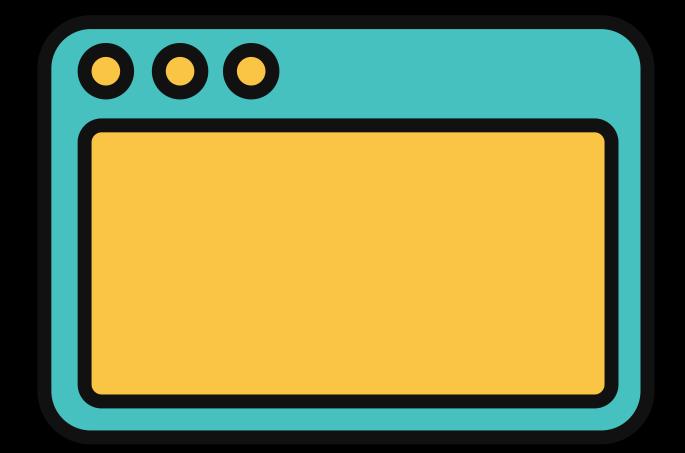
즐거운 코딩 경험 **CODINGMAX/** 



## PRAGRAM = 2 + 2

### PRAGRAM = DATA + ALGORITHM

OUTPUT

이미지 출처: https://commons.wikimedia.org/wiki/File:Computer\_Systems\_-\_Von\_Neumann\_Architecture\_Large\_poster\_anchor\_chart.svg

CC (1) (S) (O)
BY NC SA

OUTPUT

이미지 출처: https://commons.wikimedia.org/wiki/File:Computer\_Systems\_-\_Von\_Neumann\_Architecture\_Large\_poster\_anchor\_chart.svg

CC (1) (S) (O)
BY NC SA

# CPU CPU CONTROL ALU CONTROL AND CONTROL AND CONTROL AND CONTROL AND CONTROL AND Timing Control and Timing Storage

**Address** 

Data

L1 Cache

CC (1) (S) (O)
BY NC SA

L2 Cache

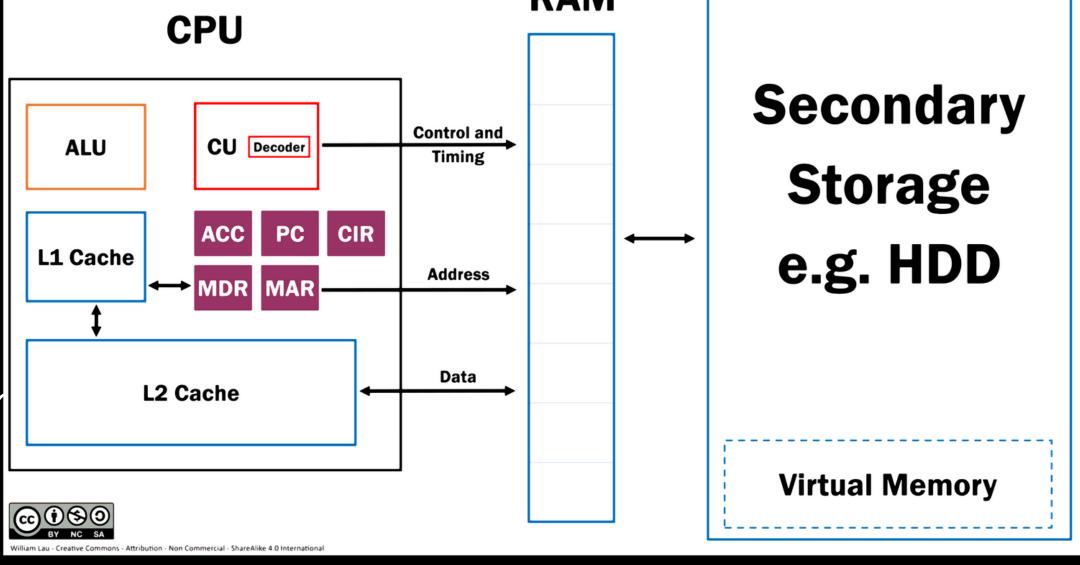
OUTPUT

 $\overline{\square}$ 

**Virtual Memory** 

e.g. HDD

## Computer Systems - Von Neumann Architecture RAM



OUTPUT

# CPU ALU CU CONTROL and Timing L2 Cache CONTROL AND Secondary Secondary Storage e.g. HDD

OUTPUT

이미지 출처: https://commons.wikimedia.org/wiki/File:Computer\_Systems\_-\_Von\_Neumann\_Architecture\_Large\_poster\_anchor\_chart.svg

