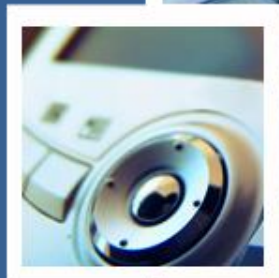


# System Unit Components

## Chapter 2



# The System Unit



- What is the **system unit**?

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

- Sometimes called the **chassis**

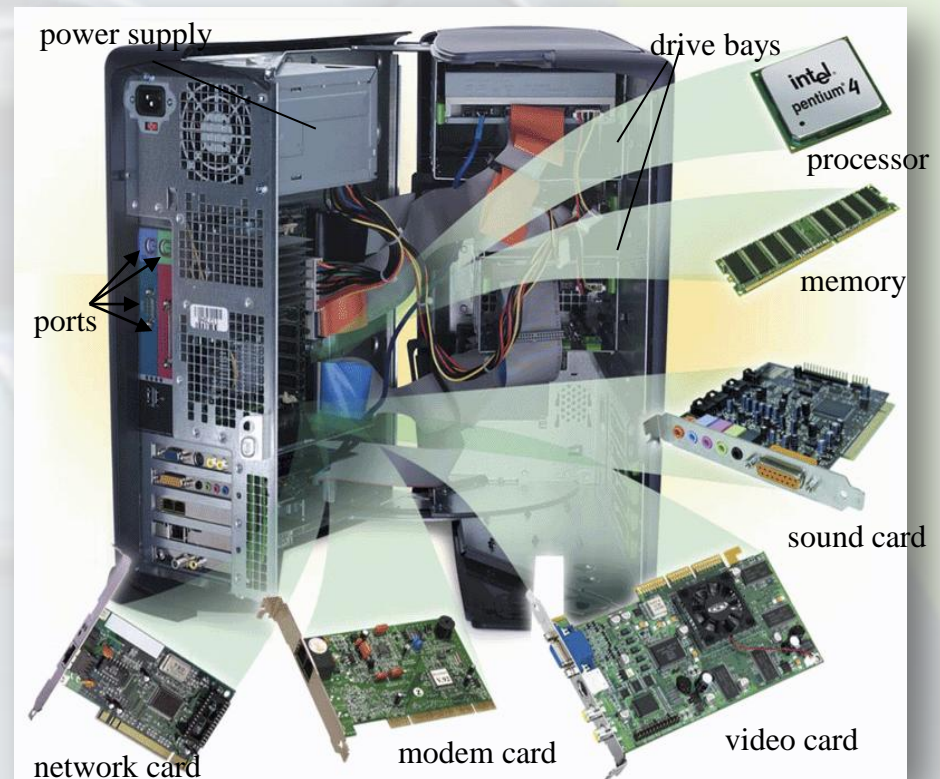


# The System Unit



What are common components inside the **system unit**?

- **Processor**
- **Memory**
- **Adapter cards**
  - Sound card
  - Modem card
  - Video card
  - Network card
- **Ports**
- **Drive bays**
- **Power supply**

