UNIT I BASIC STRUCTURE OF COMPUTERS

Functional units – Basic operational concepts – Bus Structures – Performance – Memory locations and addresses – Memory operations – Instruction and Instruction sequencing –– Addressing modes – Assembly language – Case study : RISC and CISC Architecture.



Recall the prior Knowledge

Computer ?







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Storage units

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Why to study computer Architecture?

Structure an internal component of a computer

Program to realize the logics

Runs more efficiently on a real time machine



Introduction

Computer

Architecture





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Definition

- Concerned with the structure and behavior of the various functional modules computer and how they interact to provide the processing needs of the user.
- Refers to the operational units and their interconnections
- Computer is a fast electronic calculating machine which accepts digital input, processes it according to the internally stored instructions (Programs) and produces the result on the output device.

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High-level language program (in C)



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Computer Types



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Personal Corner (DC)

It is a low cap 4 **Apple Macin** It is a sort of Tablet у. Laptop com It is a handy (Smartphone **Tablet and S**

Modern technology has advanced further. It has helped develop computers that are pocket-friendly.

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Generation of Computers

Generations of computers	Generations timeline	Evolving hardware
First generation	1940s-1950s	Vacuum tube based
Second generation	1950s-1960s	Transistor based
Third generation	1960s-1970s	Integrated circuit based
Fourth generation	1970s-present	Microprocessor based
Fifth generation	The present and the future	Artificial intelligence based

Block diagram of Computer

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Functional Unit



Basic Operational Concepts



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