

Lecture 0

Introduction to Computer Architecture

1. Computer Architecture
 - a. CPU
 - ALU
 - Control Unit
 - Registers
 - Cache Memory
 - b. Memory – [Address | Storage]
 - c. Storage Devices
 - d. I/O Devices
 - e. Communication Devices
2. Program Languages
 - A. High Level Languages
 - a. Procedural Languages
 - Fortran
 - C
 - Ada
 - b. Visual Languages
 - Delphi
 - Visual Basic
 - c. Object Oriented Languages
 - C++
 - Java
 - d. Functional Languages
 - Lisp
 - e. Algorithmic Languages
 - Prolog
 - B. Assembly Languages
3. Number Systems
 - a. Addition & Subtraction
 - Octal
 - Hexadecimal
 - a. Decimal → Hexadecimal & Octal
 - b. Hexadecimal & Octal → Decimal
4. Client-Server Systems
5. CSUN Systems