

## CHAPTER 1 OVERVIEW

### ANSWERS TO QUESTIONS

- 1.1 Computer architecture** refers to those attributes of a system visible to a programmer or, put another way, those attributes that have a direct impact on the logical execution of a program. **Computer organization** refers to the operational units and their interconnections that realize the architectural specifications. Examples of architectural attributes include the instruction set, the number of bits used to represent various data types (e.g., numbers, characters), I/O mechanisms, and techniques for addressing memory. Organizational attributes include those hardware details transparent to the programmer, such as control signals; interfaces between the computer and peripherals; and the memory technology used.
- 1.2** Computer structure refers to the way in which the components of a computer are interrelated. Computer function refers to the operation of each individual component as part of the structure.
- 1.3** Data processing; data storage; data movement; and control.
- 1.4 Central processing unit (CPU):** Controls the operation of the computer and performs its data processing functions; often simply referred to as processor.  
**Main memory:** Stores data.  
**I/O:** Moves data between the computer and its external environment.  
**System interconnection:** Some mechanism that provides for communication among CPU, main memory, and I/O. A common example of system interconnection is by means of a system bus, consisting of a number of conducting wires to which all the other components attach.
- 1.5 Control unit:** Controls the operation of the CPU and hence the computer  
**Arithmetic and logic unit (ALU):** Performs the computer's data processing functions  
**Registers:** Provides storage internal to the CPU

# Data And Computer Communications 9th Edition Solution Manual

**Robert R. Redfield**



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