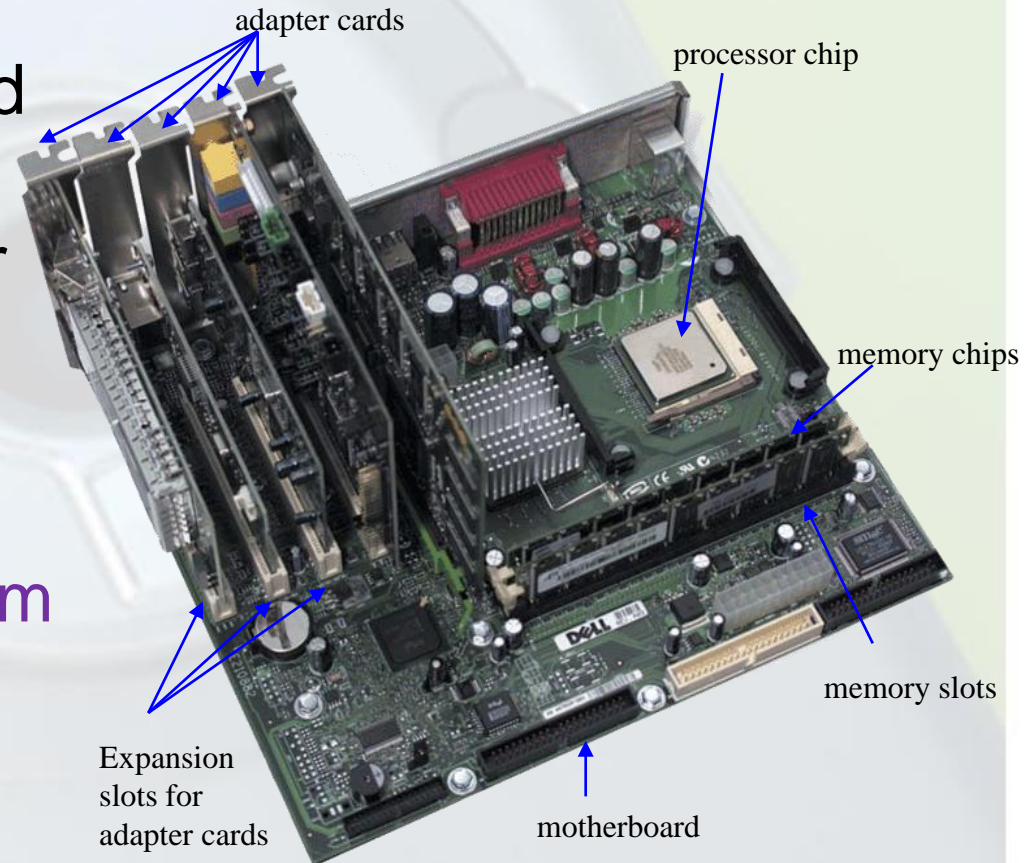


# The System Unit



What is the **motherboard**?

- Main circuit board in system unit
- Contains adapter cards, processor chips, and memory chips
- Also called **system board**



# 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**



dual inline packages (DIP) holds memory chips

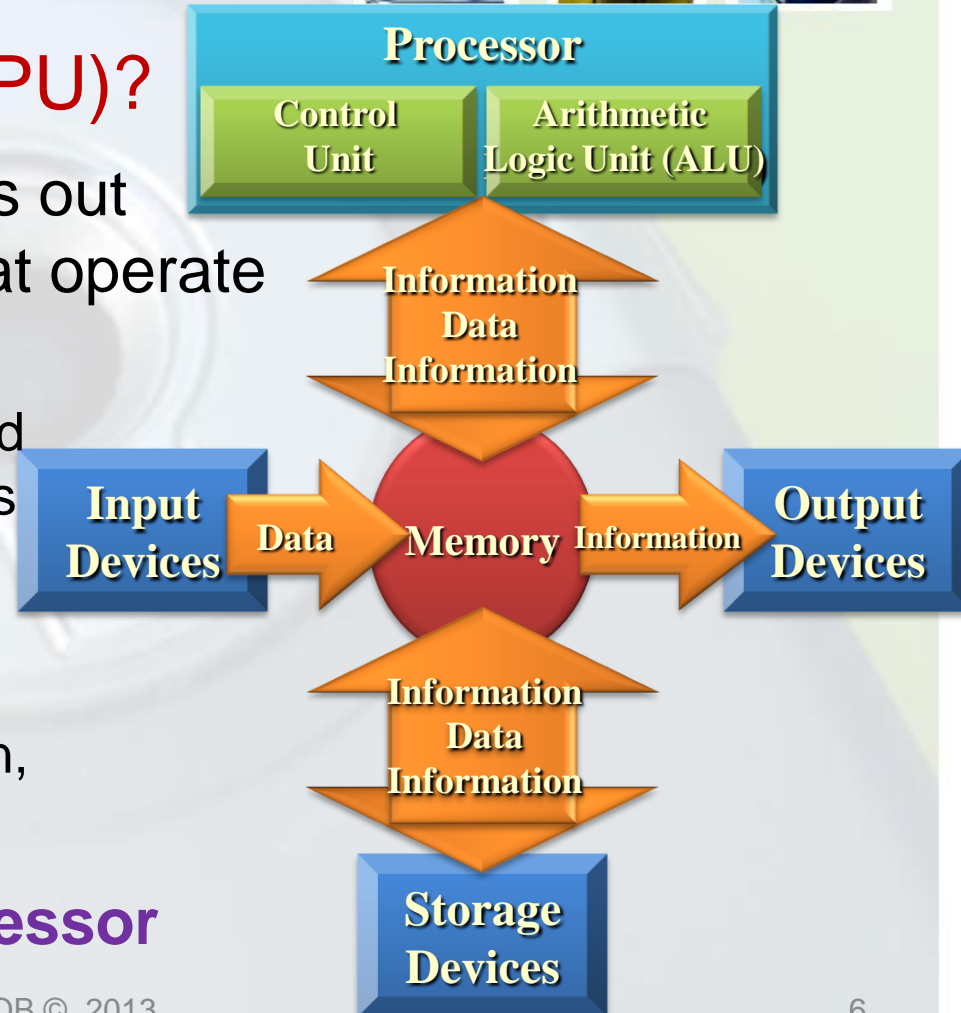
pin grid array (PGA) package holds processor chips

