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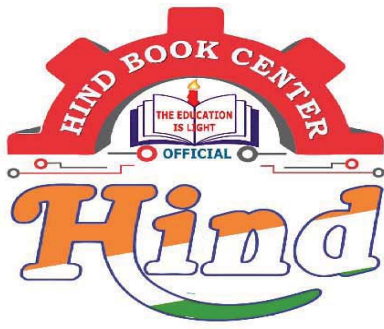
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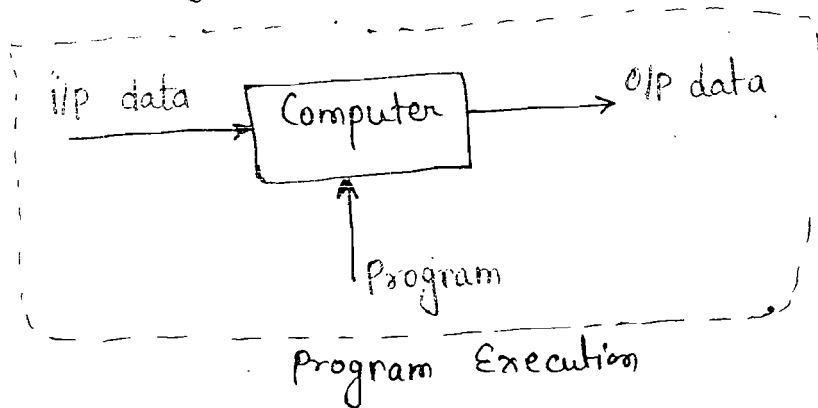
- (1) Data Representation
- (2) Computer Architecture
- (3) Computer Organization
- (4) OS concept
- (5) Networking Concepts
- (6) Programming elements
- (7) Data base Concepts

Chapter - 1

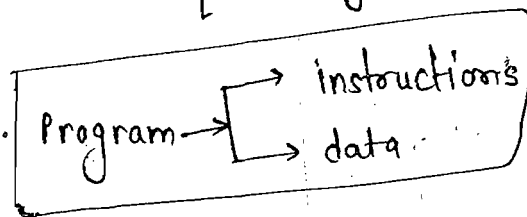
Data Representation

keywords

- (1) Computer \Rightarrow it is a computational machine used to process the data under the control of a application program which is initiated by the user or programmer therefore computer system functionality is program execution.



- (2) Program \Rightarrow Program is a sequence of instructions along with a data.

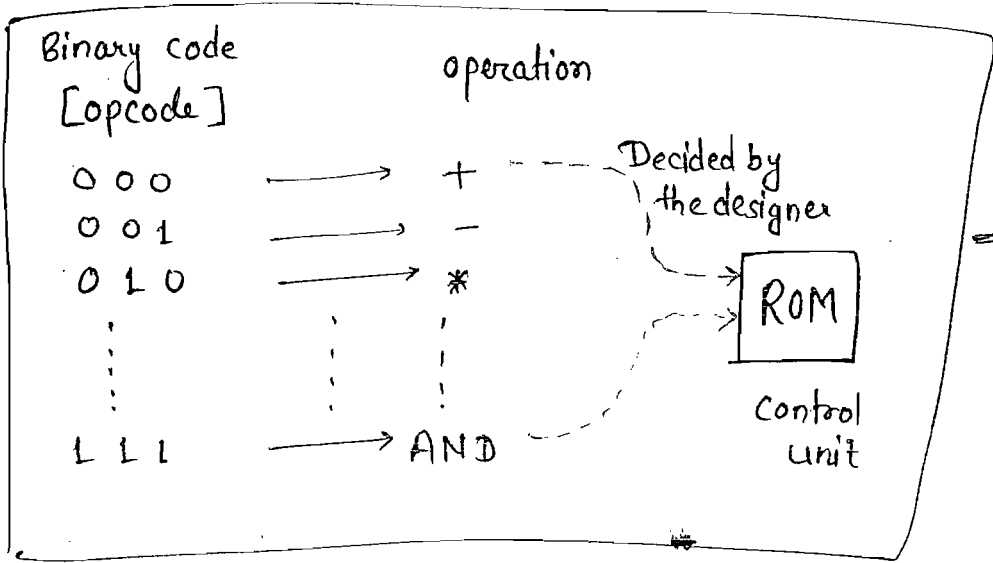


- (3) Instructions \Rightarrow It is a binary code which is designed inside the processor to perform some task.