CC (1) (S) (O)
BY NC SA

OUTPUT

이미지 출처: https://commons.wikimedia.org/wiki/File:Computer\_Systems\_-\_Von\_Neumann\_Architecture\_Large\_poster\_anchor\_chart.svg

CC (1) (S) (O)
BY NC SA

OUTPUT

이미지 출처: https://commons.wikimedia.org/wiki/File:Computer\_Systems\_-\_Von\_Neumann\_Architecture\_Large\_poster\_anchor\_chart.svg

CC (1) (S) (O)
BY NC SA

# CPU CPU CONTROL ALU CONTROL AND CONTROL AND CONTROL AND CONTROL AND CONTROL AND Timing Control and Timing Storage

**Address** 

Data

L1 Cache

CC (1) (S) (O)
BY NC SA

L2 Cache

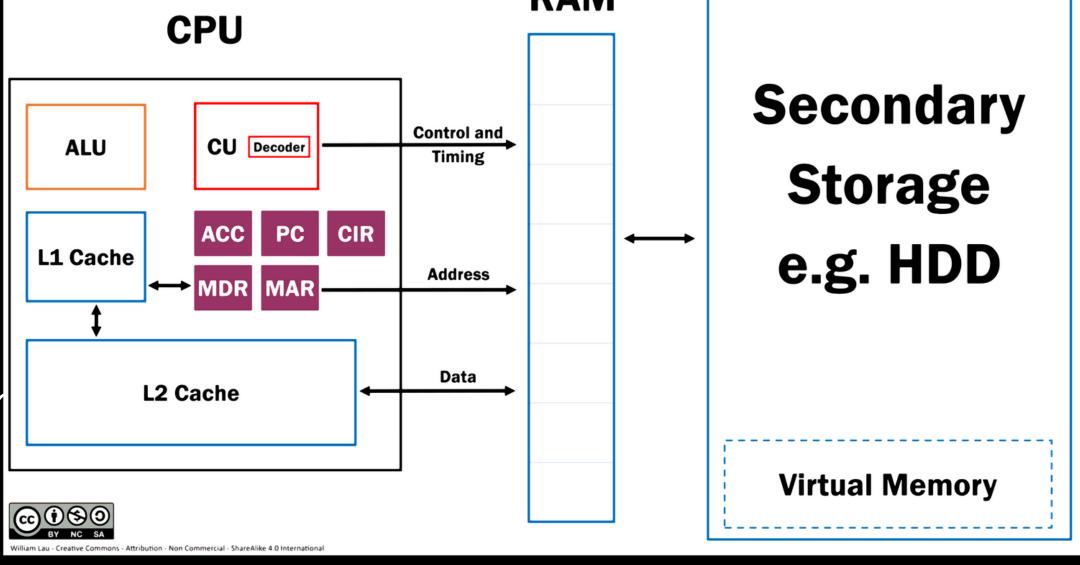
OUTPUT

 $\overline{\square}$ 

**Virtual Memory** 

e.g. HDD

## Computer Systems - Von Neumann Architecture RAM



OUTPUT

# CPU ALU CU CONTROL and Timing L2 Cache CONTROL AND Secondary Secondary Storage e.g. HDD

OUTPUT

이미지 출처: https://commons.wikimedia.org/wiki/File:Computer\_Systems\_-\_Von\_Neumann\_Architecture\_Large\_poster\_anchor\_chart.svg

CC (1) (S) (O)
BY NC SA

OUTPUT

이미지 출처: https://commons.wikimedia.org/wiki/File:Computer\_Systems\_-\_Von\_Neumann\_Architecture\_Large\_poster\_anchor\_chart.svg

