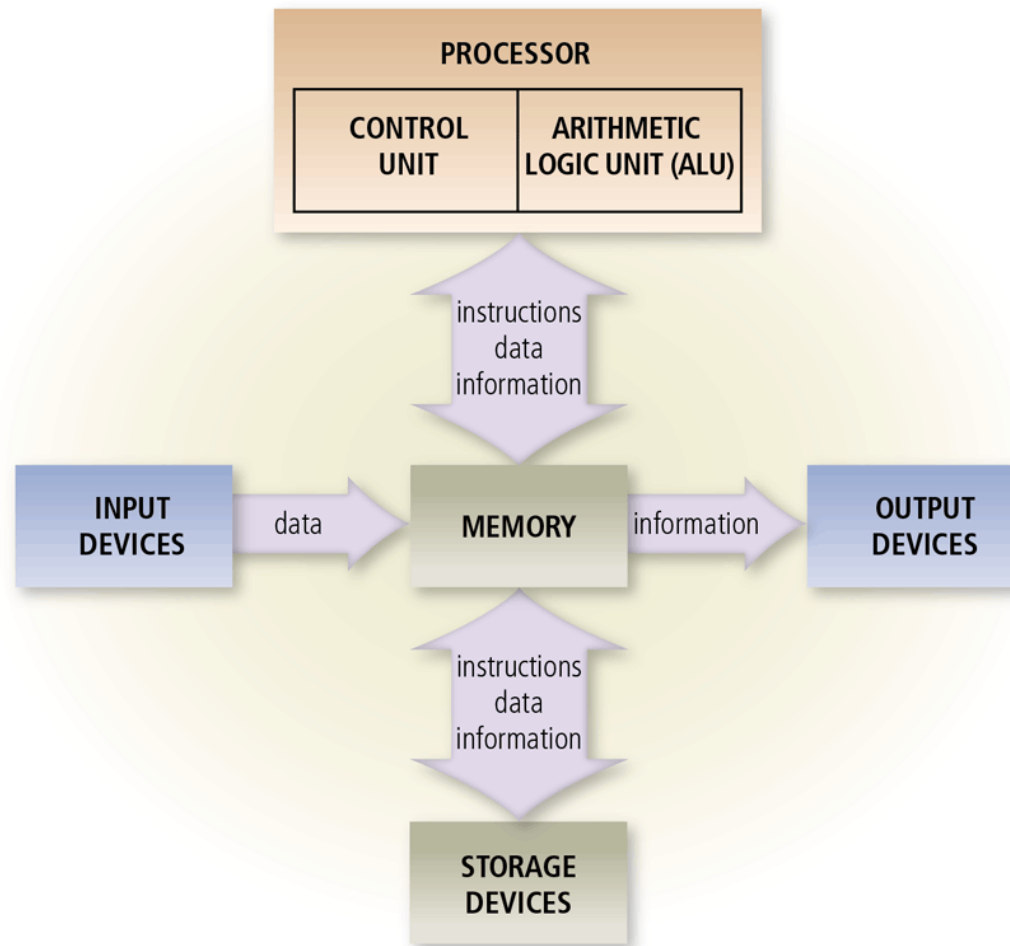
- The **motherboard** is the main circuit board of the computer
  - ▣ A computer **chip** contains integrated circuits



# Processors

- The **processor**, also called the **central processing unit (CPU)**, interprets and carries out the basic instructions that operate a computer
- A **multi-core processor** is a single chip with two or more separate processor cores
- Processors contain a control unit and an arithmetic logic unit (ALU)