# Central Processing Unit



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**

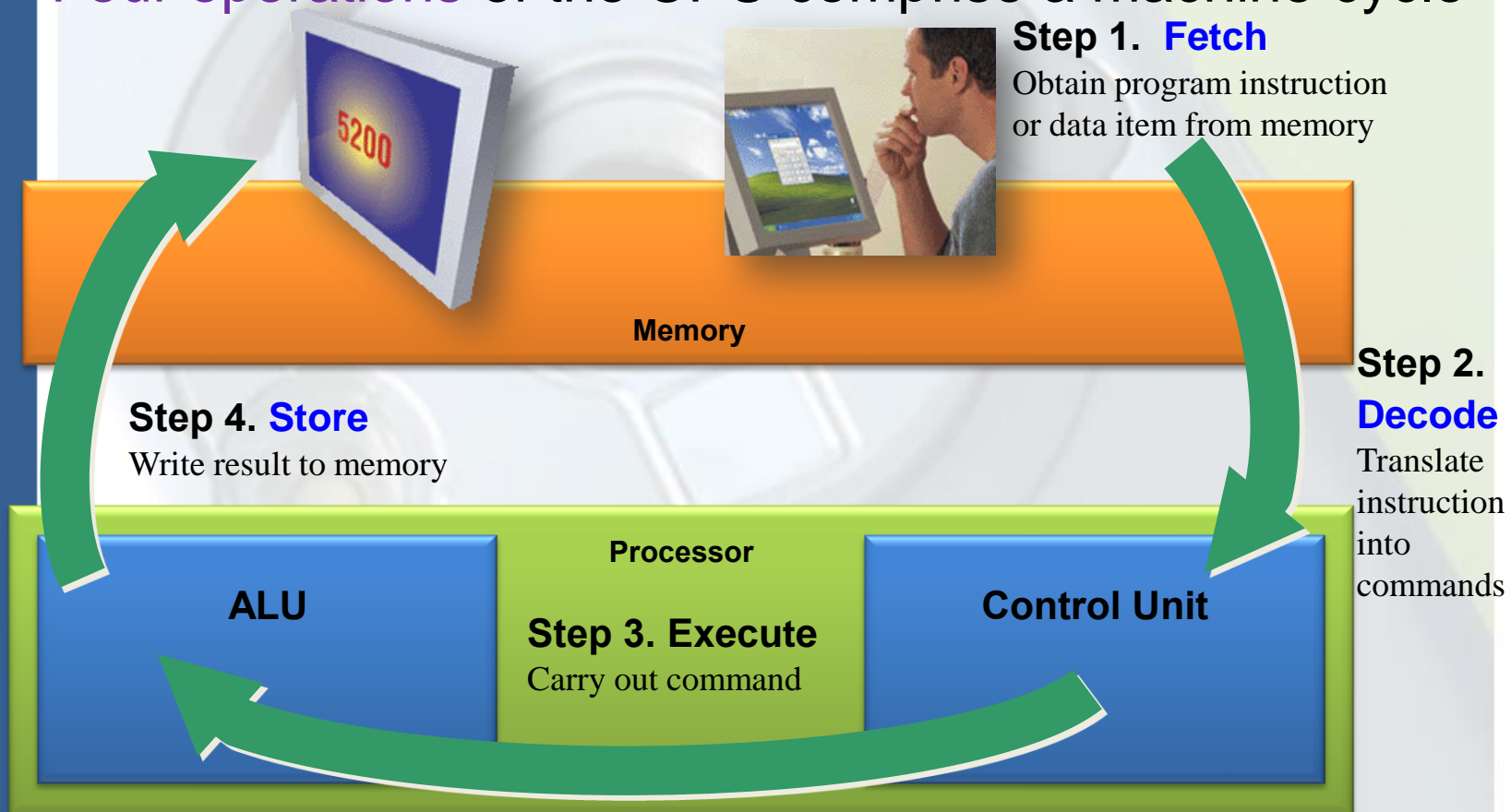


# Central Processing Unit



What is a **machine cycle**?