Binary code = Bind with operation

Example:- Suppose CPU-X supports '8' different operation then
 opcode size = $\log_2 8$ bit
 = $\log_2 2^3$ bit
 = 3 bit

for n different operation
 opcode size = $\log_2 n$ bit



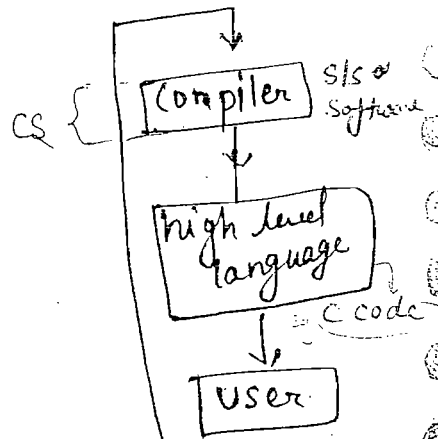
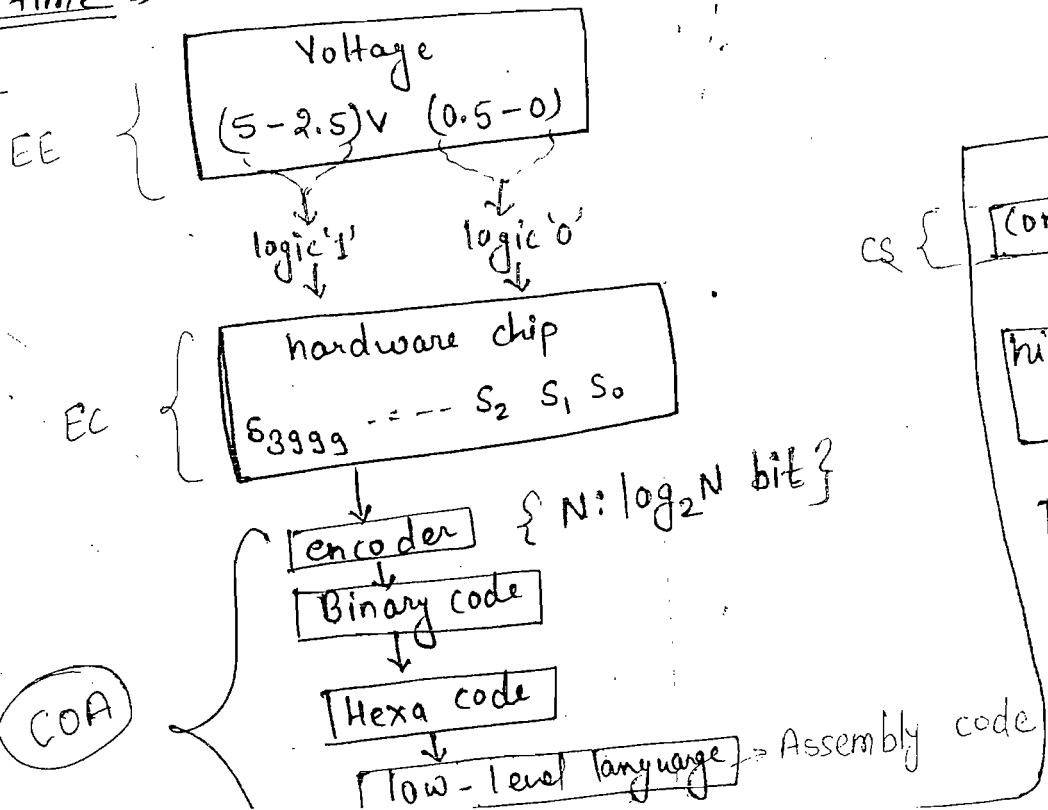
⇒ Prepare the Instruction manual used by user

