

**PERFORMANCE**

Clock speed = time to perform 1 CYCLE = 1 Hz

CPU = Fast    Memory = Slow    ->    Bottleneck

Add faster memory – Increase Cost -> ££££££££££

Cache memory – Stores frequently used instructions – Much faster -> Reduces bottleneck

Cache memory = £££££££ so use small amount

1 Core = 1 Processor – Multiple cores = Multiple Processors so Multiple cycles

<b>ROM</b>	<b>RAM</b>
<b>READ ONLY MEMORY</b>	<b>RANDOM ACCESS MEMORY (Main memory)</b>
Start Up programme – BOOT PROGRAMME (BIOS)	Store programmes AND data that computer is working on
NON VOLATILE	VOLATILE
Not easily deleted / Changed	Can be changed More RAM = Faster processing
Size : 1 or 2 Mb	Size 4Gb upwards

**BOOT**  
Performs basic checks  
Finds operating system -> RAM  
Hands over control -> Op System

**Virtual Memory** = Extension of RAM -> Computer runs out of RAM will stop

Swapping of programs from RAM to Virtual memory will slow computer

**Cache Memory** – Located on processor -> Buffer between processor (FAST FAST FAST) and Memory (Slow..)

**Flash memory** – Special type of RAM that is NON- VOLATILE (Does not need continual power supply). Cannot replace RAM as read/write is SLOW

Uses : Memory Cards / Smartphones / USB Sticks / Solid State Drives(SSD)

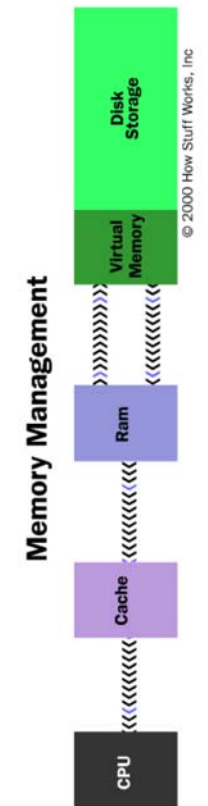
MEMORY TECHNOLOGY

STORAGE -> Portability

ACCESS -> Fast read/write times – Performance goes up

LESS POWER -> Battery life increases

LOWER COSTS



AND			OR			NOT	
INPUT	OUTPUT		INPUT	OUTPUT	INPUT	OUTPUT	
0	0	0	0	0	0	1	
0	1	0	0	1	1	0	
1	0	0	1	0	1	0	
1	1	1	1	1	1	1	

Truth Table	Logic Diagram	Boolean Algebra																				
<table border="1"> <thead> <tr><th>A</th><th>B</th><th>C</th><th>Q</th></tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>0</td><td>1</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>1</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>1</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>0</td></tr> </tbody> </table>	A	B	C	Q	0	0	0	1	0	1	0	1	1	0	0	1	1	1	1	0		<p>A AND B = C</p> <p>NOT(A AND B) = Q</p>
A	B	C	Q																			
0	0	0	1																			
0	1	0	1																			
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A	B	C	Q																			
0	0	1	0																			
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INPUT DEVICE	STORAGE DEVICE	OUTPUT DEVICE
Keyboard Mouse Touch Screen Barcode Scanner OMR (Lottery / Multiple choice) Joystick Microphone Sensors	Optical - CD / DVD Magnetic Hard Drive Solid State	Monitor Speakers Headphones Printer
<b>SELECT</b>	<b>SELECT</b>	<b>SELECT</b>
Supermarket	CAPACITY	Supermarket
School	SPEED	School
House for disabled person	PORTABLE	House for disabled person
Patient Monitoring	DURABILITY	Patient Monitoring
	RELIABILITY	