# Processors

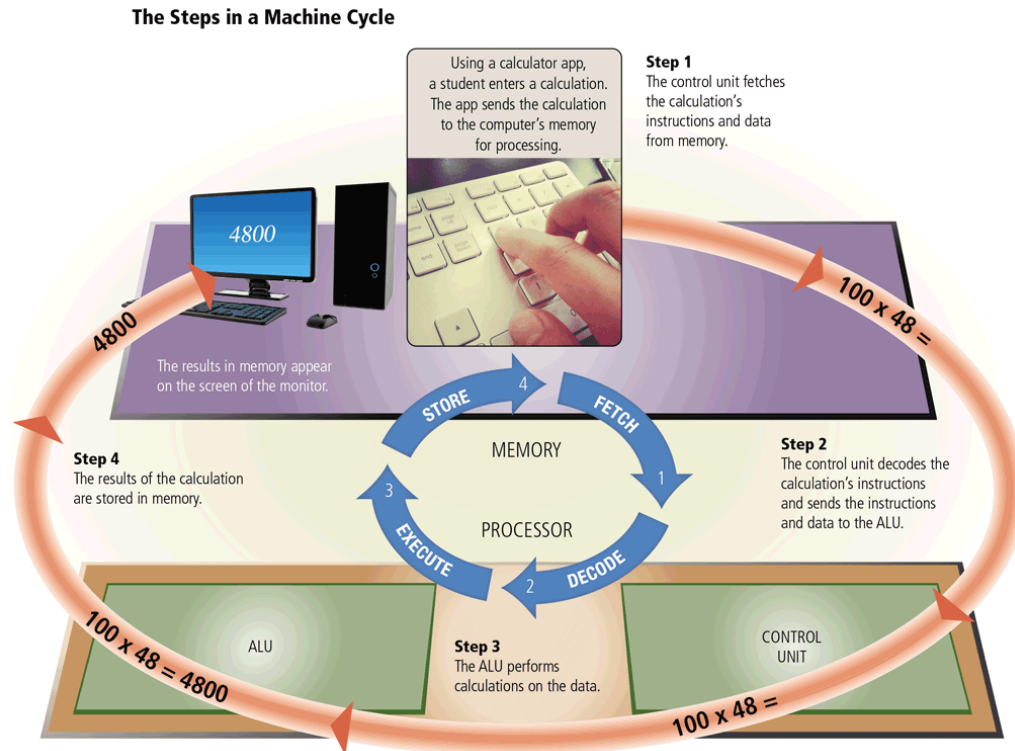


# Processors

- The **control unit** is the component of the processor that directs and coordinates most of the operations in the computer
- The **arithmetic logic unit** (ALU) performs arithmetic, comparison, and other operations

# Processors

- For every instruction, a processor repeats a set of four basic operations, which comprise a machine cycle





# Processors

The processor contains registers, that temporarily hold data and instructions

The **system clock** controls the timing of all computer operations

- The pace of the system clock is called the **clock speed**, and is usually measured in **gigahertz (GHz)**

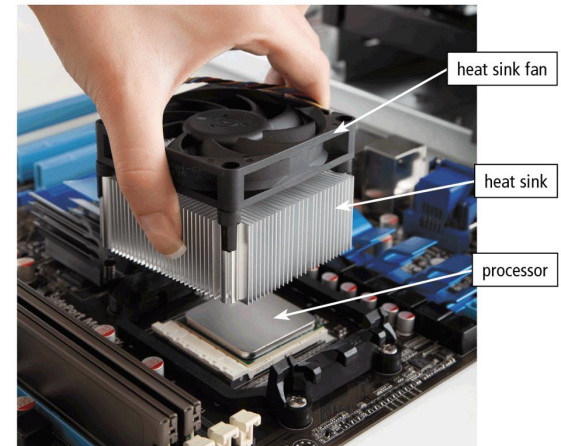
# Processors

- The leading manufacturers of personal computer processor chips are Intel and AMD



# Processors

- A processor chip generates heat that could cause the chip to malfunction or fail
- Require additional cooling
  - ▣ Heat sinks
  - ▣ Liquid cooling technology
  - ▣ Cooling pads