CC (1) (S) (O)
BY NC SA

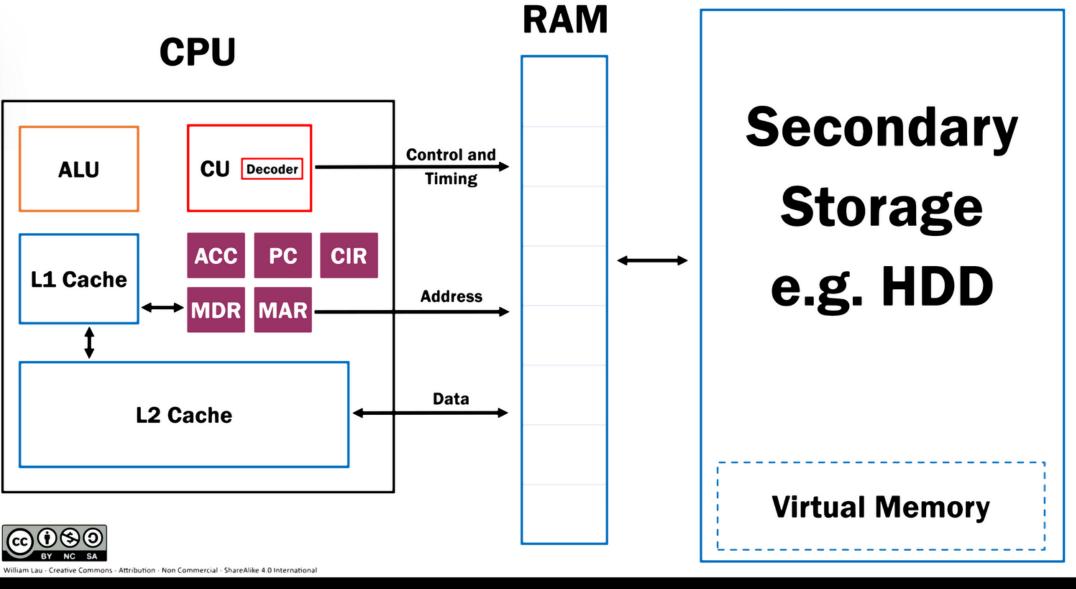
OUTPUT

이미지 출처: https://commons.wikimedia.org/wiki/File:Computer\_Systems\_-\_Von\_Neumann\_Architecture\_Large\_poster\_anchor\_chart.svg

CC (1) (S) (O)
BY NC SA

# Javascript let a = 10; let b = 20; let result = a + b; console.log(result);

#### **Computer Systems - Von Neumann Architecture**



OUTPUT

```
Javascript

// DATA
let a = 10;
let b = 20;

// ALGORITHM
let result = a + b;

// I0
console.log(result);
```



## 폰노이만 아케텍캐는 PURE 할 수 없습니다

OUTPUT

이미지 출처: https://commons.wikimedia.org/wiki/File:Computer\_Systems\_-\_Von\_Neumann\_Architecture\_Large\_poster\_anchor\_chart.svg

CC (1) (S) (O)
BY NC SA

# CPU CPU CONTROL ALU CONTROL AND CONTROL AND CONTROL AND CONTROL AND CONTROL AND Timing Control and Timing Storage

**Address** 

Data

L1 Cache

CC (1) (S) (O)
BY NC SA

L2 Cache

OUTPUT

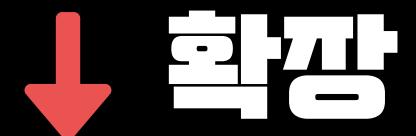
 $\overline{\square}$ 

**Virtual Memory** 

e.g. HDD

```
async function sum() {
  const a = await fetch('/api/a');
  const b = await fetch('/api/b');
  return a + b;
}
```

