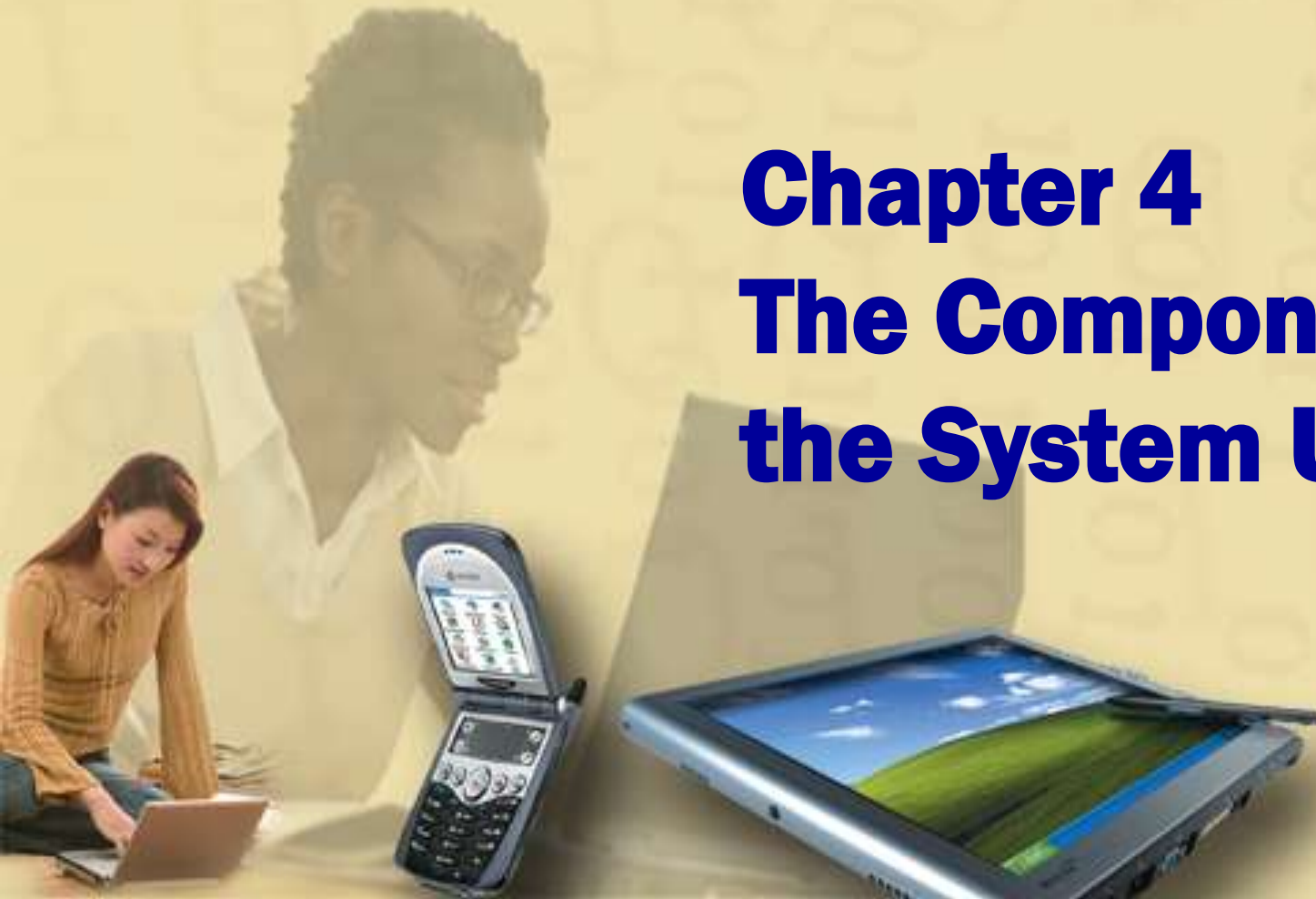


# Discovering Computers

FUNDAMENTALS, Second Edition

## Chapter 4 The Components of the System Unit



# Today

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- **The System Unit**
  - Motherboard
  - CPU
  - Control Unit
  - ALU
  - Machine Cycle
  - System Clock
- **Data Representation**
- **Memory**

# The System Unit

What is the **system unit**?

