### Introduction to Computer Programming

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# History





- Mechanical Era
- Electro-Mechanical Era
- Electronic Era

- First Generation Computers (1940 1956)
- Second Generation Computers (1956 1963)
- Third Generation Computers (1946 -1971)
- Fourth Generation Computers (1971 Present)
- Fifth Generation Computers (Present Near Future



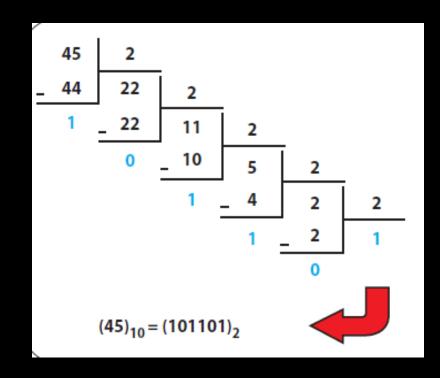


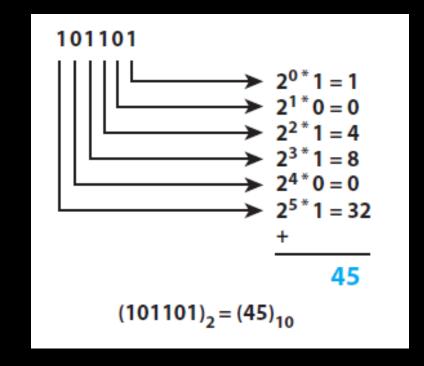


## Binary Number System









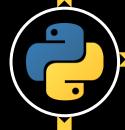




- numbers,
- texts,
- Colours, Photos, Video
- Sound,

- 8 Bit = 1 byte
- 1000 bytes = 1 Kilobyte
- 1000 Kilobytes = 1 Megabyte
- 1000 Megabytes = 1 Gigabyte
- 1000 Gigabytes = 1 Terrabyte





```
1x2<sup>3</sup> 1x2<sup>2</sup> 0x2<sup>1</sup> 1x2<sup>0</sup> 1x2<sup>-1</sup> 0x2<sup>-2</sup> 1x2<sup>-3</sup> 1x2<sup>-4</sup>

1 1 0 1 0 1 1

8 4 0 1 0.5 0 0.125 0.0625

Binary point

8 + 4 + 0 + 1 + 0.5 + 0 + 0.125 + 0.0625 = 13.6875 (Base 10)
```