### PRAGRAM = DATA + ALGORITHM

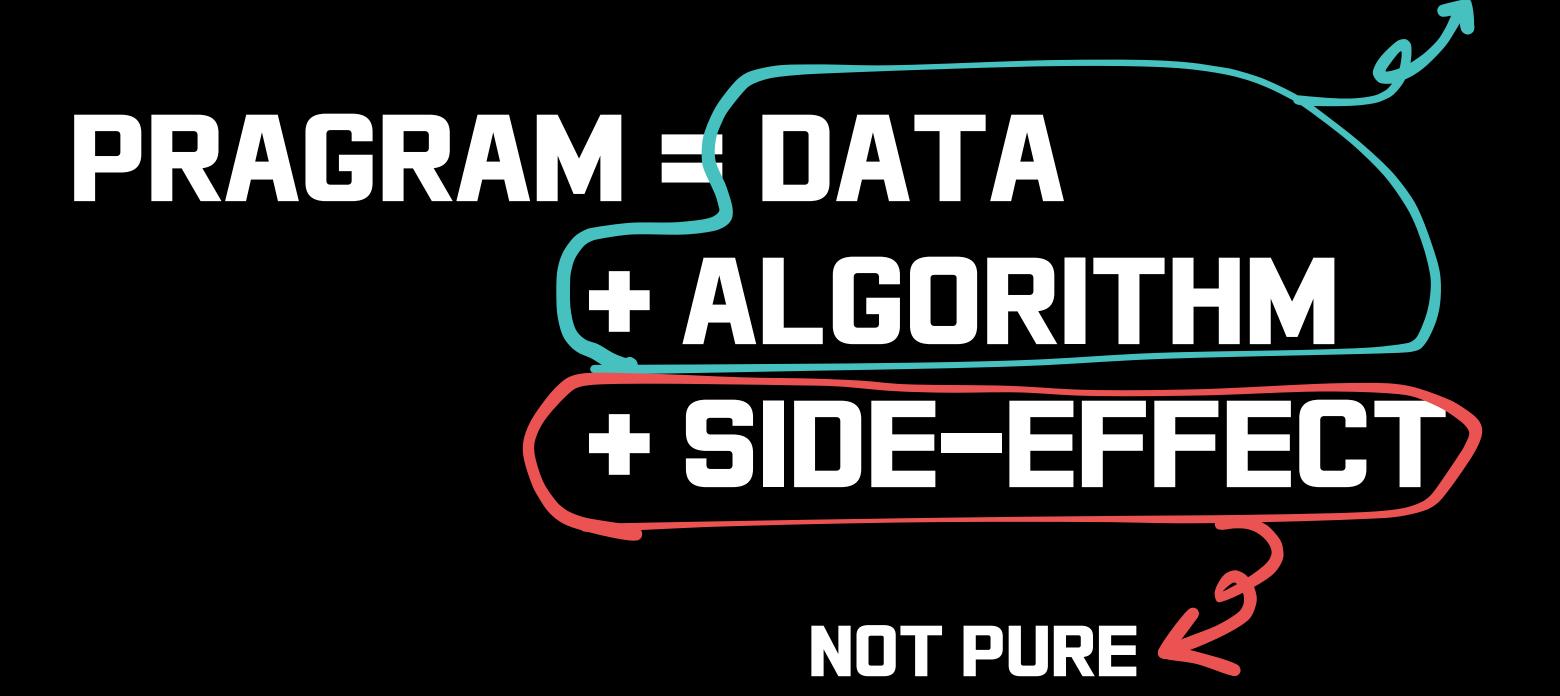


PRAGRAM = DATA + ALGORITHM + SIDE-EFFECT



# 우리가 색성하는 코드의 플류

#### **PURE**



#### SIDE-EFFECT 를 사용하는 코드

```
async function fetchNumbers(): Promise<number[] | null> {
  try {
    const a = await fetch('/api/a');
    const b = await fetch('/api/b');
    return [a, b];
  } catch (error) {
    return null;
  }
}
```

#### PURE한 코드(윤수 함수)

```
Javascript

function sum(a: number, b: number): number {
  return a + b;
}
```

#### SideEffect와 Pure를 샊어서 // 용하는 코드

```
async function main() {
  const numbers = await fetchNumbers();
  if (numbers != null) {
    const [a, b] = numbers;
    const result = sum(a, b);
    console.log(`a + b = ${a + b}`);
    return 0;
  }
  console.log('Failed to fetch numbers');
  return -1;
}
```

