

Computer Organization

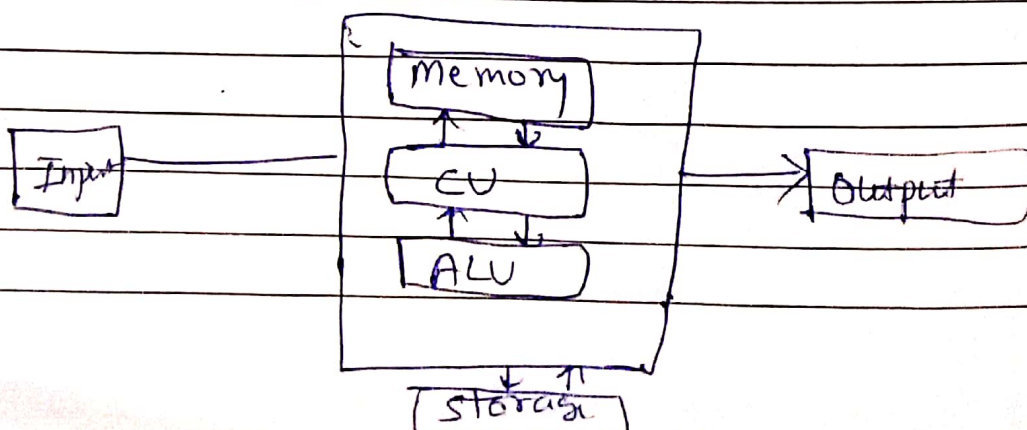
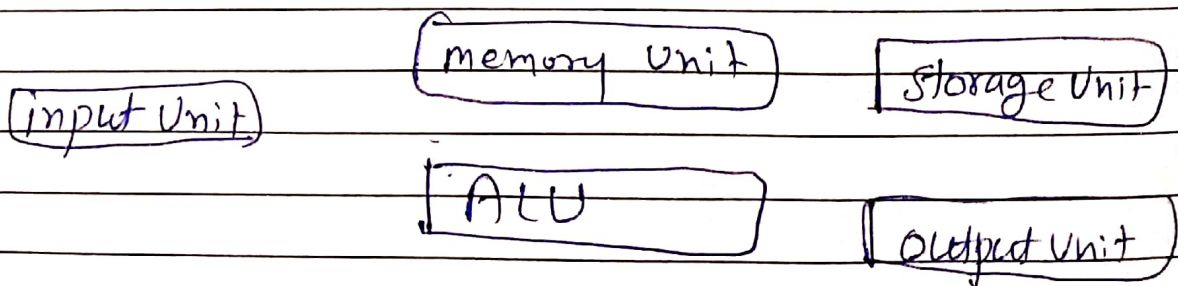
Unit - I

① Introduction: Computer organization refers to the operational units and their interconnections that realize the ~~character~~ architectural specification. Computer organization belongs to the -

- ① instruction set
- ② No of bits used in instruction
- ③ I/O mechanism
- ④ Addressing system
- ⑤ Control signal
- ⑥ Memory hierarchy
- ⑦ CPU etc.

Computer organization is all about how the various parts of a computer are organized.

② Functional Unit of Computer System



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Input Unit: It accepts the list of instruction and data from outside world.

It converts these instructions and data in computer acceptable form.

Such as: Keyboard, Mouse, Magnetic tape Scanner, Joystick, CD, DVD.

② Memory Unit: The data and instruction that are entered into computer system have to be stored inside the computer.

Memory Unit provides space for storing data and instruction and processing result.

③ Storage Unit: It is used to store data and instruction permanently. It can store large data set and programs.

Such as - DVD, Hard Disk etc

④ ALU (Arithmetic Logic Unit): ALU is designed to perform the four basic arithmetic operation (add, subtract, multiply and divide) (logic operation AND, OR, NOT)

⑤ Output Unit: It supplies the information to the outside world that obtained from data processing.
Such as Monitor, Printer etc.