- <u>ascii table</u>
- UTF Encoding



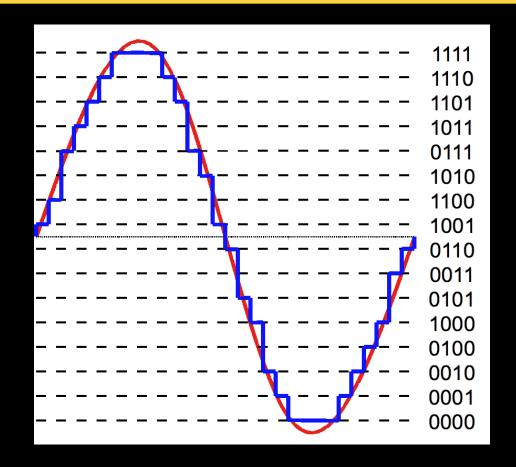


- RGB Value
- pixel



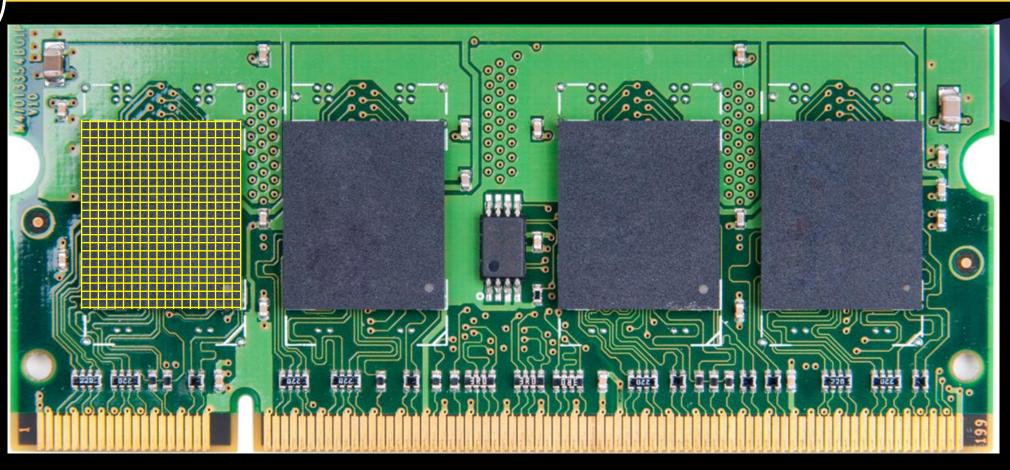
#### Sound

Analog-Digital conversion

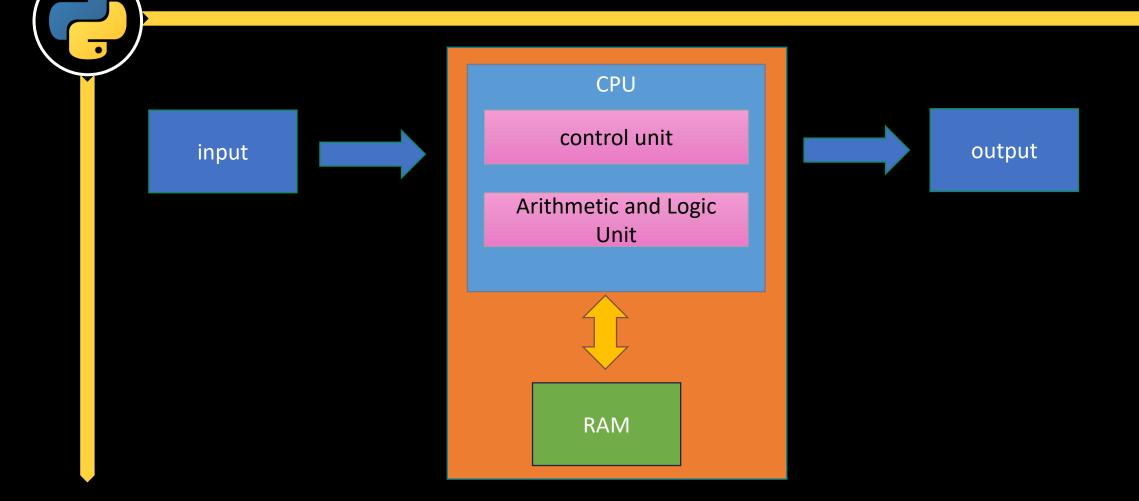






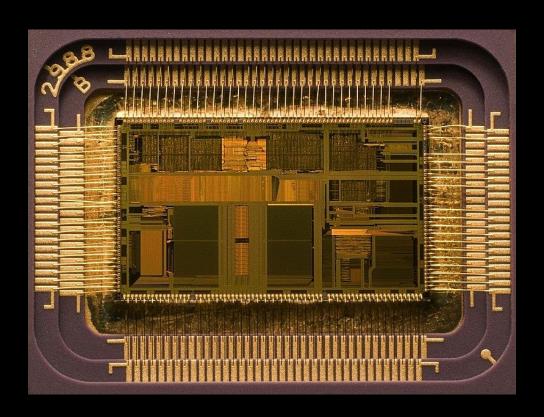


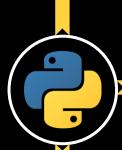
#### Computer Architecture

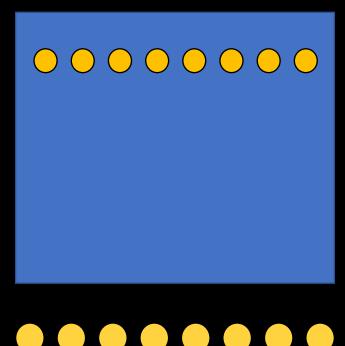


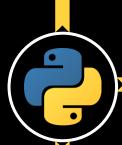