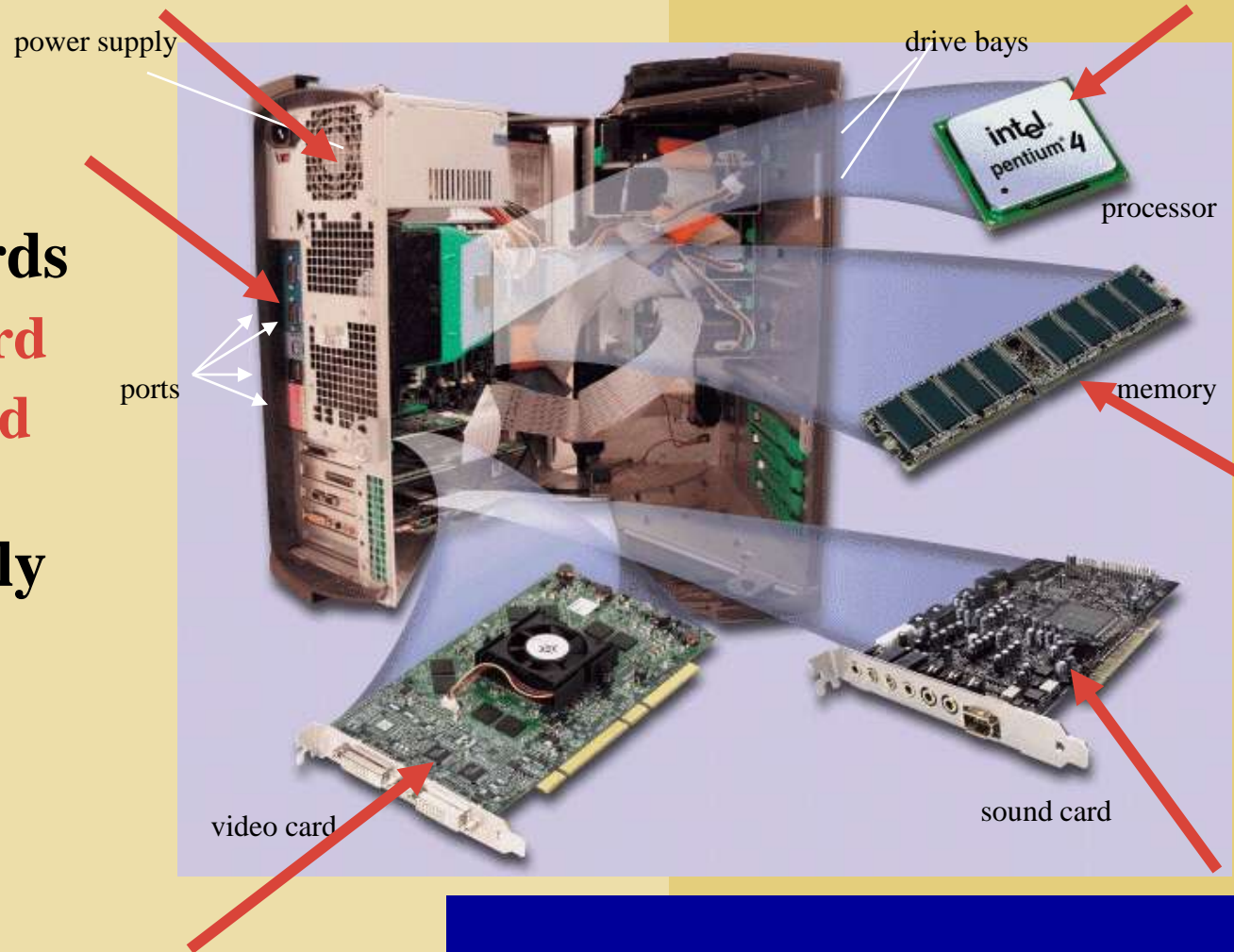
- Case that contains electronic components of the computer used to process data



# The System Unit

What are common components inside the system unit?

