## MODULE-1

Introduction to Computer Organization





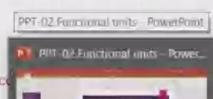


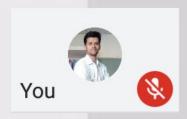
# What is a Computer organisation?

- Describes function & design of various units of digital computers
- Deals with Computer Hardware and Architecture
- Computer/Digital Computer



Classification of Computers





## Range of powerful computers



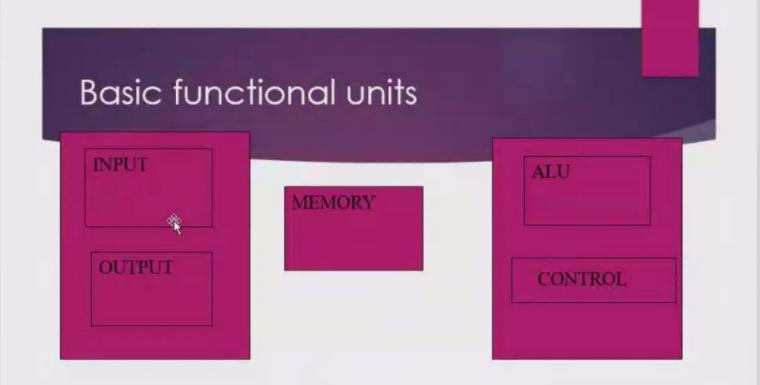


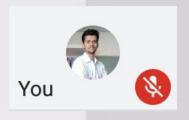












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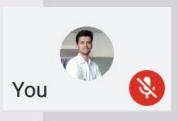




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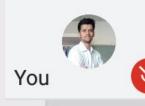
#### Continued...

- Input Unit-accepts information through input units, which read the data
- ► Memory Unit- 2 types
- ALU-Faster than other devices connected to system.
- Output unit-Counter part of input unit
- Control Unit-Sends control signal to other units ans sense their states



## Information Handled by a Computer

- ▶ Instructions/machine instructions
- Govern the transfer of information within a computer as well as between the computer and its I/O devices
- Specify the arithmetic and logic operations to be performed
- > Program
- Data
- Used as operands by the instructions
- Source program
- ▶ Encoded in binary code 0 and 1



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### Memory Devices



















- CPU wants data from cell 4(Read/write)
- CPU communicates R,W control signals along with address -memory requests

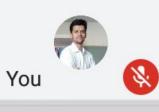
addr control

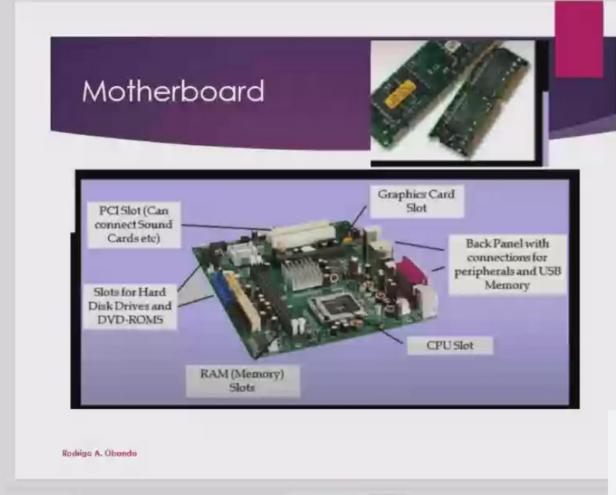




#### Arithmetic and Logic Unit (ALU)

- Most computer operations are executed in ALU of the processor.
- ▶ Load the operands into memory bring them to the processor perform operation in ALU store the result back to memory or retain in the processor.
- Registers
- Fast control of ALU





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