Computers, Software, and Data

Tom Kelliher, CS 102 Sept. 3, 2006

1 Administrivia

Announcements

First quiz in one week. See sample quiz.

Assignment

Read 1.6–10.

Be able to answer these questions from pp. 40–42: 12, 21, 25, 28, and 31.

From Last Time

Syllabus, survey.

Outline

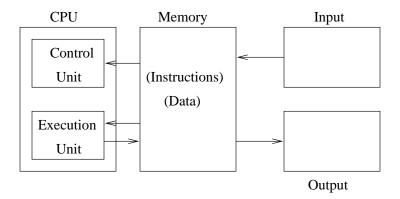
1. Computers, Software, and Data.

Coming Up

Inside a computer.

1.1 What's a Computer?

A block diagram:



- 1. What is memory? How does it differ from storage?
- 2. What parts of a PC are considered input devices? Output devices? Both?

1.2 How is Software Run?

Consider the following simple program:

- 1: let sum = 0
- 2: print "How many numbers? "
- 3: read count
- 4: let loopCount = count
- 5: if loopCount equals 0 goto 11
- 6: print "Next number: "
- 7: read input
- 8: let sum = sum + input
- 9: let loopCount = loopCount 1
- 10: goto 5
- 11: let average = sum / count
- 12: print "The average is:", average, "."
- 13: end
 - 1. Where do we begin?

- 2. After completing one step, where do we proceed?
- 3. Operations: assignment, arithmetic, decision, branch, I/O.
- 4. Operands: Variables, constants (numeric and string).

1.3 How is Data Kept?

- 1. Computers use the binary system. Why?
- 2. Binary digits.

Conversion between binary and decimal is fairly simple, but tedious — write/use a program.

- 3. Bits, bytes, words.
- 4. Memory locations: cells with addresses.
- 5. How do we represent characters? ASCII code:
 - (a) A: 01000001
 - (b) 4: 00110100
- 6. How does the computer know if a memory location contains numbers, characters, variables, or instructions?