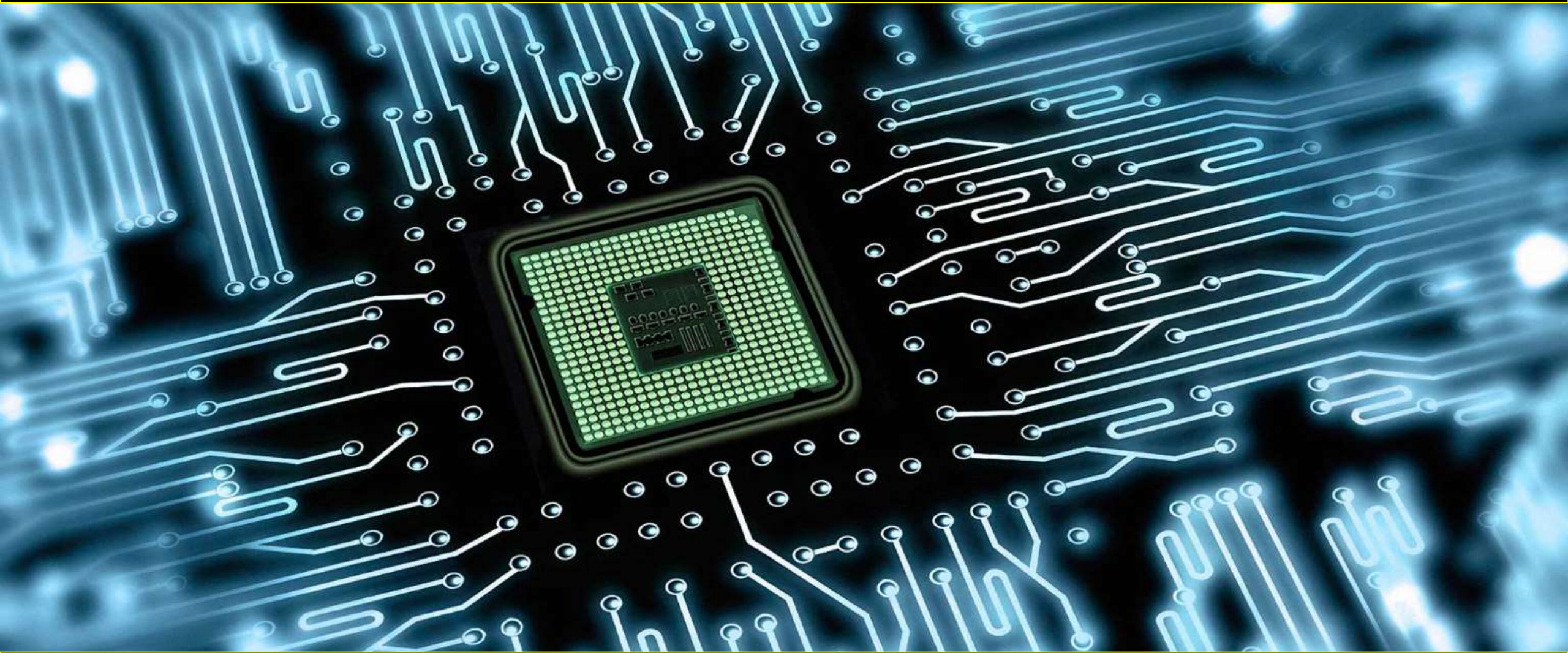
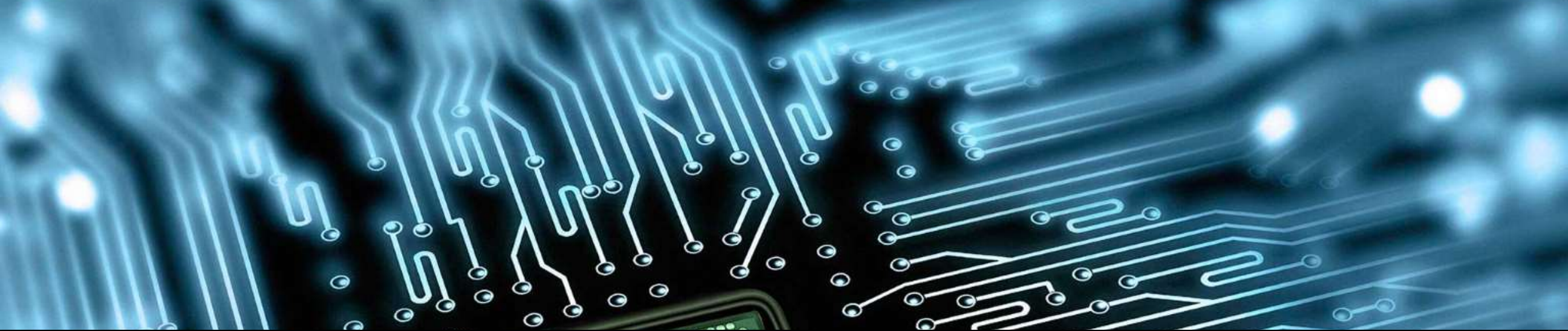