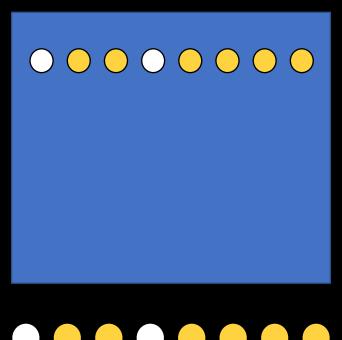


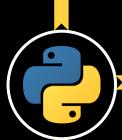


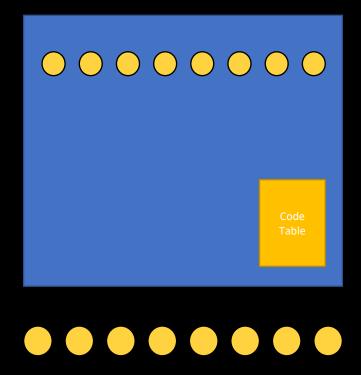














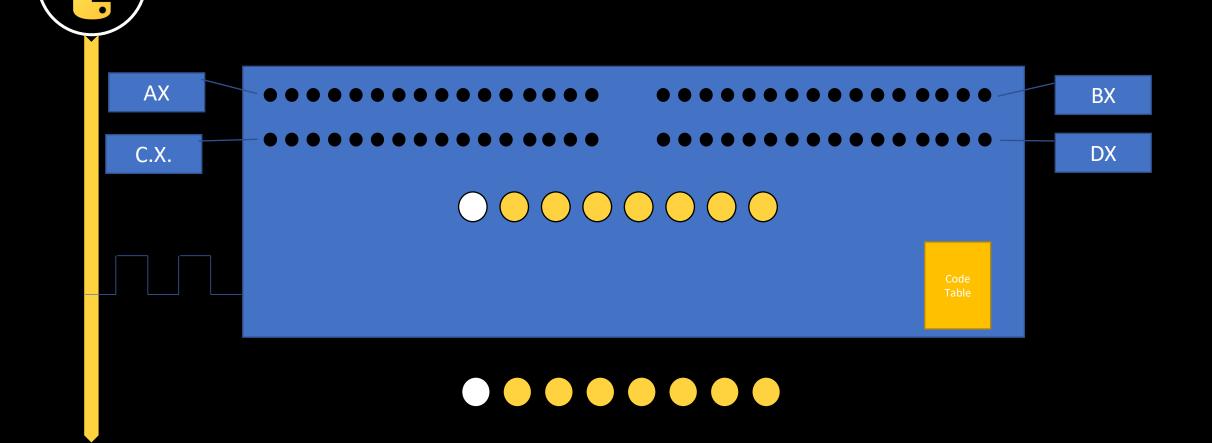


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1001 0000	Next up is a number. Place it in the BX register.
1011 0000	Add AX and BX, write the transaction to the AX register
1100 0000	Write the result to the external bus
0000 0000	0
0000 0001	one
0000 0010	2
0000 0011	3



