

# **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