# Cloud Computing

- Home and business users choose cloud computing for a variety of reasons

Accessibility

Cost  
savings

Space  
savings

Scalability

# Data Representation





**Analog** signals are continuous and vary in strength and quality

**Digital** signals are in one of two states: on or off

- Most computers are digital
- The **binary system** uses two unique digits (0 and 1)
  - **Bits** and **bytes**

# Data Representation

The circuitry in a computer or mobile device represents the on or the off states electronically by the presence or absence of an electronic

| Binary Digit<br>(bit)  | Electronic<br>Charge   | Electronic<br>State |
|--|--|---------------------|
|   |   | ON                  |
|  |  | OFF                 |

Eight bits grouped together as a unit are called a byte. A byte represents a single character in the computer or mobile device

| 8-bit byte for the letter E |   |   |   |   |   |   |   |
|-----------------------------|---|---|---|---|---|---|---|
| 0                           | 1 | 0 | 0 | 0 | 1 | 0 | 1 |
|                             |   |   |   |   |   |   |   |
| 8-bit byte for the symbol * |   |   |   |   |   |   |   |
| 0                           | 0 | 1 | 0 | 1 | 0 | 1 | 0 |
|                             |   |   |   |   |   |   |   |
| 8-bit byte for the number 6 |   |   |   |   |   |   |   |
| 0                           | 0 | 1 | 1 | 0 | 1 | 1 | 0 |
|                             |   |   |   |   |   |   |   |

# Data Representation

## How a Letter Is Converted to Binary Form and Back

### Step 1

A user presses the capital letter **T** (SHIFT+T keys) on the keyboard, which in turn creates a special code, called a scan code, for the capital letter **T**.



### Step 2

The scan code for the capital letter **T** is sent to the electronic circuitry in the computer.



### Step 4

After processing, the binary code for the capital letter **T** is converted to an image and displayed on the output device.



### Step 3

The electronic circuitry in the computer converts the scan code for the capital letter **T** to its ASCII binary code (01010100) and stores it in memory for processing.



# Memory

- **Memory** consists of electronic components that store instructions waiting to be executed by the processor, data needed by those instructions, and the results of processing the data
- Stores three basic categories of items:

The operating  
system and other  
programs

Applications

Data being  
processed and  
the resulting  
information



# Memory

- Each location in memory has an address
- Memory size commonly is measured in gigabytes (GB) or terabytes (TB)



# Memory

- Computers and mobile devices contain two types of memory:

