The ALU's output is stored back in registers or sent to other parts of the CPU for further processing.

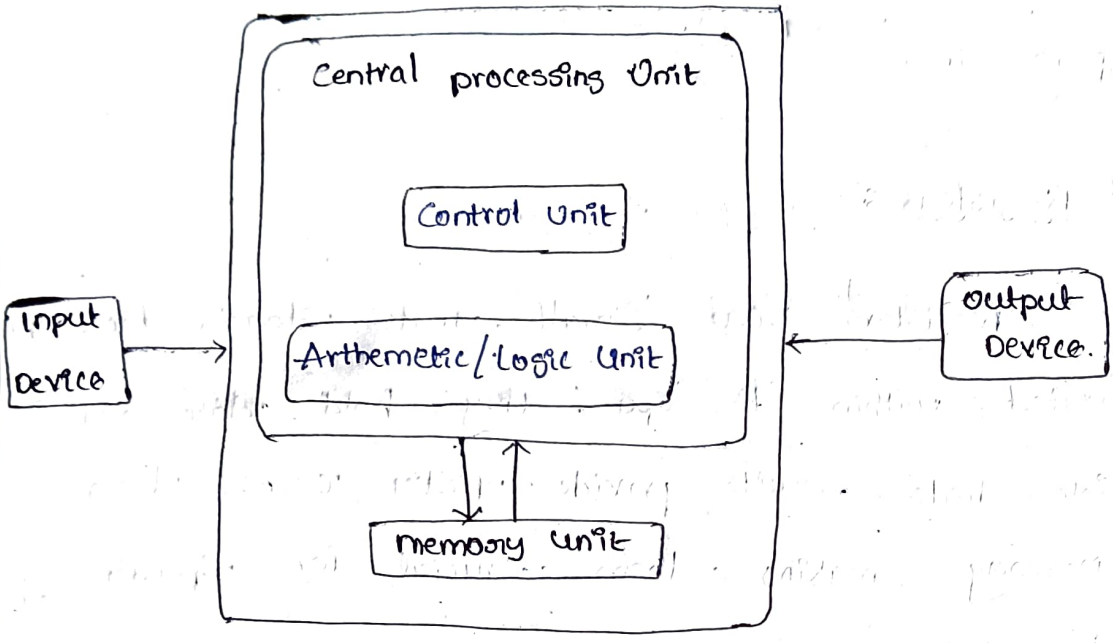
3. Registers :-

Registers are small, fast storage locations located within the CPU. They hold data and intermediate results provide faster access than memory, making them crucial for speeding up computations.

4. Cache memory:

Cache memory is a small ; externally fast

3. Draw and explain the cpu architecture in detail.



Explaining the cpu architecture detail is a vast and complex topic.

1. Control unit :-

The Control unit is resposibile for managing and Coordinating the operations of the cpu. It fetches instructions from memory, decodes them and issues control signals to the other components to exculs those instructions.

2. Arthemetic Logic Unit:

The ALU in the heart of the cpu. It perform arthemetic Operations on data fetched from registers or memory.

3. Mini Computers :-

* Computing power :- minicomputers are less powerfull than super Computers and mainframe but more powerful than pc's.

* Functionality :- Mini Computers are used for multi-user tasks, handling moderate workloads and running departmental.

* Applications :-

Engineering Simulations.

4. Micro Computers :-

* microprocessor

Applications :- Offices, homes and schools.

Classify the Computers based on functionality and Computing power and identify their applications.

classifying Computers based on functionality and Computing power.

1. Super Computers :- Super Computers are the most powerful Computers available, capable of performing trillions of Calculations per second.

Functionality :- They are designed for complex scientific calculations, simulations, weather forecasting, nuclear research and other tasks that require massive Conseptual power.

* Applications :- Climate modelling, molecular dynamics simulations.

2. Main frame Computers :-

* Computing power :- Main frames are Substantial Computing power typically measured in MIPS (or) FLOPS.

* Functionality :- Main frames are designed to manage large amounts of data and support multiple users simultaneously, making them ideal for handling Critical business applications and database management.

* Applications :-

Financial transactions, airline reservation systems.

4. Faster processing :- The Macintosh featured more powerful processors than many of its contemporaries, providing better overall performance and multitasking capabilities.

5. User-friendly software :- Apple's early commitment to develop user friendly software contributed to the macintosh's appeal.

6. Iconic design :- The Macintosh's iconic design, featuring a unique all-in-one form factor with a 9-inch black and white display and beige casing.

1. Apple's Macintosh was described as a game-changer for the Computer industry in the 1980's. Justify the features and performance when Compared to the Computers of earlier versions.

In the 1980's Apple's Macintosh Computer was indeed a game changer for the Computer industry, revolutionizing personal computers in several ways.

The key aspects that justified its game-changing status.

1. Graphical User Interface (GUI) :- The Macintosh was one of the first Computers to populize the graphical user interface, which allowed users to interact with the Computer using icons, windows and menu rather than complex Command-line interfaces.

2. Mouse input :- Along with the GUI, the macintosh introduced the use of a mouse of a standard input device.

3. Compact design :- The Macintosh was relatively compact and all in One which mean it didn't require a seperate system unit and monitor like many other earlier Computers.