#### A Simple Addition

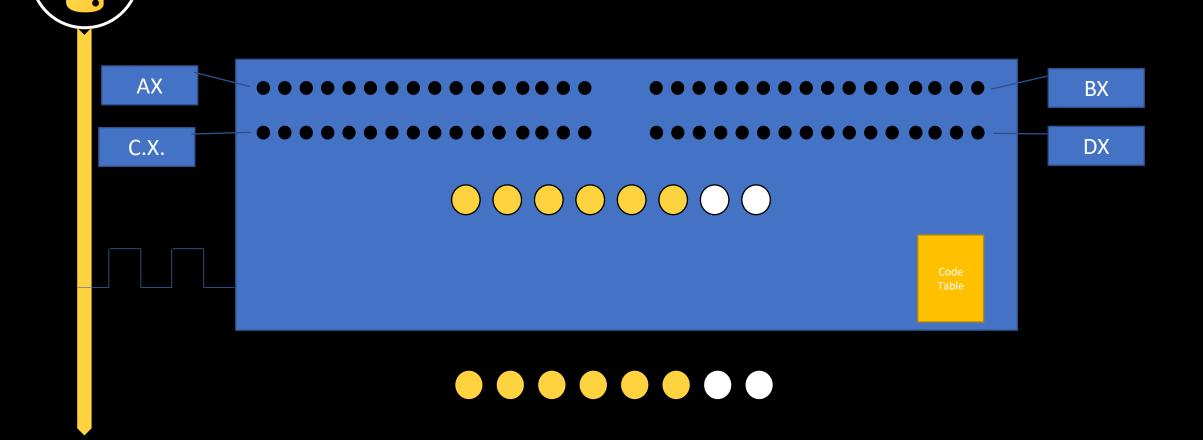
- 3+5 = ?
- 3 = 0000 0011
- 5 = 0000 0101
- 8 = 0000 1000

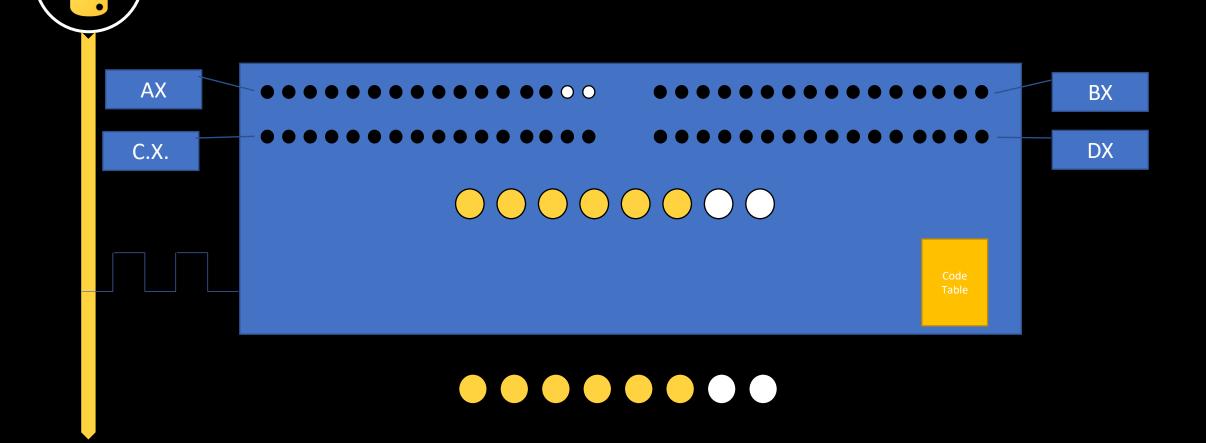






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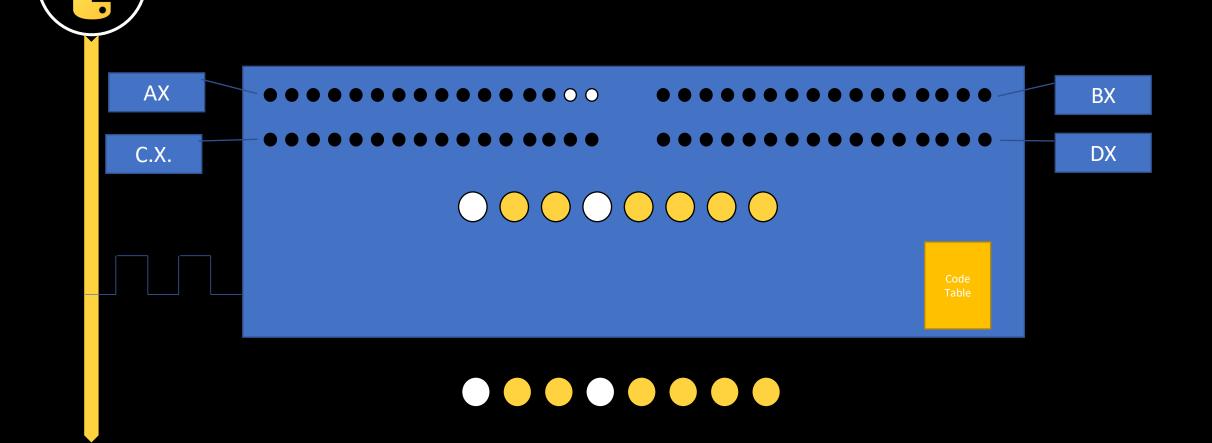