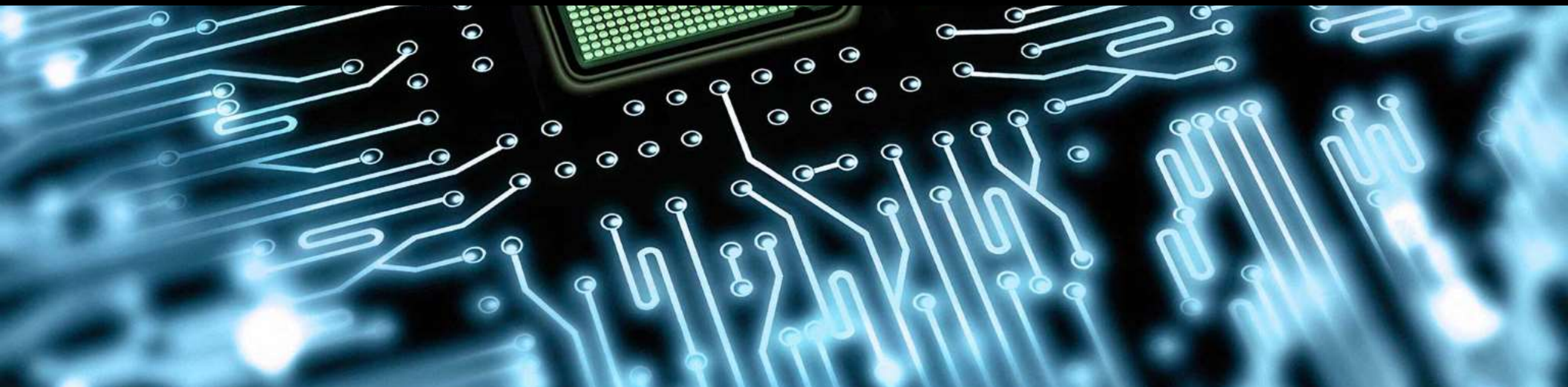


