

Main Memory

- temporary folding area for programs and data (eg. house numbers on the streets)
- to find information, the computer commands "location 6 in main memory (also the address)
- eg. a command can be: add address 5 to address 7 stored the results in address 2 [add (operate) 5 7 (operands) 2 (result)]
- has 2 parts:
 - o first is ROM: basic input output system BIOS
 - o second is RAM: program in your hard drive

Two types of main memory:

- RAM: Random Access Memory (sometimes DRAM and d is dynamic)
 - o Is volitive (ie. Requires electricity to hold data)
 - o Is a capacitor (picture) to store a bit
 - Electric charge = store the bit 1
 - No charge = bit 0
- ROM: Read Only Memory
 - o Non-volitive (ie. Electricity is not required to store the bits)
 - o Use a transistor (picture) to store a bit

L1Cache is the fastest memory. L2Cache is slower and so on.

Program Application (Apps)

- instructions for the cpu
- CPU can only accept 0 and 1 patterns