1. What does CPU 3GHz means?

Ans. The term "CPU 3GHz" refers to the clock speed of a central processing unit. A CPU with 3Ghz clock speed can perform 3 billion cycles per second.

2. What is clock speed?

Ans. Clock speed refers to the rate at which a computer's central processing unit (CPU) executes instructions. It's often measured in hertz (Hz) and indicates how many cycles the CPU can complete per second.

3. CPU vs GPU

S.NO	CPU	GPU
1.	CPU stands for Central Processing Unit.	While GPU stands for Graphics Processing Unit.
2.	CPU consumes or needs more memory than GPU.	While it consumes or requires less memory than CPU.
3.	The speed of CPU is less than GPU's speed.	While GPU is faster than CPU's speed.
4.	CPU contain minute powerful cores.	While it contains more weak cores.
5.	CPU is suitable for serial instruction processing.	While GPU is not suitable for serial instruction processing.
6.	CPU is not suitable for parallel instruction processing.	While GPU is suitable for parallel instruction processing.
7.	CPU emphasis on low latency.	While GPU emphasis on high throughput.

4.Flash memory

Ans. Flash memory is secondary memory and so it is not volatile which means it persists the data even if there is not an electrical supply provided. This flash memory works on the principle of EEPROM. EEPROM stands for Electrical Erasable Programmable Read-Only Memory. ROM operation can only one time write and many times read and we can't erase it. But Flash Memory can be erased multiple times and update the data.

5. Logical Address vs Physical Address

Logical Address	**Physical Address**
This address is generated by the CPU.	This address is a location in the memory unit.
The address space consists of the set of all logical addresses.	This address is a set of all physical addresses that are mapped to the corresponding logical addresses.
These addresses are generated by CPU with reference to a specific program.	It is computed using Memory Management Unit (MMU).
The user has the ability to view the logical address of a program.	The user can't view the physical address of program directly.
The user can use the logical address in order to access the physical address.	The user can indirectly access the physical address.

6. Hyper Threading vs Multithreading

Hyper-Threading	Multithreading
Technology that allows a single CPU core to handle two threads simultaneously.	The ability of a CPU or software to manage multiple threads of execution within a program or across multiple programs.
Affects individual CPU cores (virtual cores).	Can involve multiple physical or virtual cores.
Improves multitasking and performance on multi-threaded applications with fewer physical cores.	Depends on the number of physical cores and threads utilized by the software.
Mainly in CPUs like Intel's, where each core is split into two virtual cores.	Used in both software (programming) and hardware (CPUs) to run multiple tasks.
A hardware-based technology (Intel-specific).	A broader concept in computing (can be hardware or software-based).
Intel's Hyper-Threading allows each core to run two threads (e.g., 4 cores = 8 threads).	A program running multiple threads across multiple cores (e.g., 4 cores, 4 threads per core = 16 threads).

7. DRAM vs SRAM

SRAM	DRAM
SRAM stands for Static Random Access Memory.	DRAM stands for Dynamic Random Access Memory.
SRAM stores information with the help of transistors.	DRAM stores data using capacitors.
In SRAM, capacitors are not used which means refresh is not needed.	In DRAM, contents of a capacitor need to be refreshed periodically.
SRAM provides faster speed of data read/write.	DRAM provides slower speed of data read/write.
SRAM consumes more power.	DRAM consumes less power.
SRAM is expensive.	DRAM is less expensive.