MODULE II: HARDWARE BASICS



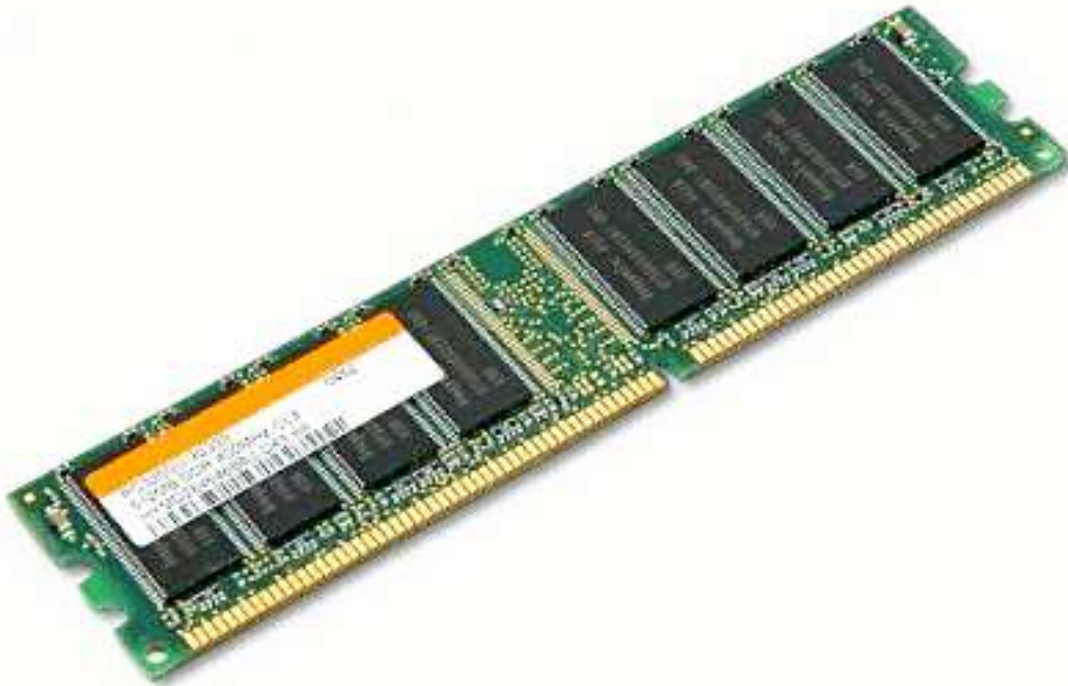


Lesson 2: Inside Computers



COMPUTER MEMORY

RAM



- “Random Access memory”
- It’s a primary memory
- Read/Write memory
- Used for temporary storage of program that is running
- Data get lost when the computer turned off
- it is called volatile memory

Contd...

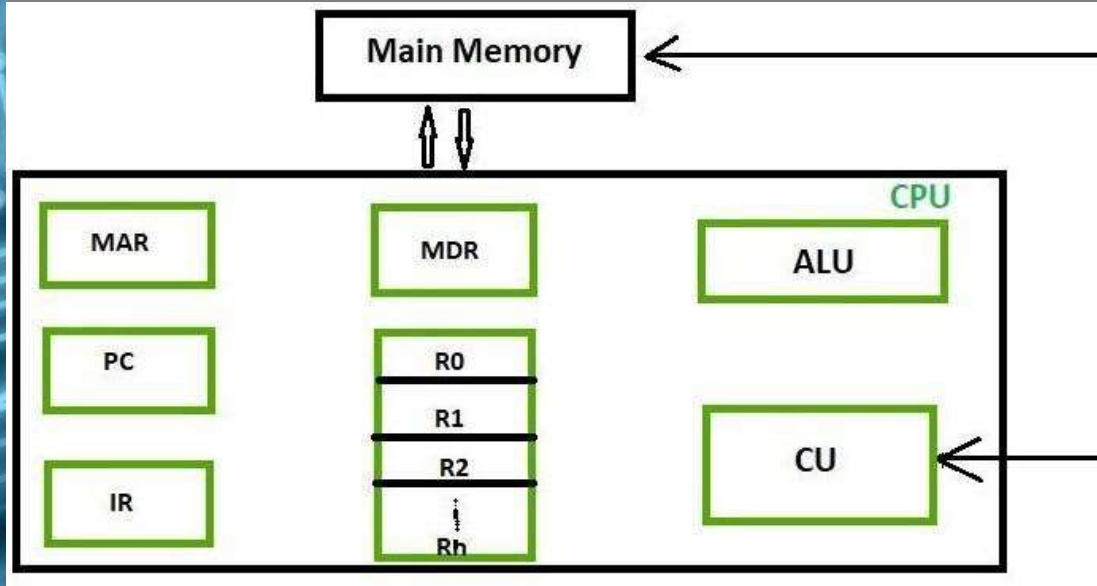
ROM



- “Read Only memory”
- It’s a primary memory
- Contains programs and information essential to operations of the computer
- Information in ROM is permanent, cannot be changed and is not lost when the power is turned off.
- It is a nonvolatile memory

Contd...

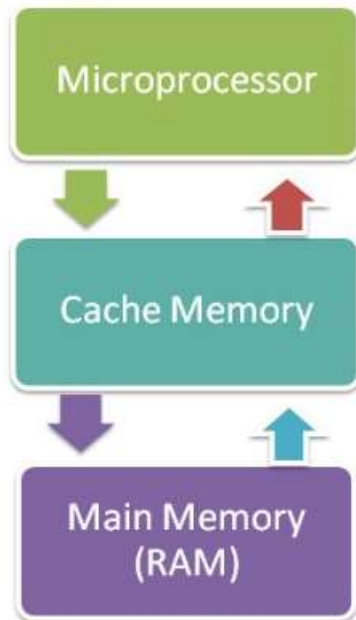
REGISTERS



- Register memory is the smallest and fastest memory in a computer.
- It is located in the CPU in the form of registers.
- A register temporarily holds frequently used data, instructions and memory address that can be quickly accessed by the CPU.

Contd...

CACHE MEMORY



- It is small in size but faster than the main memory
- The CPU can access it more quickly than the primary memory
- It holds the data and programs frequently used by the CPU
- So if the CPU finds the required data or instructions in cache memory it doesn't need to access the primary memory (RAM)
- Thus, it speeds up the system performance.

