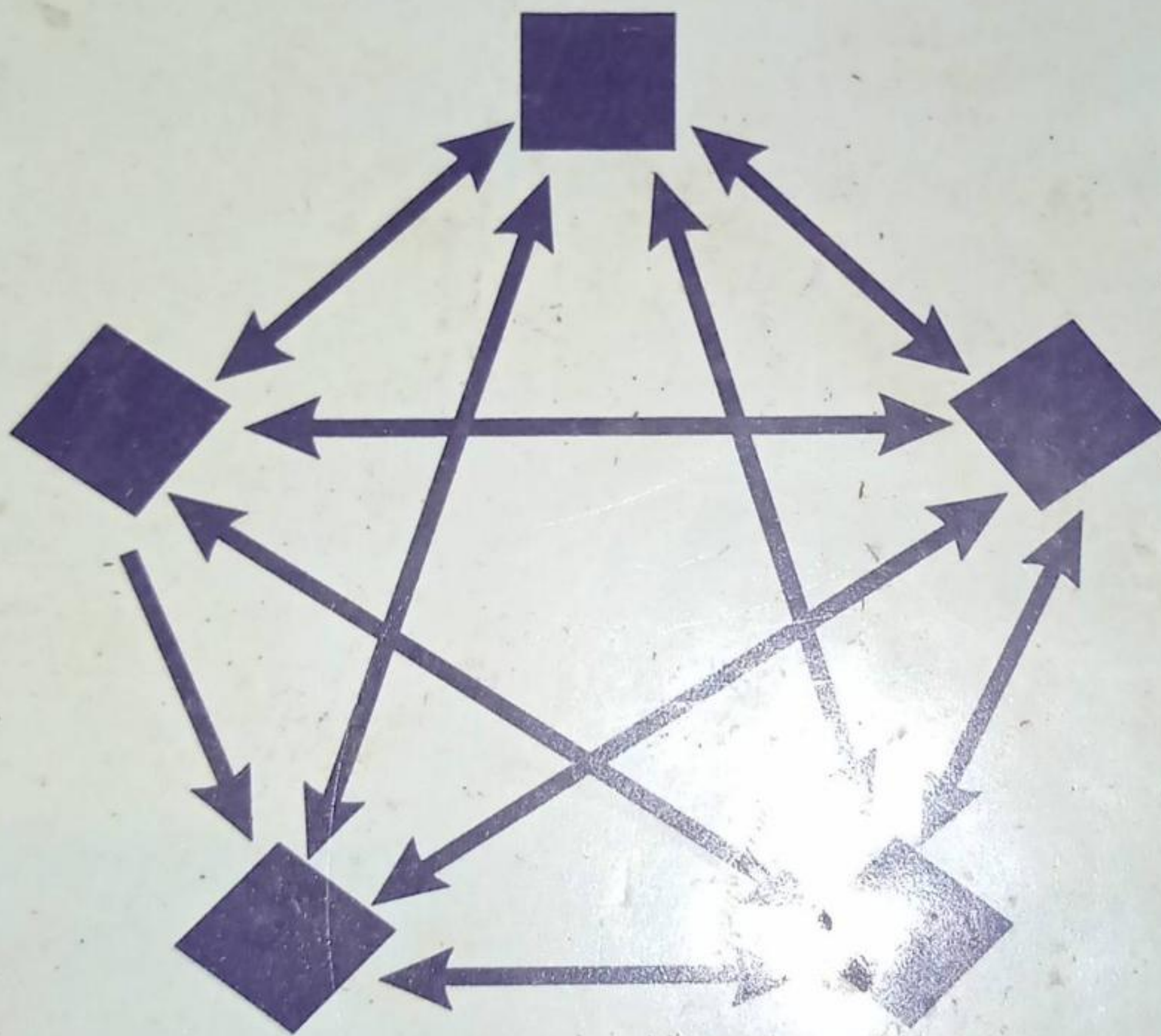


THIRD EDITION

FUNDAMENTALS OF COMPUTERS



V. RAJARAMAN



Contents

Preface

ix

CHAPTER 1 — COMPUTER BASICS

1-13

- 1.1 Algorithms 1
- 1.2 A Simple Model of a Computer 4
- 1.3 Characteristics of Computers 5
- 1.4 Problem-solving Using Computers 6
- Summary* 12
- Review Questions* 12

CHAPTER 2 — DATA REPRESENTATION

14-27

- 2.1 Representation of Characters in Computers 14
- 2.2 Representation of Integers 17
- 2.3 Representation of Fractions 19
- 2.4 Hexadecimal Representation of Numbers 20
- 2.5 Decimal to Binary Conversion 21
- 2.6 Error-detecting Codes 25
- Summary* 25
- Review Questions* 26

CHAPTER 3 — INPUT/OUTPUT UNITS

28-44

- 3.1 Description of Computer Input Units 28
- 3.2 Other Input Methods 32
- 3.3 Computer Output Units 36
- Summary* 43
- Review Questions* 44

CHAPTER 4 — COMPUTER MEMORY

45-76

- 4.1 Memory Cell 45
- 4.2 Memory Organization 46
- 4.3 Read Only Memory 51
- 4.4 Serial Access Memory 52
- 4.5 Physical Devices Used to Construct Memories 54
- 4.6 Magnetic Hard Disk 59
- 4.7 Floppy Disk Drives 63