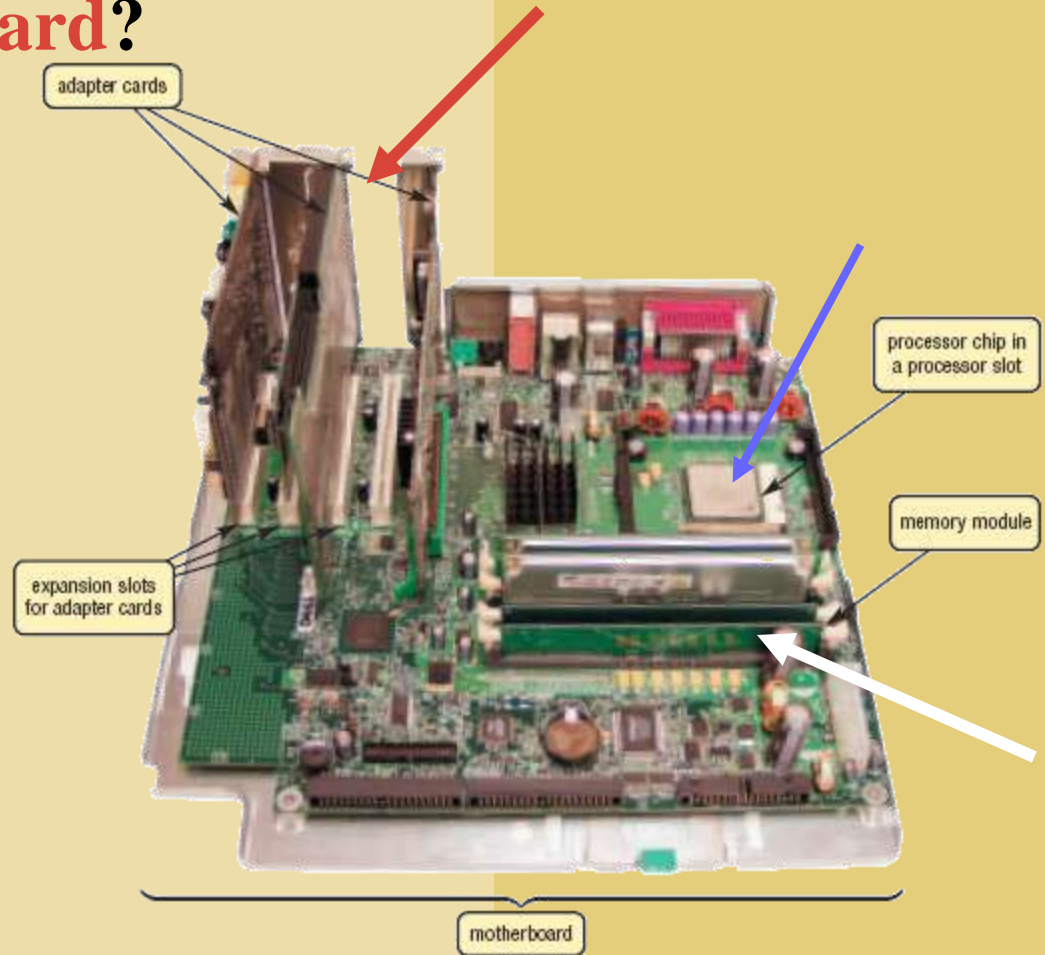
- Processor
- Memory
- Adapter cards
  - Sound card
  - Video card
- Ports
- Power supply



# The System Unit

## What is the **motherboard**?

- Main circuit board in system unit
- Contains adapter cards, processor chips, and memory modules

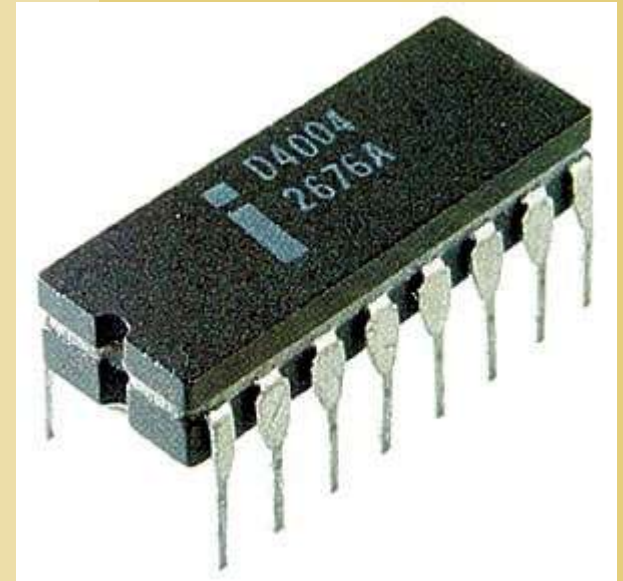




# The System Unit

## What is a **chip**?

- Small piece of semi-conducting material on which integrated circuits are etched
  - Integrated circuits contain many microscopic pathways capable of carrying electrical current
- Chips are packaged so they can be attached to a circuit board