Contd...

SECONDARY MEMORY



- Hard disk
- Optical Disk
- Pen drive

- The storage devices in the computer or connected to the computer are known as secondary memory of the computer
- It is non-volatile in nature so permanently stores the data even when the computer is turned off
- The CPU can't directly access the secondary memory
- First the secondary memory data is transferred to primary memory then CPU can access it

Contd...

MEMORY UNITS



- **Bit:** binary digit that can have the value 0 or 1.
- **Byte:** 8 bits
- **Nibble:** half a byte (4-bits)
- **word:** 2 bytes (16-bits)
- **Kilobyte (K):** 2^{10} bytes (1024 bytes)
- **Megabyte(MB):** 2^{20} bytes (Over 1M)
- **Gigabyte (GB) :** 2^{30} bytes (Over 1Billion)
- **Terabyte(TB) :** 2^{40} bytes (Over 1Trillion)

EXERCISES

- 1. How many bytes is 24 Kilobytes**
- 2. How many nibbles are 16 bits ?**
- 3. How many bytes are 32 bits**
- 4. if a word is defined as 16 bits, how many words is a 64-bit data item ?**
- 5. What is the exact value of 1 meg?**

6. How many K is 1 meg ?

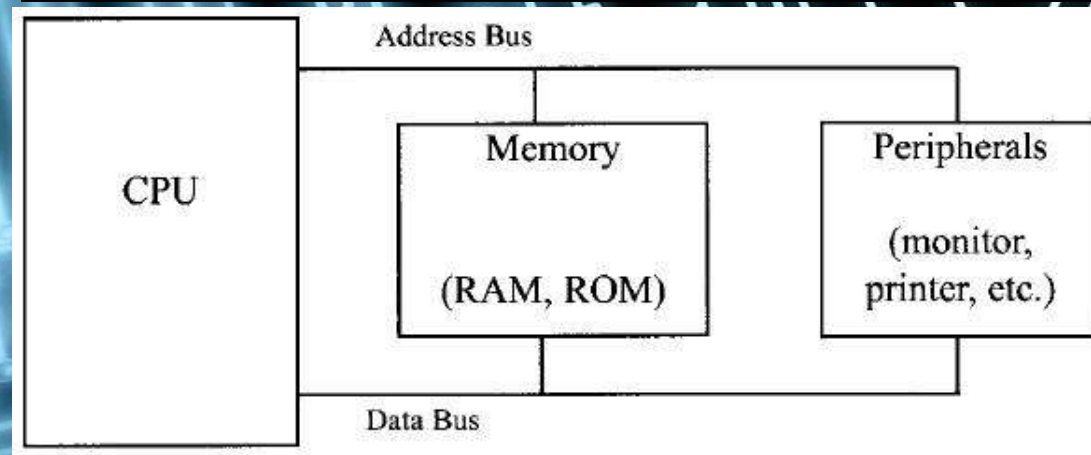
7. What is the exact value (in decimal) of 1 giga?

8. How many K is 1 giga ?

9. How many meg is 1 gigga ?

10. if a given computer has a total of 8 megabytes of memory, how many bytes (in decimal) is this ? How many kilobytes is this ?