single bit → encode
 bit to find → decode

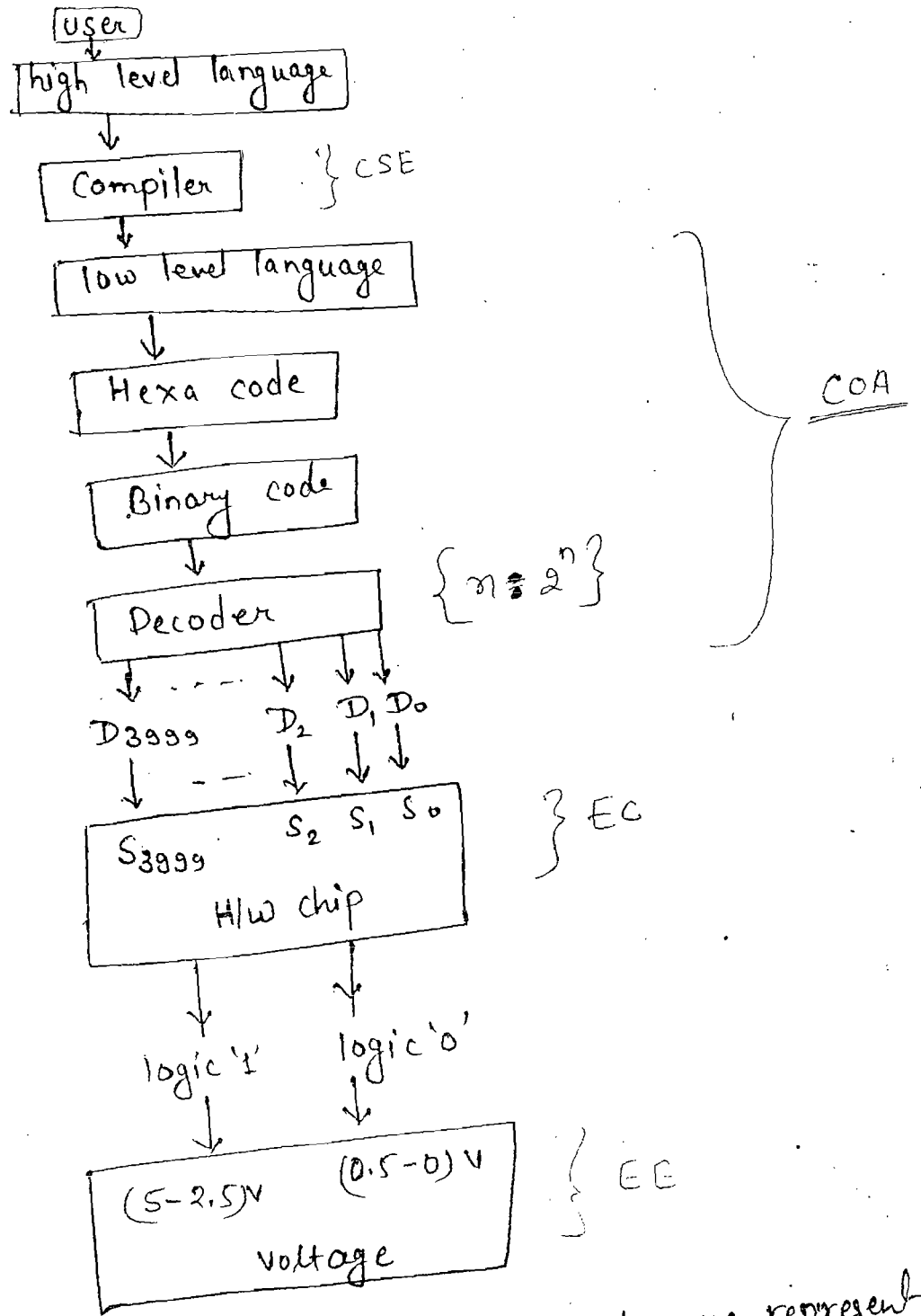
(4) Design time ⇒

this flow diagram related to designer view (top level)

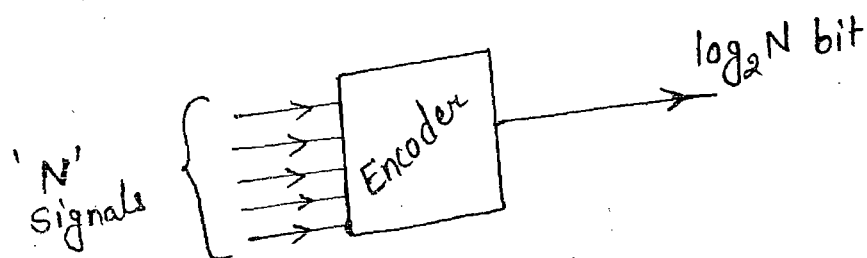
designer view



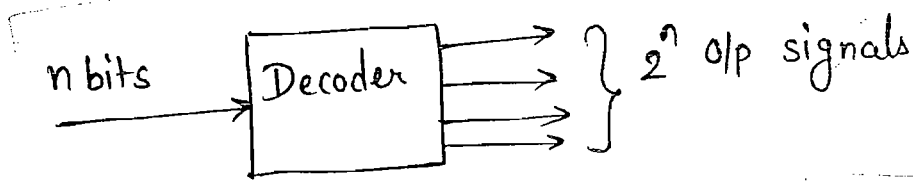
user view



5) Encoding :- In this process, 'N' signals are represented with $\log_2 N$ bit format.



Decoding :- In this process, n bit decoder produces 2^n o/p signals.



Data :- it is a binary code which is associated with a value based on the data format.