## Volatile memory

Loses its contents when power is turned off

Example includes **RAM**

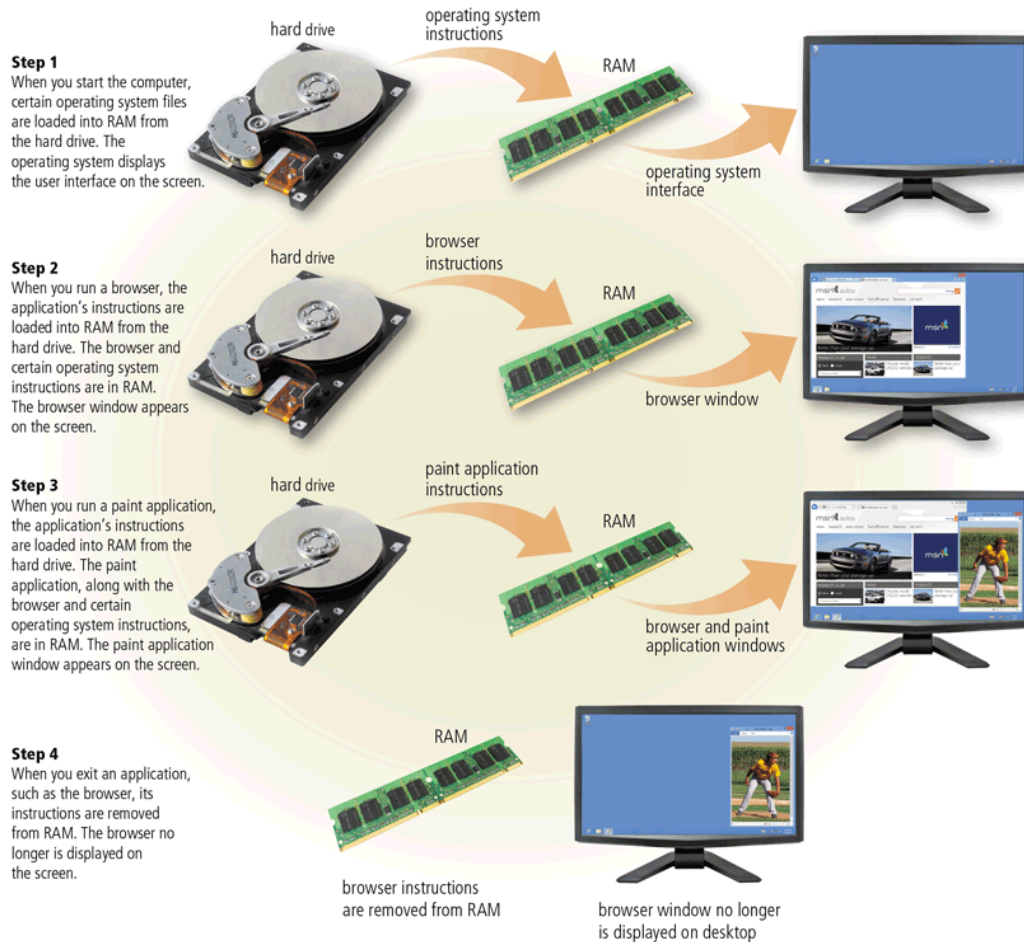
## Nonvolatile memory

Does not lose contents when power is removed

Examples include ROM, flash memory, and CMOS

# Memory

## How Program Instructions Transfer in and out of RAM



# Memory

- Two common types of RAM exist:

Dynamic RAM  
(DRAM)

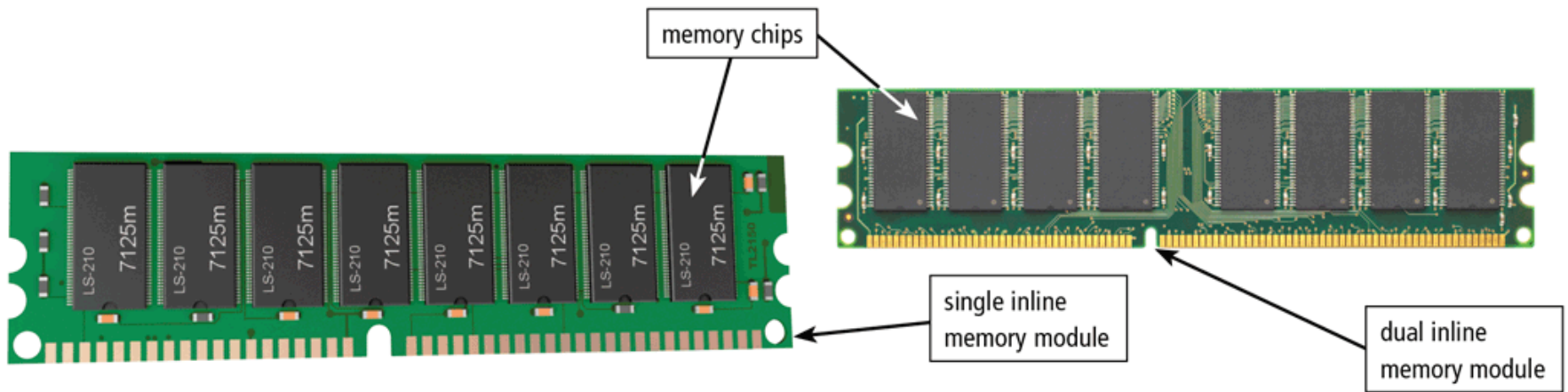
Static RAM  
(SRAM)