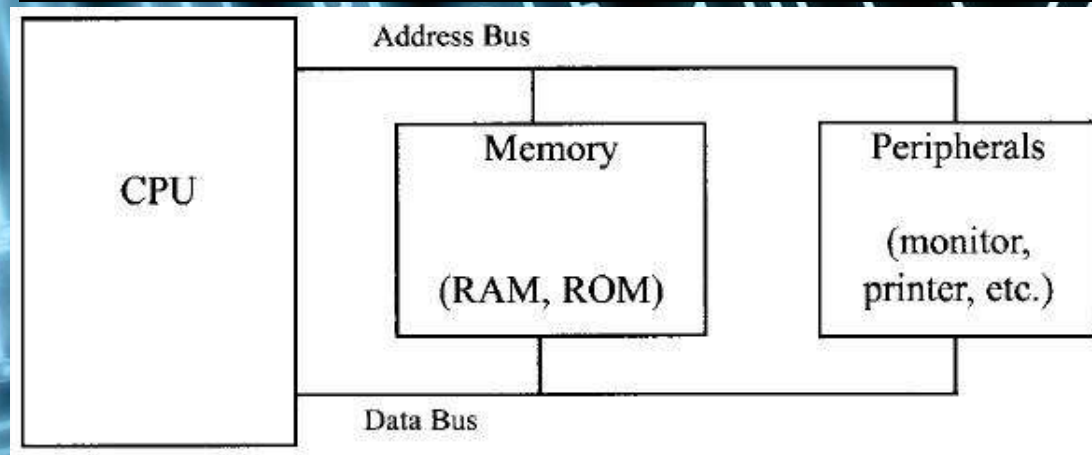
INTERNAL ORGANIZATION OF COMPUTER



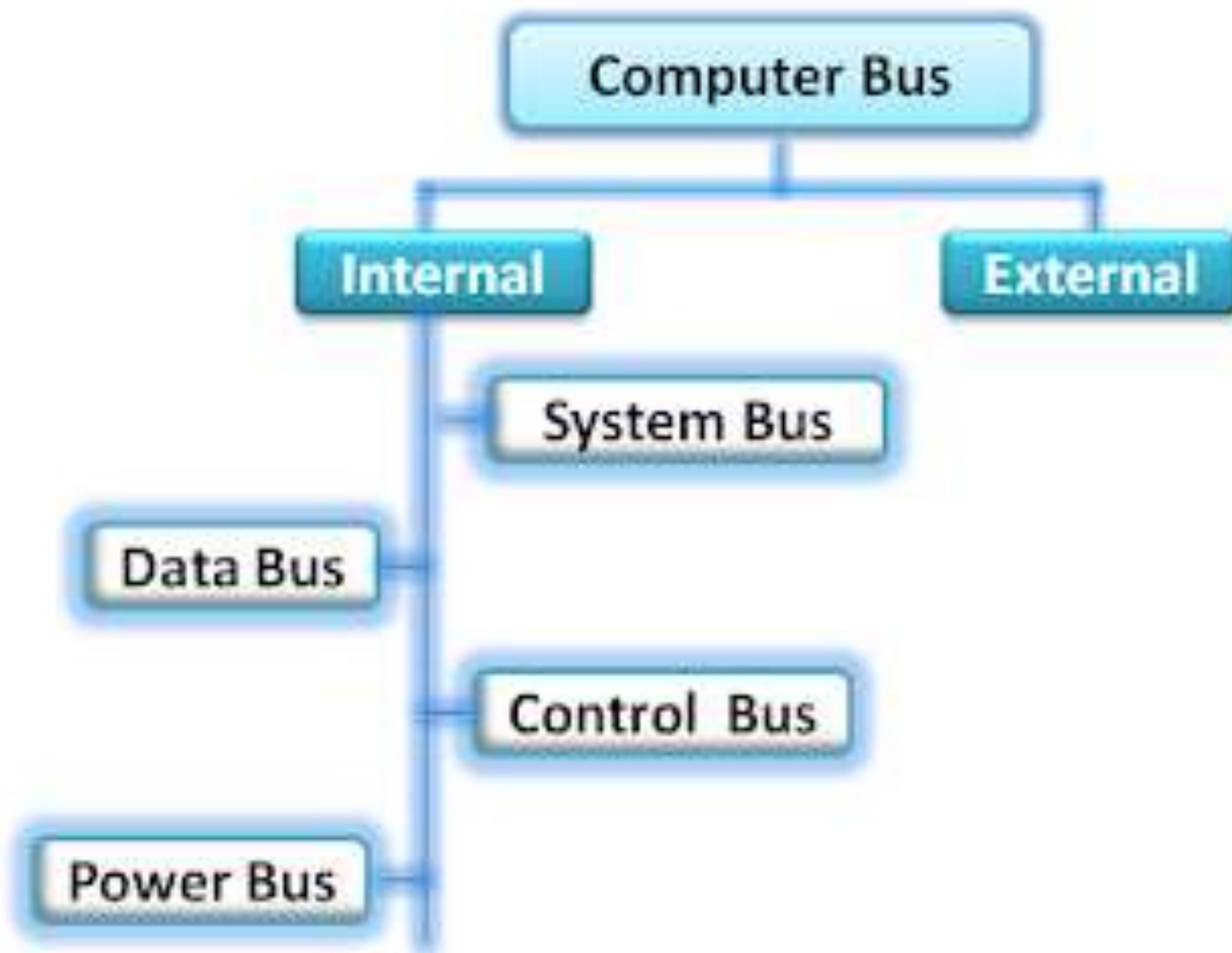
- The internal working of every computer can be broken down into 3 parts:

1. CPU
2. MEMORY
3. I/O (Peripherals)

Contd...