Four operations of the CPU comprise a machine cycle

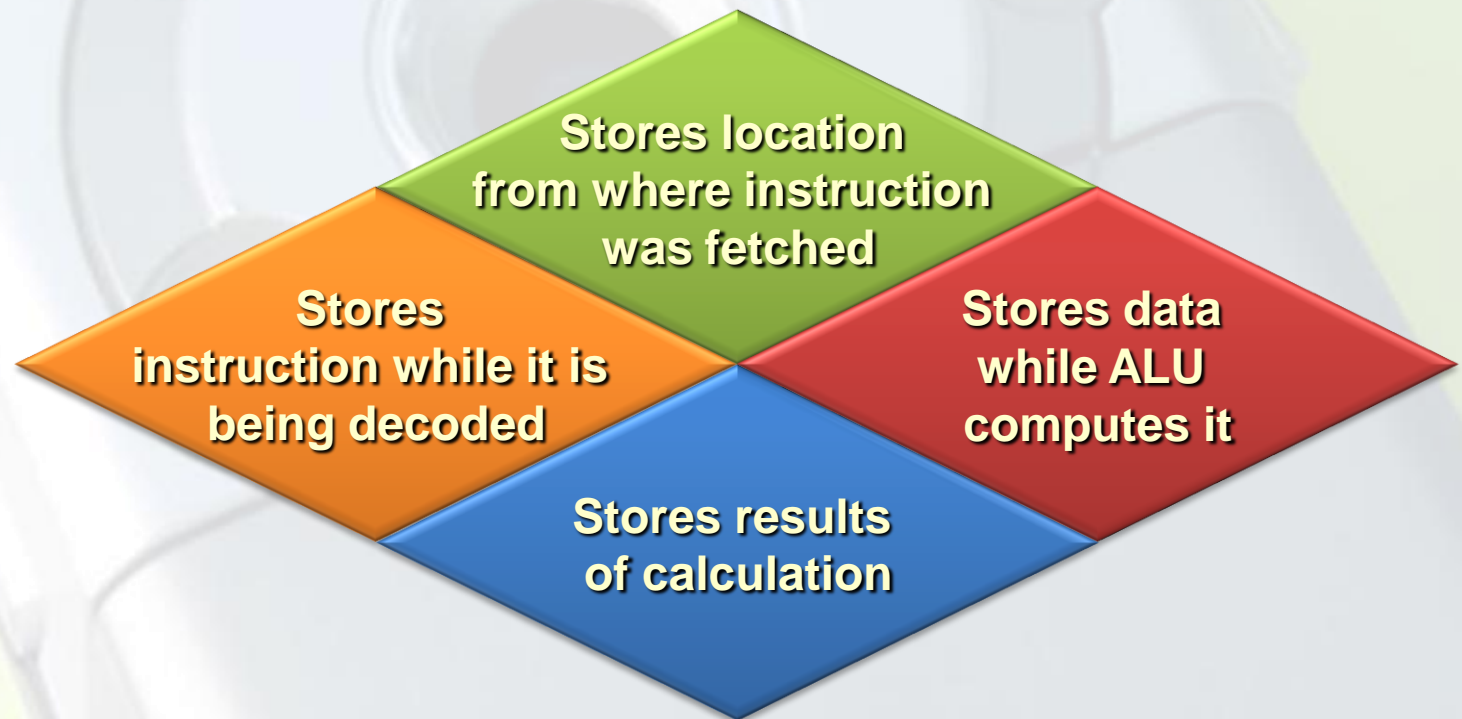


# Central Processing Unit



- What is a **register**?