**Table 6-1 Common DRAM Variations**

| Name                                      | Comments   |
|---|--|
| <i>SDRAM</i> (Synchronous DRAM)           | <ul style="list-style-type: none"><li>• Synchronized to the system clock</li><li>• Much faster than DRAM</li></ul>   |
| <i>DDR SDRAM</i> (Double Data Rate SDRAM) | <ul style="list-style-type: none"><li>• Transfers data twice, instead of once, for each clock cycle</li><li>• Faster than SDRAM</li></ul>                        |
| <i>DDR2</i>                               | <ul style="list-style-type: none"><li>• Second generation of DDR</li><li>• Faster than DDR</li></ul>   |
| <i>DDR3</i>                               | <ul style="list-style-type: none"><li>• Third generation of DDR</li><li>• Designed for computers with multi-core processors</li><li>• Faster than DDR2</li></ul> |
| <i>DDR4</i>                               | <ul style="list-style-type: none"><li>• Fourth generation of DDR</li><li>• Faster than DDR3</li></ul>  |
| <i>RDRAM</i> (Rambus DRAM)                | <ul style="list-style-type: none"><li>• Much faster than SDRAM</li></ul>   |

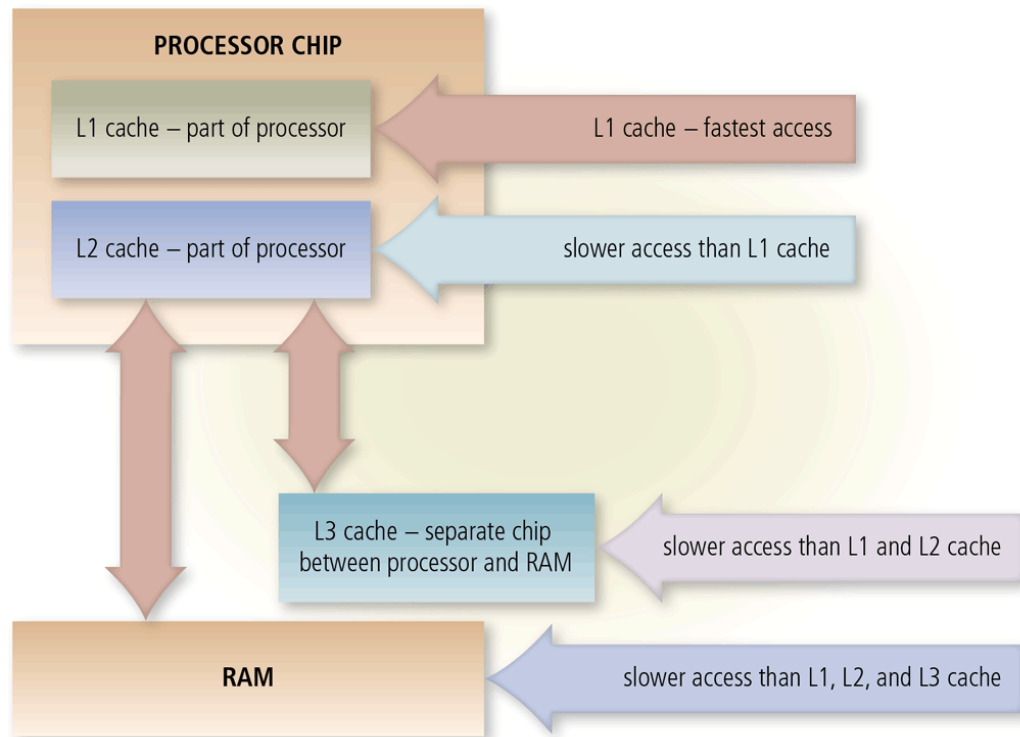
# Memory

- RAM chips usually reside on a memory module and are inserted into memory slots



# Memory

- **Memory cache** speeds the processes of the computer because it stores frequently used instructions and data



