

1. Apple's Macintosh was described as a game-changer for the computer industry in the 1980's.

The Computer Generations:-

The computer generations means Step by step growth in the technology. It is often used in relation to the hardware of computer. It consists of five generations.

1. First Generation:-

Components used: Vacuum tubes or thermionic valves.

Memory: 10,000 to 20,000 characters.

Operating speed: Milliseconds.

Advantages:-

* performs computations in milliseconds

* fastest calculating device of their time.

Disadvantages:-

* Very big in size * High power consumption.

2. Second Generation:-

Components used:- Transistors

Memory:- up to 5000 characters

Operating speed:- Micro seconds

Advantages:-

* Small in size * Better reliability

* Better portability

* Less prone to hardware failure.

* Disadvantages:-

* Commercial production was difficult.

3. Third Generation:-

* Components used:- Integrated

* Memory:- upto 4 million characters

* Operating speed:- Nano seconds (10⁻⁹)

* Advantages:- Small in size.

Disadvantages:-

Needs air conditioning.

4. Fourth Generation:-

* Components used: Micro processor.

* Memory:- semi-conductor

* Operating speed:- 1 to 10 Nano sec.

* Advantages:-

Consumed less power

Cheap as compared to the previous generation

Computers,

* Disadvantages:-

* Manufacture of

LSI chips.

* Fifth Generation:-

Components used:- Artificial intelligence

Memory:- CMOS

Operating speed:- 1 to 100 Nano sec.

Advantage:-

* Much more smaller in size.

* larger and faster primary and secondary storage.

Disadvantages:-

* They tend to be

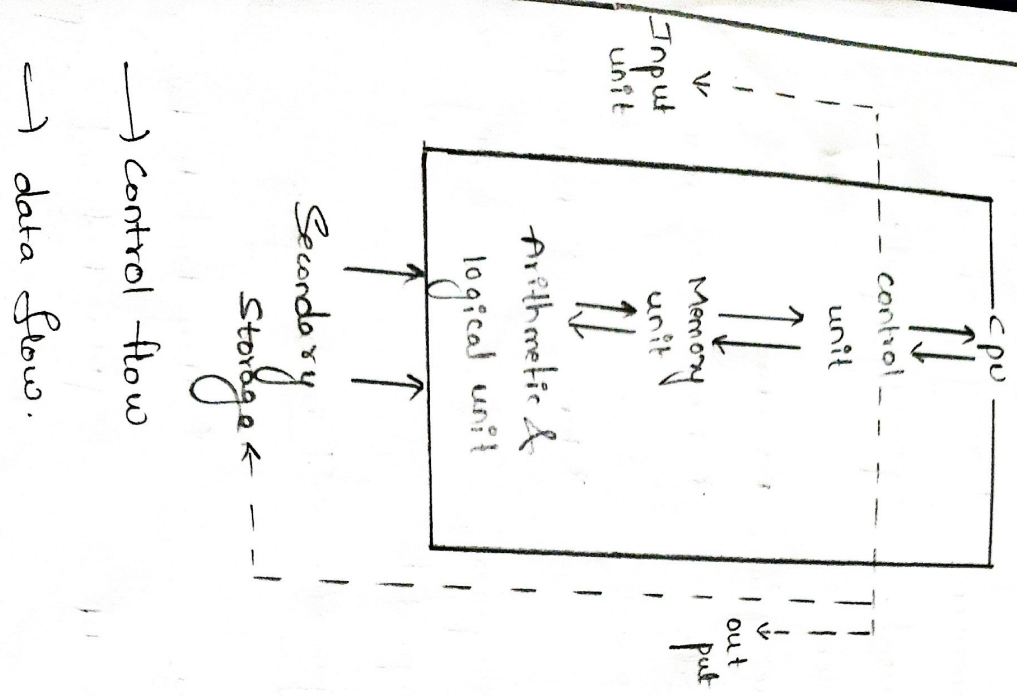
sophisticated and complex tools.

* No portable.

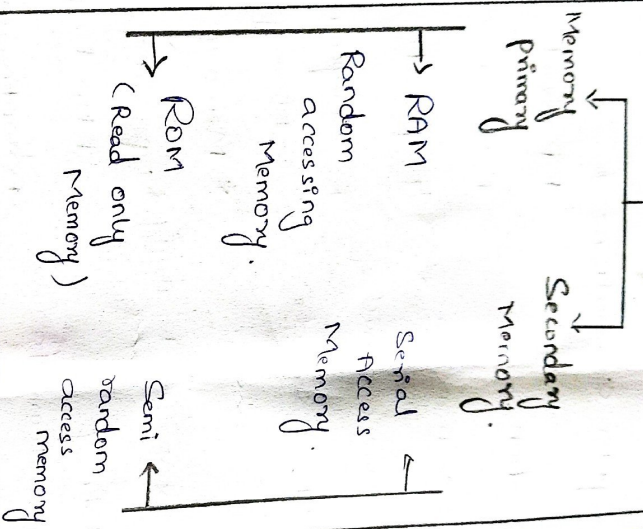
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STRUCTURE & WORKING OF COMPUTER

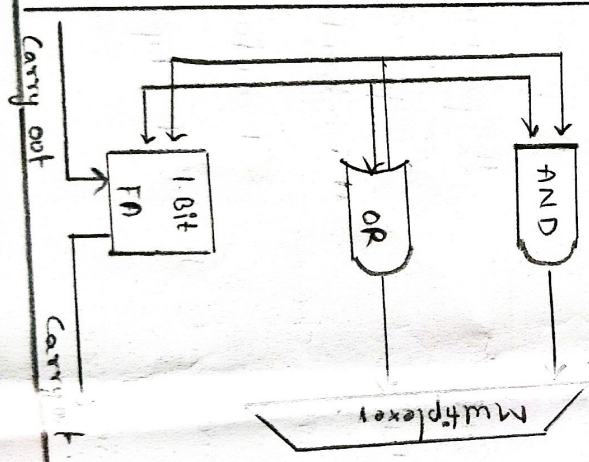
The basic computer Organisation remains the same for all the computer system.



Memory :-



3. Functional block :-



4. Control unit :-

Fetching out the Next program.
Decoding Deciphers what the program.
Exchanging carrier out the action storing Saves the result to a memory.

3. Register :-

* Program Counter that manages the memory address of the instructions to be Executed Next.

* Instruction register part of a CPU's control unit.

* Memory address register used to handle the address transfer.

* Memory Buffer register Temporary storage Area.

* Input Devices :-

- Key Board
- Mouse
- Scanner
- Joy stick.

Output Devices.

- VDC
- Visual Display unit
- Printers.