Temporary **high-speed** storage area that holds data and instructions





# Central Processing Unit





## Comparison of Widely Used Personal Computer Processors

Name	Date Introduced	Clock Speed
Itanium <sup>®</sup> 2	2002	1 GHz and up
Xeon <sup>™</sup>	2001	1.4–2.4 GHz
Itanium <sup>®</sup>	2001	733–800 MHz
Pentium <sup>®</sup> 4	2000	1.4–2.53 GHz
Pentium <sup>®</sup> III Xeon <sup>™</sup>	1999	500–900 MHz
Pentium <sup>®</sup> III	1999	400 MHz–1.2 GHz
Celeron <sup>®</sup>	1998	266 MHz–1.8 GHz
Operon <sup>™</sup>	2003	To come
Athlon <sup>™</sup> MP	2002	1.53–1.6 GHz
Athlon <sup>™</sup> XP	2001	1.33–1.73 GHz
Athlon <sup>™</sup>	1999	500 MHz–1.4 GHz

# Data Representation



- How do computers represent data?
  - Most computers are **digital**

BINARY DIGIT (BIT)	ELECTRONIC CHARGE	ELECTRONIC STATE
1		ON
0		OFF

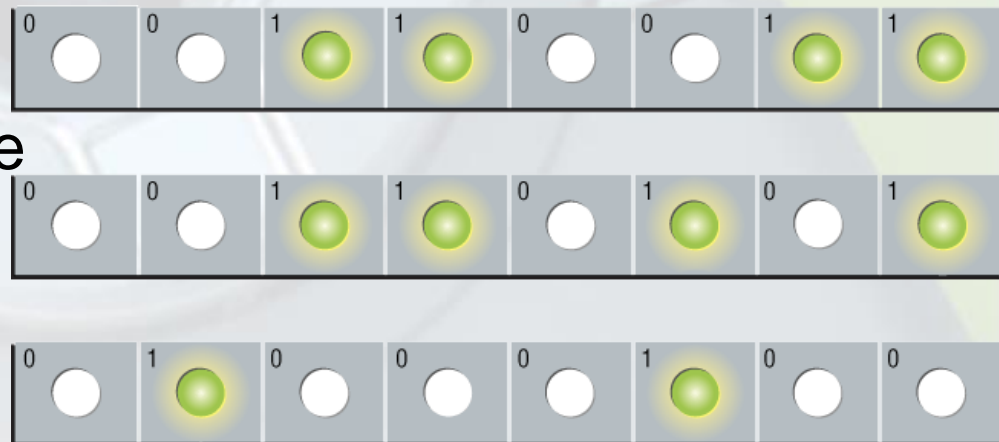
- Recognize only two discrete states: on or off
- Use a **binary system** to recognize two states
- Use Number system with two unique digits: 0 and 1, called **bits** (short for binary digits)

# Data Representation



- What is a **byte**?
  - **Eight bits grouped together as a unit**
  - **Provides enough different combinations of 0s and 1s to represent 256 individual characters**

- Numbers
- Uppercase and lowercase letters
- Punctuation marks



# Data Representation



How is a letter converted to binary form and back?

## Step 1.

The user presses the capital letter **D** (shift+D key) on the keyboard.



## Step 2.

An electronic signal for the capital letter **D** is sent to the system unit.



## Step 3.

The signal for the capital letter **D** is converted to its ASCII binary code (01000100) and is stored in memory for processing.

## Step 4.

After processing, the binary code for the capital letter **D** is converted to an image, and displayed on the output device.



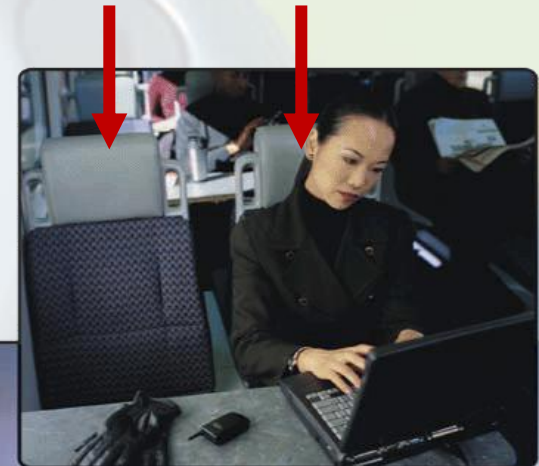
# Memory



- What is **memory**?
  - Electronic components that store instructions, data, and results
  - Consists of one or more chips on motherboard or other circuit board
  - Each byte stored in unique location called an **address**, similar to addresses on a passenger train