# Memory

**Read-only memory (ROM)**  
refers to memory chips  
storing permanent data and  
instructions

- **Firmware**

# Memory

- **Flash memory** can be erased electronically and rewritten
  - CMOS technology uses battery power to retain information when the power to the computer is off



# Memory

- **Access time** is the amount of time it takes the processor to read from memory
  - ▣ Measured in nanoseconds

**Table 6-2 Access Time Terminology**

| Term        | Abbreviation | Speed                      |
|-------------|--------------|----------------------------|
| Millisecond | ms           | One-thousandth of a second |
| Microsecond | $\mu$ s      | One-millionth of a second  |
| Nanosecond  | ns           | One-billionth of a second  |
| Picosecond  | ps           | One-trillionth of a second |

**10 million  
operations = 1 blink**



# Adapters

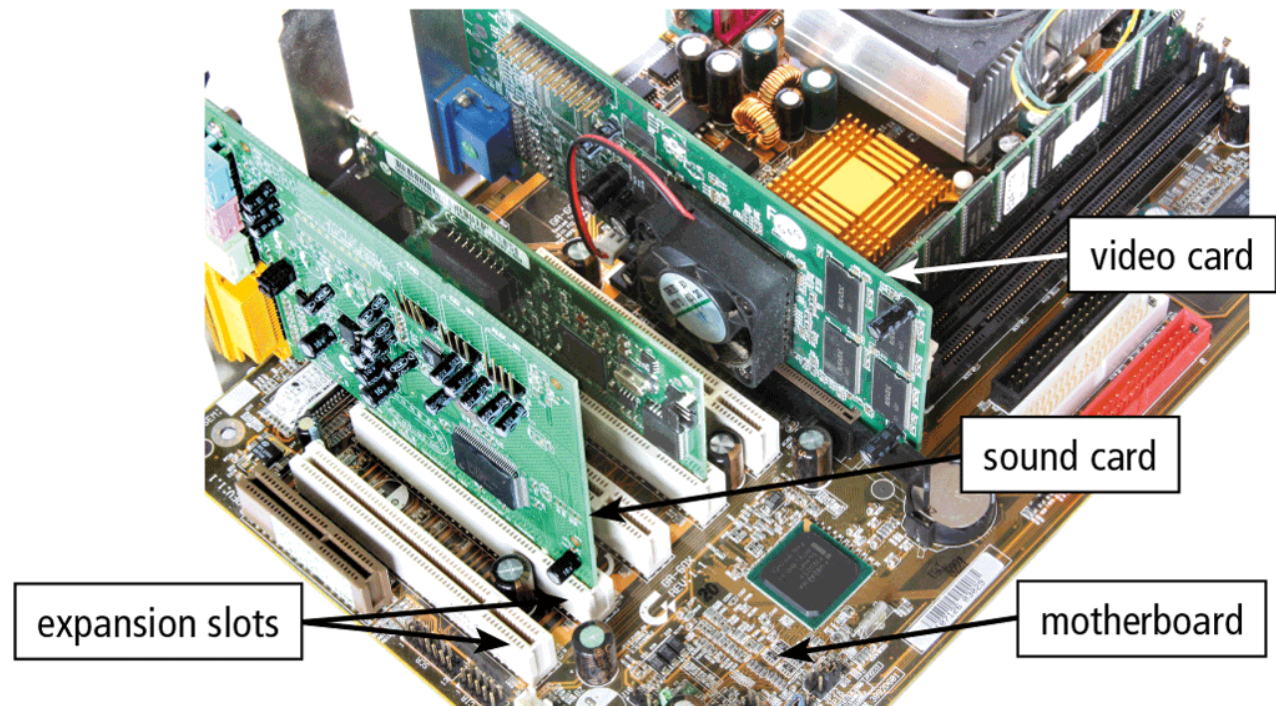
- An **adapter card** enhances functions of a component of a desktop or server system unit and/or provides connections to peripherals
  - ▣ Sound card and video card
- An **expansion slot** is a socket on a desktop or server motherboard that can hold an adapter card

