

APSIOS: Lecture 2 Notes

Last lecture: Introduction to course

Announcements:

- 1) New instructor for LEC 0104, Salma Emara
- 2) Office hours: Mondays 12:30pm - 1:30pm
Zoom link can be found in the syllabus
- 3) Lab 0 is due Jan 15 11:59pm
Lab 1 is due Jan 22 11:59pm

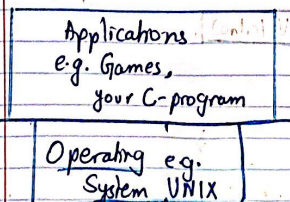
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Today's lecture: ① Introduce Basic Computer Structure
Objectives ② Write a simple C Program taking input and printing output

To give a context on how your C-program fits in the computer system, let's introduce basic structure of computers.

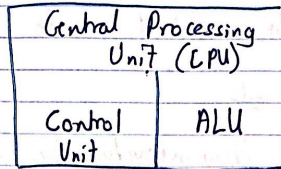
Software

- A sequence of instructions executed or performed by the computer

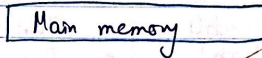


→ provides an interface to your applications

Hardware



→ executes instructions in native/machine code
e.g. adds two numbers



→ stores data and instructions that can be sent to the CPU to execute



→ connects the computer system to the user/world
e.g. input: keyboard
output: monitor

11:25

How is data and instructions stored?

Data & Numbers are encoded in binary:

Smallest unit: a bit (either 0 or 1)

Byte (B): 8 bits

KiloByte (KB): 1024 Bytes

Mega Byte (MB): 1024 KB

Giga Byte (GB): 1024 MB

Tera Byte (TB): 1024 GB

For example, a number is represented as binary

0	0000	0000	} To represent 0-3 → require 4 numbers 2 bits 2 bits
1	0000	0001	
2	0000	0010	
3	0000	0011	
4	0000	0100	} To represent 0-7 → require 8 numbers 3 bits 2 bits
5	0000	0101	
6	0000	0110	
7	0000	0111	
8	0000	1000	} To represent 0-? → require ? numbers 8 bits 2 bits = 256

Back to the main memory, it is organized to be access the data / instructions there. It's divided into cells. Each cell holds 1 byte. Each cell has an address, hence the memory is "byte-addressable". addresses too are represented in binary.

Addresses:

$2^{32} - 1$	1 byte stored
$2^{32} - 2$	1 byte stored
⋮	⋮
2	
1	
0	

Q. If I choose to represent addresses using 32-bits, how many different addresses can I have?

$= 2^{32}$ addresses, Each address accesses 1 byte

Total memory that can be stored $2^{32} \times 1 \text{ byte}$

(4)

$$2^{32} \times 1 \text{ byte} = 2^2 \cdot 2^{10} \cdot 2^{10} \cdot \underbrace{2^{10}}_{\text{KB}}$$

$$\underbrace{\hspace{10em}}_{\text{MB}}$$

$$\underbrace{\hspace{15em}}_{\text{GB}}$$

4 GB of main memory

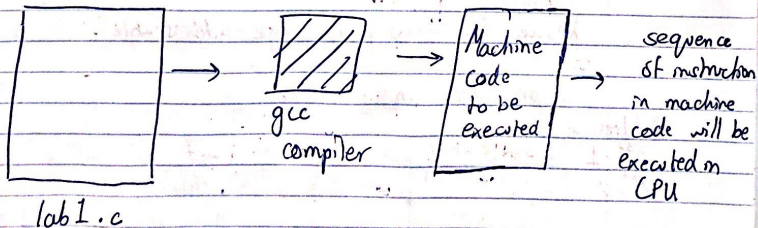
In modern computers, addresses are 64-bit.

Homework: how big can my memory be, if I have a 64-bit address?

Note: The unit is not Giga or Tera bytes (Bigger!)

Back to C-program, to develop a C-code

① Edit ② Compile ③ Run



Note: Machine code is stored in main memory, but it is executed on the CPU. (performed)

11:30

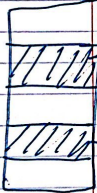
Write a C-program That takes from the user the number of pizzas, and outputs how many slices we have in total.

Assumptions: 1 pizza = 8 slices

include <stdio.h> → standard library to use input & output functions of printf and scanf.

int main (void) { → every C-program must have a main function, where the program starts

Memory



int input; int output; } → declares two numbers, "variables", and reserve a space for them in main memory
 ↓
 number with no decimals.
 every instruction ends with ;

printf("Enter number of pizzas:");
 ↓ displays text on screen

scanf("%d", &input); → go to input variable in main memory, and put the number typed there
 ↓
 format specifier, expecting an int
 output = input * 8; → instruction/command storing input * 8 into output in memory

printf("We have %d slices from %d pizzas\n", input, output);
 ↓ will print value of input
 ↓ will print value of output
 ↓ newline

return 0; → stops program!
 } → closes opening bracket of main function

Show Demo on VS Code!

- ▶ Better naming of variables (① Camel Case
e.g. input Pizza, output Slices)
- ▶ Indentation
- ▶ How to write comments
- ▶ Escape sequences (② Snake case
input_pizza, output_slices)

To print "

```
printf(" \ " );
```

↓
backslash is to avoid confusion with " of printf and what is to be printed

To print \

```
printf(" \\ " );
```

↓
backslash to avoid confusion with \ in \n

Heads-up on next lecture:

- ▶ int vs. double

int : stores a number without any decimal points or numbers after decimal

double : stores a number with decimal point and decimal places, "floating point number"