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CS 472 HW 1

(1.3) We said that the pattern of 1s and 0s used to represent an instruction in a computer has no intrinsic meaning. Why is this so and what is the implication of this statement?

(1.5) Modify the algorithm used in this chapter to locate the longest run of non-consecutive characters in the string.

(1.8) What are the differences between RTL, machine language, assembly language, high-level language, and pseudocode?

(1.12) What is the difference between a computer's *architecture* and its *organization*?

(1.18) What is the von Neumann bottleneck?

(1.33) Is Moore's law a law?