**Table 6-3 Adapter Cards**

| Type          | Purpose  |
|---------------|--|
| Bluetooth     | Enables Bluetooth connectivity   |
| MIDI          | Connects to musical instruments  |
| Modem         | Connects to transmission media, such as cable television lines or phone lines                                      |
| Network       | Provides network connections, such as to an Ethernet port  |
| Sound         | Connects to speakers or a microphone   |
| TV tuner      | Allows viewing of digital television broadcasts on a monitor   |
| USB           | Connects to high-speed USB ports   |
| Video         | Provides enhanced graphics capabilities, such as accelerated processing or the ability to connect a second monitor |
| Video capture | Connects to a video camera   |

# Adapters

- With **Plug and Play**, the computer automatically can recognize peripheral devices as you install them



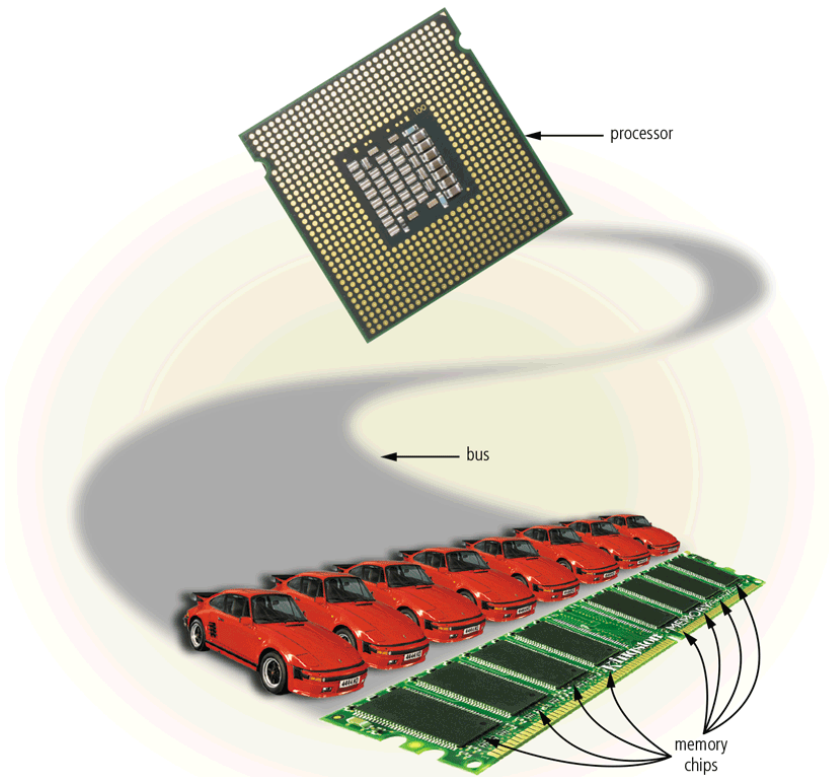
# Adapters

- A USB adapter enhances functions of a mobile computer and/or provides connections to peripheral devices



