

PowerPoint Presentation to Accompany GO! All In One

Chapter 7

System Components, Input/Output Devices, and Storage Devices





- Recognize the Difference Between Human and Computer Representation of Input
- List the Elements of the System Unit
- Identify Components of the Motherboard
- Identify Connectors Located Outside the System Unit



Objectives

- Recognize Input Devices
- Describe Output Devices and How They Engage Your Senses
- Evaluate Methods for Storing Data



- Single circuit: Contains a current or does not

• Binary digit

- 0 or 1

Binary number representation

– A string of 0s and 1s



Common Keyboard Characters and Their Equivalent Binary Number Representation

Keyboard Character	Binary Number Representation	
R	01010010	
S	01010011	
Т	01010100	
L	01001100	
Ν	01001110	
E	01000101	



- Byte
 - A group of eight bits used to represent one character of data

Current Units of Data Storage				
Unit	Abbreviation	Storage Amount	Text Equivalent	
Byte	В	8 bits	1 character	
Kilobyte	KB	1 thousand bytes	1 page	
Megabyte	MB	1 million bytes	1,000 pages	
Gigabyte	GB	1 billion bytes	1,000 books	
Terabyte	ТВ	1 trillion bytes	1 million books	



Larger Units of Data Storage			
Unit	Abbreviation	Storage Amount	Text Equivalent
Petabyte	РВ	I quadrillion bytes	1 billion books
Exabyte	EB	1 quintillion bytes	7,500 libraries the size of the Library of Congress
Zettabyte	ZB	1 sextillion bytes	Not able to estimate
Yottabyte	YB	1 septillion bytes	Not able to estimate



- Character code
 - Established procedure used to create bit patterns for letters, numbers, and symbols called characters
- American Standard Code for Information Interchange (ASCII)
 - Most widely used character code (8 bits)
 - Up to 256 characters

Unicode

- 16-bit character code
- Up to 65,000 characters

Sample of a Section of Extended ASCII Code					
Character	ASCII Code	Character	ASCII Code	Character	ASCII Code
!	00100001	Е	01000101	e	01100101
#	00100011	Р	01010000	р	01110000
\$	00100100	А	01000001	a	01100001
space	00100000	Y	01011001	у	01111001



List the Elements of the System Unit

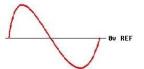
• System unit

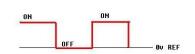
- Metal or plastic case providing a cool and clean environment for computer's main hardware
 - Tower case
 - Mini-tower case



List the Elements of the System Unit

- Motherboard
 - Large circuit board located within the system unit, containing the CPU
- Power supply
 - Transforms current from AC to DC
- Internal speaker
 - Provides beeps heard when the computer starts up





Pulsating Direct Current

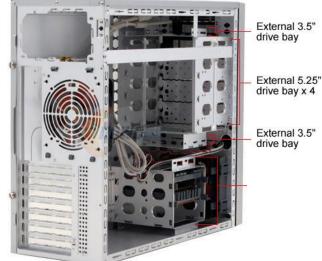
Regular Alternating Current

List the Elements of the System Unit

Drive bays

 Slots that accommodate your computer's storage devices such as the hard disk drive, CD drive, or DVD drive



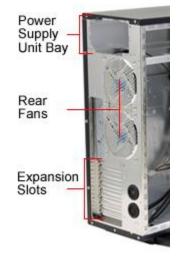




List the Elements of the System Unit

Expansion slots

- Receptacles that accept additional circuit boards or expansion cards
- Cooling fan
 - Keeps system cool







List the Elements of the System Unit

Expansion cards

- Also called expansion boards, adapter cards, or adapters
- Contain circuitry for peripheral devices not normally included as standard equipment
 - VGA Card
 - Sound Card
 - Network Card
 - ...



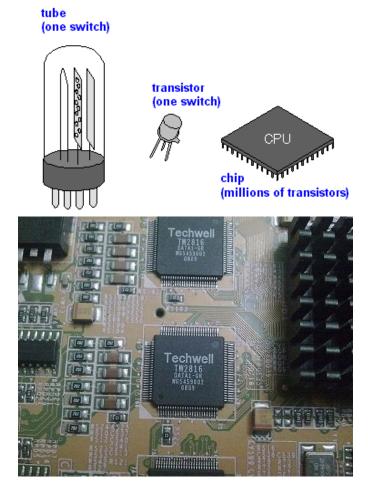


Integrated circuit (IC)

 Components on motherboard, also called a chip (millions of transistors)

Transistors

 An electronic switch that controls the flow of electrical signals





Central processing unit (CPU)

 Complex integrated circuit that performs different functions

Embedded processors

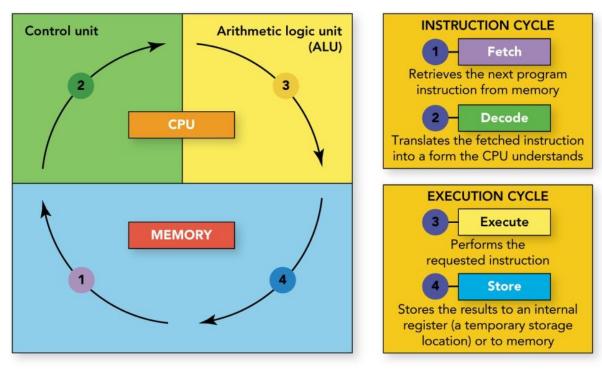
- Processors programmed to perform only the intended task for a specific device
- Heat sink
 - A heat-scattering component that protects the CPU







FOUR STEPS OF THE MACHINE CYCLE





Registers

 Temporary storage areas located within a microprocessor

Pipelining

 A technique that feeds a new instruction into the CPU at every step of the processing cycle



Identify Components of the Motherboard • Parallel processing

 More than one processor executes two or more portions of a program simultaneously





- Multitasking
 - A process by which the CPU gives the illusion of performing instructions from multiple programs at once, but actually the CPU is rapidly switching between the programs and instructions





Multi-core processors

- correct the slowdown that occurs in the processing cycle
- when the CPU is held up by waiting for instructions and data from slower-running RAM or a hard disk
- while one core is busy executing an instruction, another can handle incoming streams of data or instructions.
- The idea is that "two hands are better than one."



Evolution of Intel Microprocessors				
Year	Chip	Bus Width	Clock Speed	Transistors
1971	4004	4 bits	108 KHz	2,300
1993	Pentium	32 bits	Up to 66 MHz	3.1 million
2000	Pentium 4	32 bits	Up to 2 GHz	42 million
2006	Core Duo	32 bits	Up to 2 GHz	151 million
2007	Core 2 Quad	64 bits	Up to 2.4 GHz	582 million
2008	Core 2 Extreme, Quad Processor	64 bits	3.2 GHz	820 million
2010	Core i7 Extreme Edition	64 bits	3.3 GHz	732 Million