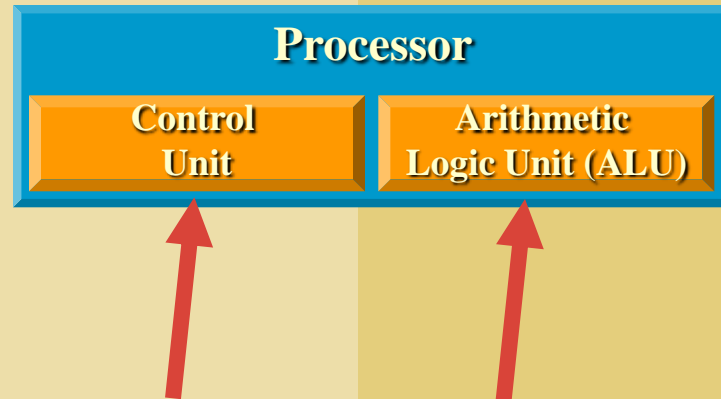


Intel's first processor

# Processor

## What is the **central processing unit (CPU)**?

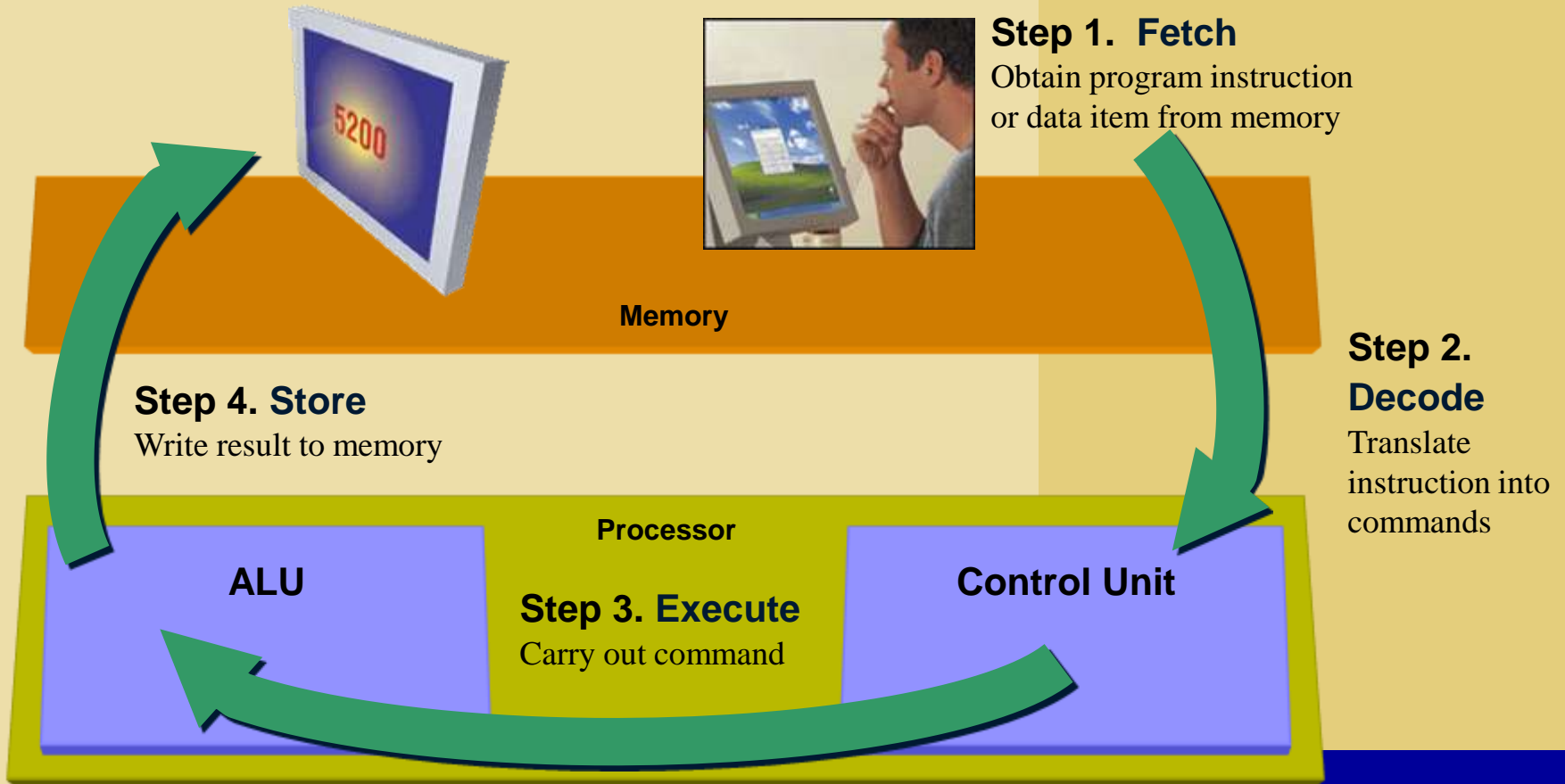
- **Interprets and carries out basic instructions that operate a computer**
  - **Control unit** directs and coordinates operations in computer
  - **Arithmetic logic unit (ALU)** performs arithmetic, comparison, and logical operations
- **Also called the processor or the “brains of the computer”**



