Computers

- A computer is a machine capable of following the instructions of a program.
- A program is a set of instructions.
- Computer Organization: Hardware (von Neumann architecture)
 The Central Processing Unit: (CPU)
 - 1. Carries out the instructions of the programs.
 - 2. Moves data from one part of machine to another part of the machine.
 - 3. Manipulates data (e.g., adds, compares, etc.).
 - Memory:
 - 1. Internal Memory: memory internal to the system printed circuit boards. Used to store programs and data that are currently being processed by the CPU.
 - a) RAM Random Access Memory
 - b) ROM Read Only Memory
 - 2. External Memory: memory external to the system printed circuit boards. Used for long term and mass storage of programs and data.
 - a) Floppy Disks
 - b) Hard Disks
 - c) Magnetic Tape
 - d) CD ROM
 - e) DVD ROM
 - Input/Output Devices:
 - 1. Input Devices: used to input programs and data into the computer.
 - a) Keyboard
 - b) Mouse or Trackball
 - c) Microphone
 - 2. Output Devices: used to receive output information from the computer.
 - a) Screen
 - b) Printer
 - c) Speaker

• Computer Organization: Software

- Program:

A set of instructions that determines a computer's action.

- Software:

A program or a collection of programs that are not 'built-in' to the hardware.

- The Operating System: (Windows, Unix, Linux, ...) The software that manages the entire computer system.
- Application Program:

Software designed to carry out tasks in a particular application area (word processing, Web access, spreadsheets,...).

- Programming Language: A language with which programs are written.
- C, C + +, Java, JavaScript, Pascal, Visual Basic, ...: High-level programming languages.
- Assembly Language: A low-level programming language.
- Machine Language

The "language" that the computer actually understands. (strings of 1s and 0s)

- Compiler:

Software that translates programs written in high-level languages into machine language.