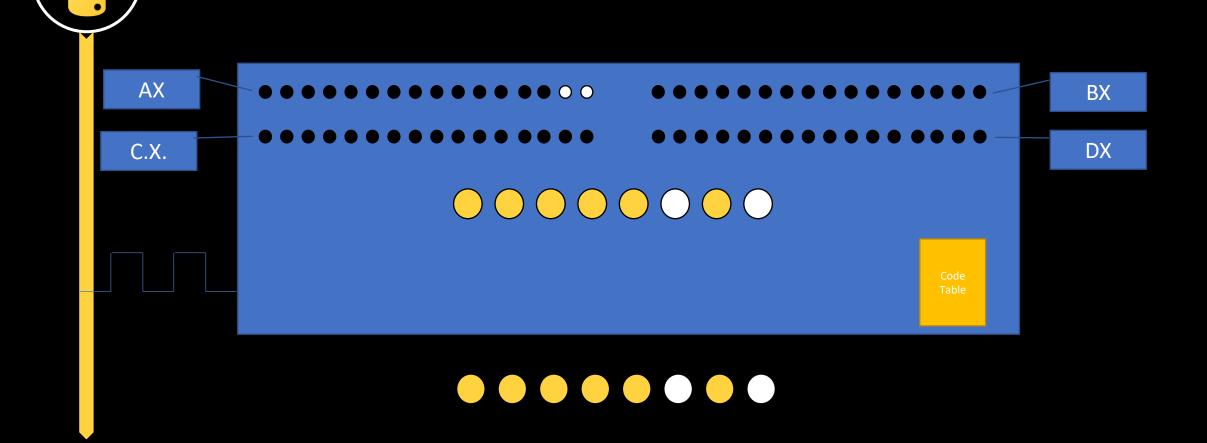


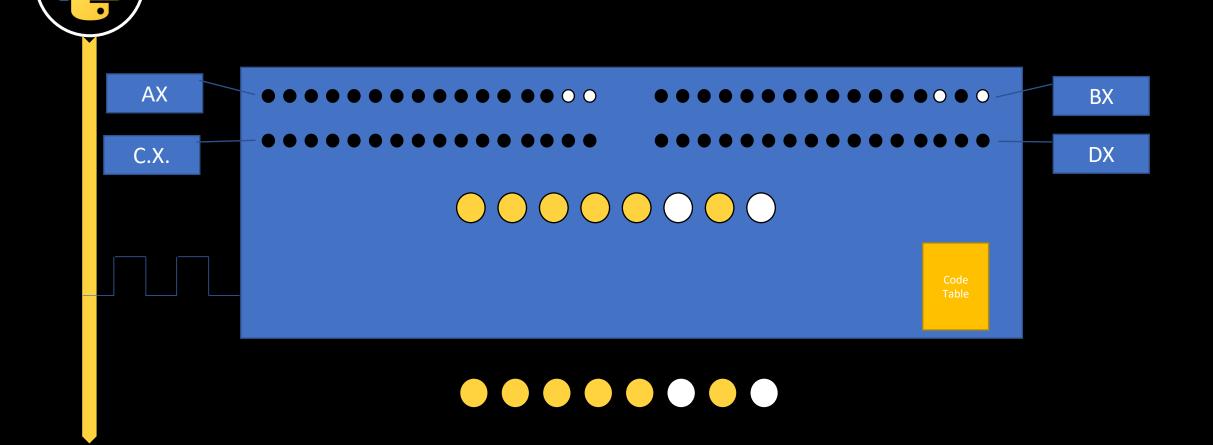




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