# Processor

## What is a machine cycle?

- Four operations of the CPU comprise a machine cycle





# Processor

## What is the **system clock**?

- Controls timing of all computer operations
- Generates regular electronic pulses, or ticks, that set operating pace of components of system unit

Pace of system clock is **clock speed**  
Most clock speeds are in the **gigahertz (GHz)** range (1 GHz = one billion ticks of system clock per second)

# Processor

Which processor should you select?

- It is a tough decision – there are many to choose from

## Intel

Celeron D	Budget variety – single core
Pentium 4	Single core
Pentium D	Dual core
Pentium M	Mobile, single core
Core 2	
Core 2 Duo	Dual core
Core 2 Quad	4 core

## AMD

Sempron	Budget variety
Athlon 64	true 64-bit
Athlon 64 FX	better performance
Athlon 64 X2	Dual core
Turion	Mobile

# Morse code

A .-  
B -...  
C -..  
D -..  
E .  
F ..-  
G --.  
H ....  
I ..  
J .-.-  
K -.-  
L .-..  
M --

N -.  
O ---  
P .-..  
Q --.-  
R .-.  
S ...  
T -  
U  .-  
V ...-  
W .--  
X -.-  
Y -.-.  
Z --..

0 -----  
1 .-.-.-  
2 ..-.-  
3 ...--  
4 ....-  
5 .....  
6 -....  
7 --...  
8 ----..  
9 -----.

Comma --- . . ---

# Data Representation

## How do computers represent data?

- Computers are **digital**
  - Recognize only two discrete states: on or off
  - Similar to dots and dashes used in Morse code
  - Use Number system with two unique digits: 0 and 1. Use a **binary system** to recognize two states
  - A **bit** is short for binary digits

Binary	Decimal
0	0
1	1
10	2
11	3
100	4
101	5
110	6
111	7
1000	8
1001	9
1010	10

# Data Representation

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What is a **byte**?

- **Eight bits**
- **Provides enough different combinations of 0s and 1s to represent 256 individual characters**

# Data Representation

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**What are two popular coding systems to represent data?**

- **ASCII—American Standard Code for Information Interchange**
- **EBCDIC—Extended Binary Coded Decimal Interchange Code**



# ASCII code

<u>Binary</u>	<u>Decimal</u>	<u>Hex</u>		<u>Binary</u>	<u>Decimal</u>	<u>Hex</u>	
0100 0001	65	41	<u>A</u>	0100 1110	78	4E	<u>N</u>
0100 0010	66	42	<u>B</u>	0100 1111	79	4F	<u>O</u>
0100 0011	67	43	<u>C</u>	0101 0000	80	50	<u>P</u>
0100 0100	68	44	<u>D</u>	0101 0001	81	51	<u>Q</u>
0100 0101	69	45	<u>E</u>	0101 0010	82	52	<u>R</u>
0100 0110	70	46	<u>F</u>	0101 0011	83	53	<u>S</u>
0100 0111	71	47	<u>G</u>	0101 0100	84	54	<u>T</u>
0100 1000	72	48	<u>H</u>	0101 0101	85	55	<u>U</u>
0100 1001	73	49	<u>I</u>	0101 0110	86	56	<u>V</u>
0100 1010	74	4A	<u>J</u>	0101 0111	87	57	<u>W</u>
0100 1011	75	4B	<u>K</u>	0101 1000	88	58	<u>X</u>
0100 1100	76	4C	<u>L</u>	0101 1001	89	59	<u>Y</u>
0100 1101	77	4D	<u>M</u>	0101 1010	90	5A	<u>Z</u>