Seat #2B4

Seat #2B3



# 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

# Memory



## (1) Random access memory (RAM)



Memory chips that can be read from and written to by processor

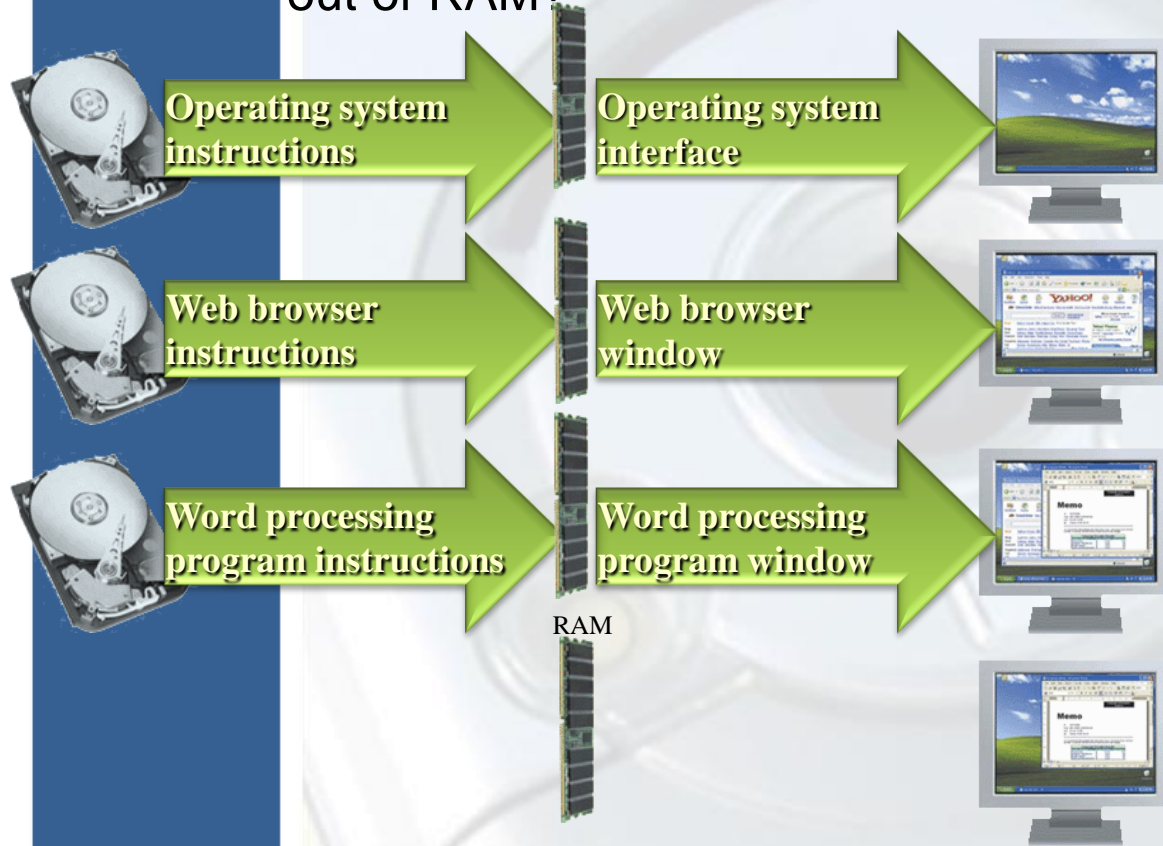
Also called **main memory** or **primary storage**

Most RAM is **volatile**, it is lost when computer's power is turned off

The more RAM a computer has, the faster it responds

# Memory

How do program instructions transfer in and out of RAM?



**Step 1.** When you start the computer, certain operating system files load into RAM from the hard disk. The operating system displays the user interface on the screen.

**Step 2.** When you start a Web browser, the program's instructions load into RAM from the hard disk. The Web browser window is displayed on the screen.

**Step 3.** When you start a word processing program, the program's instructions load into RAM from the hard disk. The word processing program, along with the Web Browser and certain operating system instructions are in RAM. The word processing program window is displayed on the screen.

**Step 4.** When you quit a program, such as the Web browser, its program instructions are removed from RAM. The Web browser no longer is displayed on the screen.