- 4.8 Compact Disk Read Only Memory (CDROM) 65
 4.9 Magnetic Tape Drives 68
 Summary 73
 Review Questions 75

CHAPTER 5 — PROCESSOR

- 5.1 Structure of Instructions 77
 5.2 Description of a Processor 80
 5.3 A Machine Language Program 85
 5.4 An Algorithm to Simulate the Hypothetical Computer 88
 Summary 91
 Review Questions 92

CHAPTER 6 — BINARY ARITHMETIC

- 6.1 Binary Addition 94
 6.2 Binary Subtraction 95
 6.3 Signed Numbers 96
 6.4 Two's Complement Representation of Numbers 97
 6.5 Addition/Subtraction of Numbers in 2's Complement Notation 98
 6.6 Binary Multiplication 99
 6.7 Binary Division 101
 6.8 Floating Point Representation of Numbers 103
 6.9 Arithmetic Operations with Normalized Floating Point Numbers 105
 Summary 107
 Review Questions 108

CHAPTER 7 — LOGIC CIRCUITS

- 7.1 Introduction 110
 7.2 Switching Circuits 110
 7.3 AND/OR Operations 111
 7.4 NOT Operation 113
 7.5 Boolean Functions 113
 7.6 Postulates 113
 7.7 Duality Principle 114
 7.8 Theorems 114
 7.9 Precedence of Operators 116
 7.10 Venn Diagram 116
 7.11 Truth Table 117
 7.12 Canonical Forms for Boolean Functions 118
 7.13 Logic Circuits 120
 7.14 Parallel and Serial Adders 124
 7.15 Physical Devices Used to Construct Gates 125
 7.16 Transistors 128
 7.17 Integrated Circuits 130
 Summary 134
 Review Questions 135

CHAPTER 8 — COMPUTER ARCHITECTURE 137-164

- 8.1 Interconnection of Units 137
- 8.2 Processor to Memory Communication 140
- 8.3 I/O to Processor Communication 143
- 8.4 Interrupt Structures 147
- 8.5 Multiprogramming 149
- 8.6 Processor Features 150
- 8.7 Reduced Instruction Set Computers (RISC) 156
- 8.8 Virtual Memory 158
- Summary* 160
- Review Questions* 162

CHAPTER 9 — COMPUTER LANGUAGES 165-190

- 9.1 Why Programming Language? 165
- 9.2 Assembly Language 166
- 9.3 Higher Level Programming Languages 169
- 9.4 Compiling High Level Language Program 174
- 9.5 Some High Level Languages 177
- 9.6 Conclusions 186
- Summary* 187
- Review Questions* 188

CHAPTER 10 — OPERATING SYSTEMS 191-208

- 10.1 Why Do We Need an Operating System? 191
- 10.2 Batch Operating System 193
- 10.3 Multiprogramming Operating System 195
- 10.4 Time Sharing Operating System 197
- 10.5 Personal Computer Operating System 198
- 10.6 The Unix Operating System 201
- 10.7 Microkernel Based Operating System 204
- 10.8 On-Line and Real Time Systems 205
- Summary* 206
- Review Questions* 207

CHAPTER 11 — MICROCOMPUTERS 209-233

- 11.1 An Ideal Microcomputer 209
- 11.2 An Actual Microcomputer 210
- 11.3 Memory Systems for Microcomputers 215
- 11.4 A Minimum Microcomputer Configuration 217
- 11.5 Evolution of Microcomputers 220
- 11.6 Special Purpose Microprocessors 221
- 11.7 Special Purpose Microcomputer Software 227
- 11.8 Special Purpose Applications of Microcomputers 229
- Summary* 230
- Review Questions* 232

CHAPTER 12 — COMPUTER GENERATIONS AND CLASSIFICATION 234-244

- 12.1 First Generation of Computers 234
- 12.2 The Second Generation 235
- 12.3 The Third Generation 236
- 12.4 The Fourth Generation 236
- 12.5 The Fifth Generation 238
- 12.6 Moore's Law 238
- 12.7 Classification of Computers 241
- 12.8 Distributed Computer System 243
- 12.9 Parallel Computers 244
- Summary* 245
- Review Questions* 246

CHAPTER 13 — COMPUTERS AND COMMUNICATIONS 249-300

- 13.1 Types of Communications With and Among Computers 249
- 13.2 Need for Computer Communication Networks 250
- 13.3 Internet and the World Wide Web 252
- 13.4 Characteristics of Communication Channels 253
- 13.5 Allocation of Channel 258
- 13.6 Physical Communication Media 261
- 13.7 Establishing Channels for Communication 267
- 13.8 Computer Network Topologies 274
- 13.9 Communication Protocols 277
- 13.10 Local Area Networks 279
- 13.11 ATM Networks 288
- 13.12 Interconnecting Networks 290
- Summary* 292
- Review Questions* 296

CHAPTER 14 — COMPUTER GRAPHICS 301-321

- 14.1 Computer Graphics Applications 301
- 14.2 Display Devices 302
- 14.3 Overview of Display Method 306
- 14.4 Raster-Scan Display Processing Unit 309
- 14.5 Input Devices for Interactive Graphics 312
- 14.6 Programmers' Model of Interactive Graphics Systems 315
- Summary* 318
- Review Questions* 320

REFERENCES 323-326

GLOSSARY 327-344

INDEX 345-351