# Memory

## What is **memory**?

- **Electronic components that store instructions, data, and results**
- **Each byte stored in unique location called an address, similar to seats in a concert hall**



# Memory

## How is memory measured?

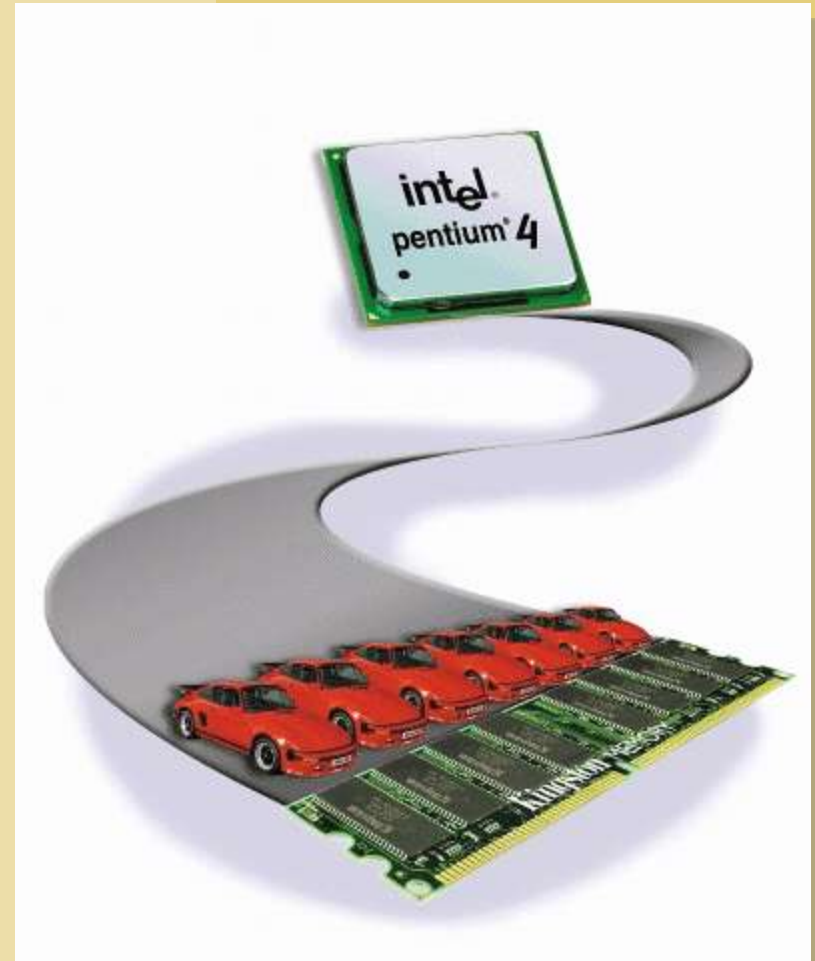
- **By number of bytes available for storage**

Term	Abbreviation	Approximate Size
Kilobyte	KB or K	1 thousand bytes
Megabyte	MB	1 million bytes
Gigabyte	GB	1 billion bytes
Terabyte	TB	1 trillion bytes

# Buses

## What is a **bus**?

- Channel that allows devices inside and attached to the computer to communicate with each other
  - **System bus** connects processor and RAM
  - Bus width determines number of bits transmitted at one time
- 32-bit or 64-bit



# Processor comparison

	Computer 1	Computer 2	Computer 3
Company making <u>computer</u>			
Company making <u>CPU</u>			
CPU type			
Memory capacity			
32- or 64-bit?			
Single- or Dual-core?			

# Processor comparison (con't)

	Computer 4	Computer 5	Computer 6
Company making <u>computer</u>			
Company making <u>CPU</u>			
CPU type			
Memory capacity			
32- or 64-bit?			
Single- or Dual-core?			