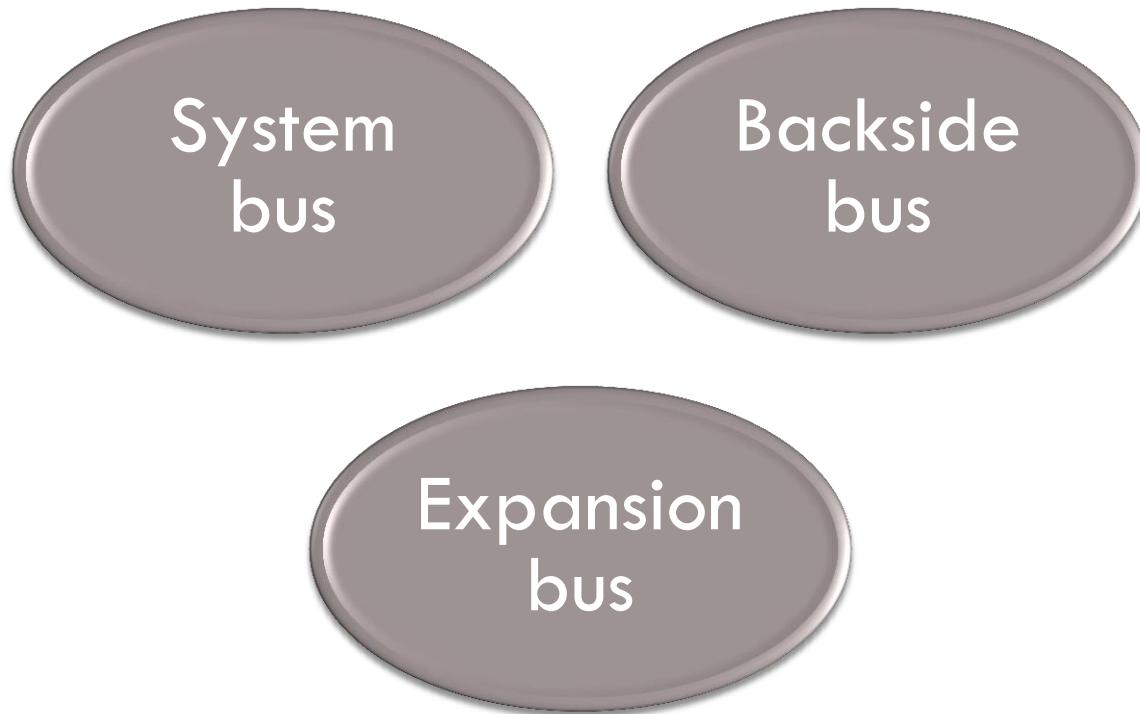
# Buses

- A **bus** allows the various devices both inside and attached to the system unit to communicate with one another
  - ▣ Data bus
  - ▣ Address bus
- **Word size** is the number of bits the processor can interpret and execute at a given time



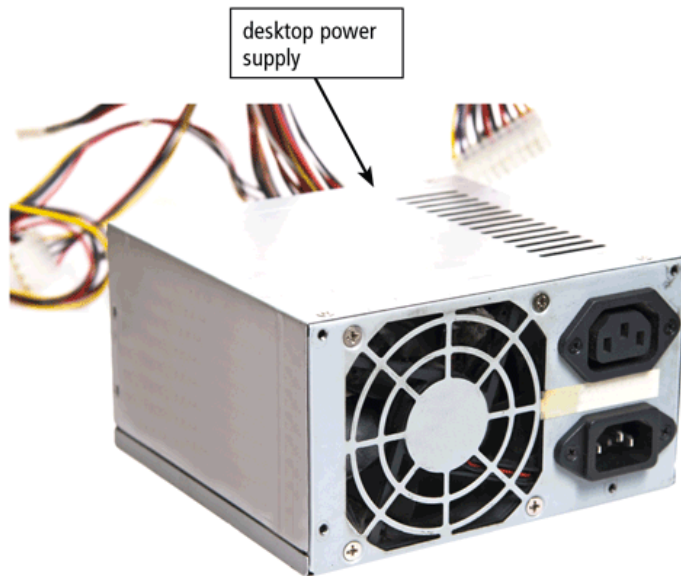
# Buses

- A computer might have these three types of buses:



# Power Supply and Batteries

- The **power supply** or laptop AC adapter converts the wall outlet AC power into DC power





# Power Supply and Battery

- Mobile computers and devices can run using either a power supply or batteries
- Batteries typically are rechargeable lithium-ion batteries