Web browser program instructions are removed from RAM

Web browser window no longer is displayed on desktop



# Memory



## How much RAM do you need?

- **Depends on type of applications you intend to run on your computer**

RAM	128 to 256 MB	256 to 1 GB	1 GB and up
<b>Use</b>	<ul style="list-style-type: none"><li>• Home and business users managing personal finance</li><li>• Using standard application software such as word processing</li><li>• Using educational or entertainment CD-ROMs</li><li>• Communicating with others on the Web</li></ul>	<ul style="list-style-type: none"><li>• Users requiring more advanced multimedia capabilities</li><li>• Running number-intensive accounting, financial, or spreadsheet programs</li><li>• Using voice recognition</li><li>• Working with videos, music, and digital imaging</li><li>• Creating Web sites</li><li>• Participating in video conferences</li><li>• Playing Internet games</li></ul>	<ul style="list-style-type: none"><li>• Power users creating professional Web sites</li><li>• Running sophisticated CAD, 3D design, or other graphics-intensive software</li></ul>

# Memory



## (2) Read-only memory (ROM)

Memory chips that store permanent data and instructions

**Nonvolatile memory, it is not lost when computer's power is turned off**

### Three types:

**Firmware**—  
Manufactured with permanently written data, instructions, or information

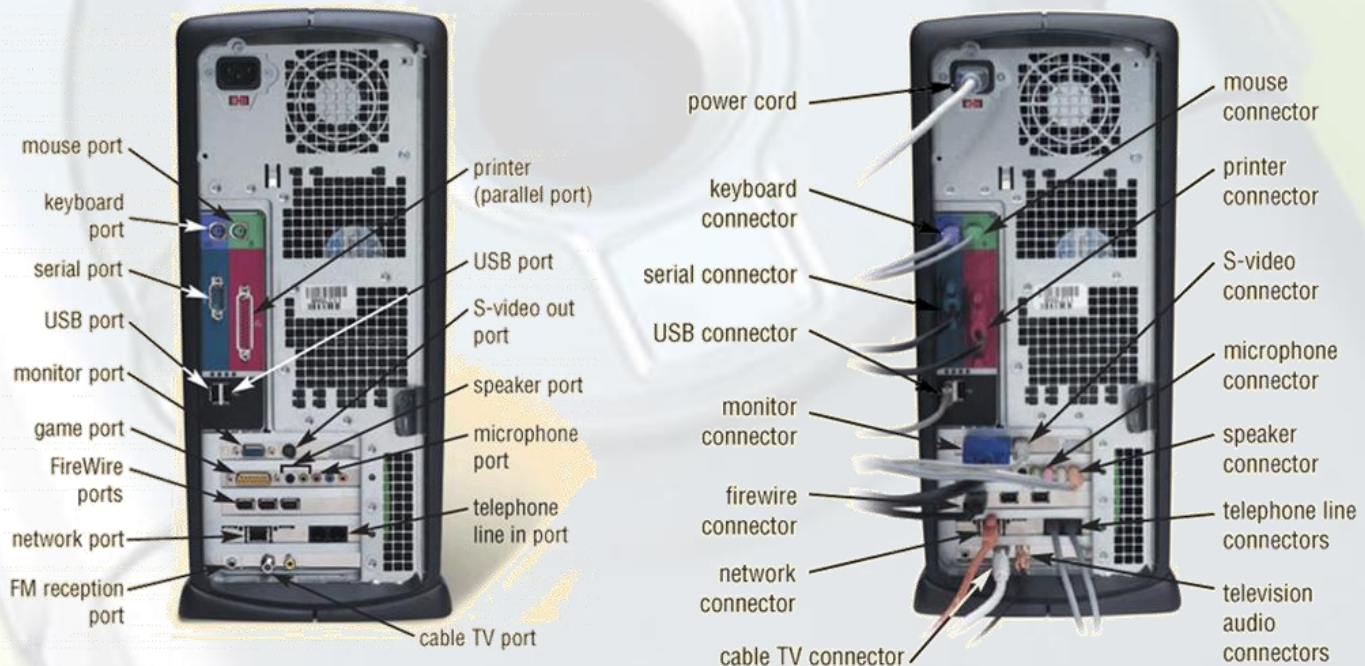
**PROM**  
(programmable read-only memory)—  
Blank ROM chip onto which a programmer can write permanently

**EEPROM**  
(electrically erasable programmable read-only memory)—  
Type of PROM containing microcode programmer can erase

# Ports



- What are **ports** and **connectors**?
  - **Port** connects external devices to system unit
  - **Connector** joins cable to peripheral



# Buses



- What is a **bus**?
  - Channel that allows devices inside computer to communicate with each other
    - **System bus** connects processor and RAM
    - **Bus width** determines number of bits transmitted at one time
    - **Word size** is the number of bits processor can interpret and execute at a given time