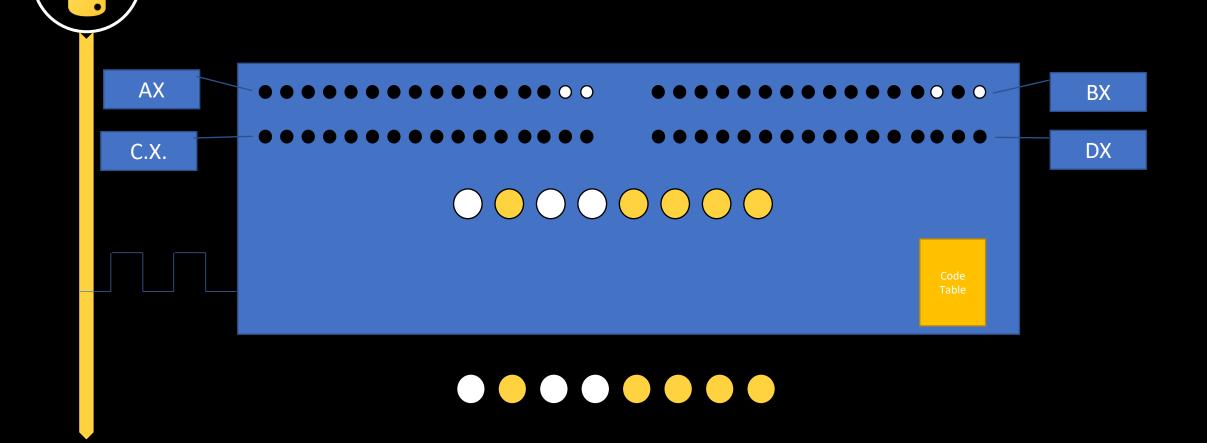


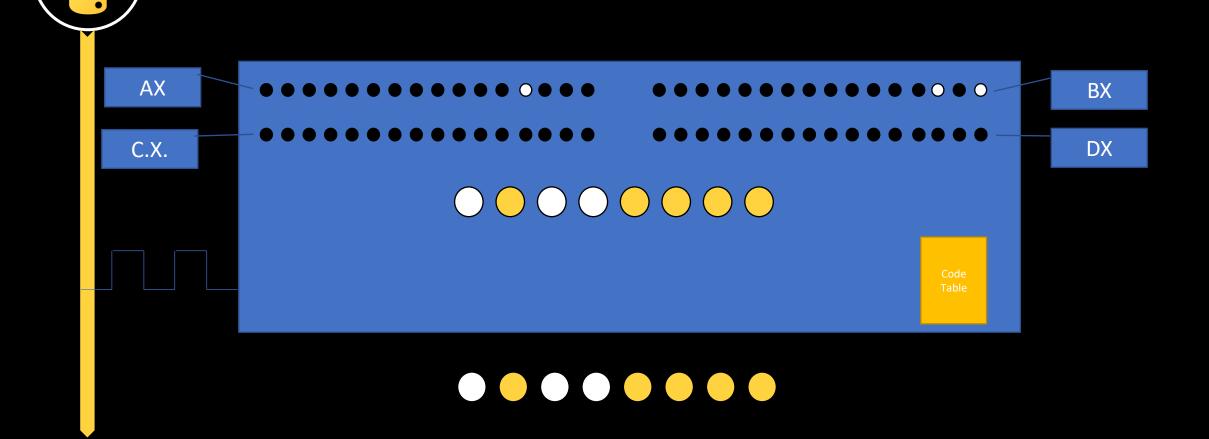






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