- The **CPU** execute (process)
- Information is stored in the **memory**
- **I/O devices** provides means of communicating with CPU
- The CPU is connected to memory and I/O through strips of wire called **Bus**
- The bus carries information from place to place inside a computer .





HERE YOU CAN SEE THE LINES OF GOLDEN COLOR
ARE CALLED THE INTERNAL BUS.



THOSE EXTERNAL BUSES ARE CONNECT BETWEEN INTERNAL BUSES
AND THE INTERNAL DEVICE OF A COMPUTER SYSTEM



Internal Bus



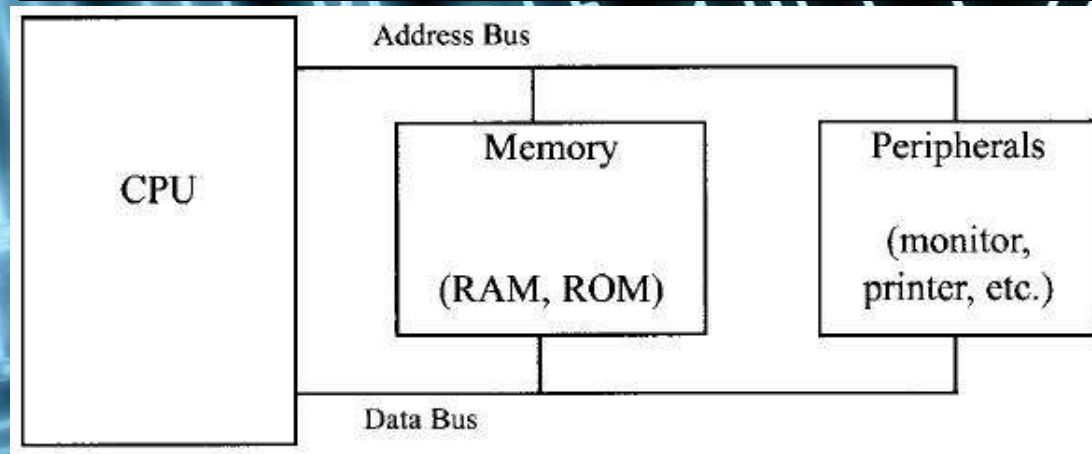
External Bus



Ordinary Cabal

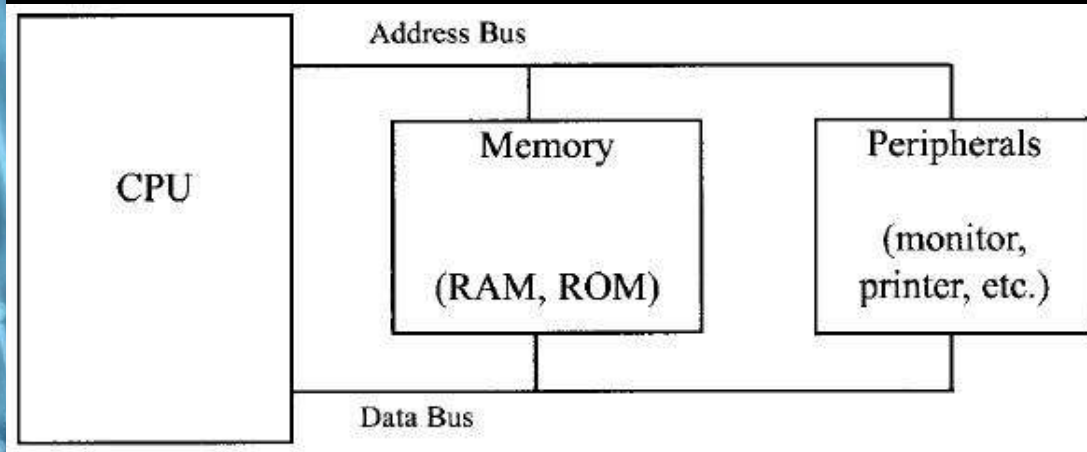


Contd...



- in every computer, there are 3 types of buses: **Address bus, data bus, and control bus**
- For a device to be recognized by the CPU, it must be assigned an address
- The address assigned to a given device must be unique, no two devices are allowed to have the same address

Contd...



- The CPU puts the address (in binary) on **the address bus**, and the decoding circuitry find the device.
- The CPU uses the **Data bus** either to get data from that device or to send data to it.
- The **control buses** are used to provide read or write signals to the device to indicate if the CPU is asking for information or sending information.
- Of the three buses, the address bus and the data bus determine the capacity of a CPU.

END