Binary code — Bind with — Value

eg $(101)_2 : 5, -1, -2, -3$, fraction

$(1 \times 2^2) + (0 \times 2^1) + (1 \times 2^0)$
 $4 + 0 + 1$
 5

floating point format

2's complement format

sign magnitude format

1's complement format

101: -1

101: -2

101: -3

101 → 010
 $+ 1$
 \hline
 011 (3)

[Computer] — [user]
 {Base=2} {Base=10}

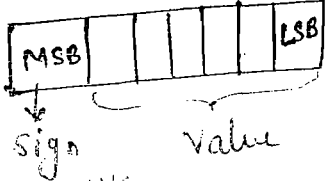
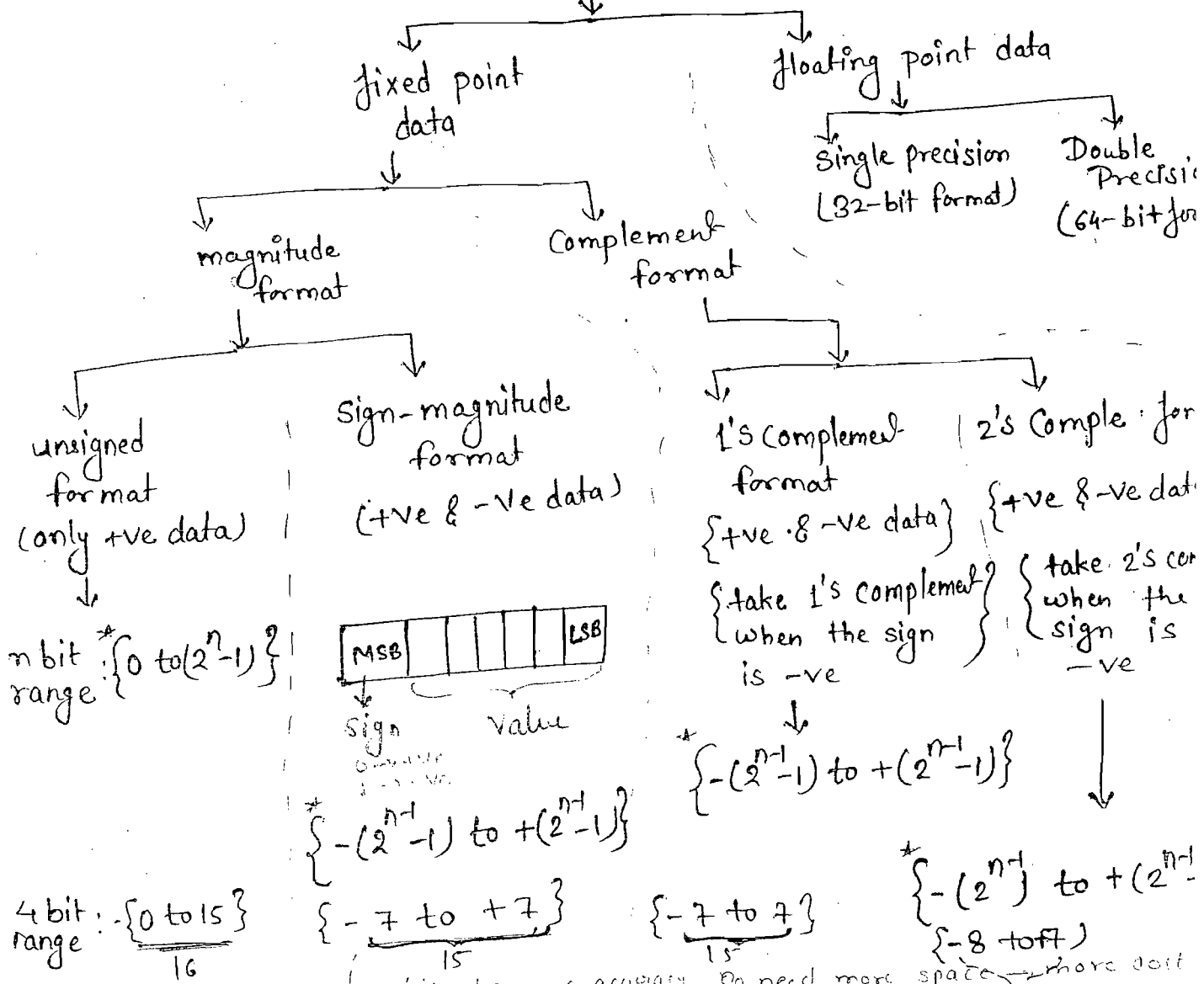
$(101)_2 \rightarrow ?$ Value $\rightarrow \{5\}$ data

$(101)_2 \rightarrow ?$ operation

↑
 decided by designer.

Different data formats used in the computer system is as follows \Rightarrow

Data formats



4 bit range: $\{-8 \text{ to } +7\}$
16

$\{-(2^{n-1}) \text{ to } (2^{n-1})\}$
 $\{-7 \text{ to } +7\}$
15

$\{-(2^{n-1}) \text{ to } (2^{n-1})\}$
 $\{-7 \text{ to } +7\}$
15

$\{-(2^{n-1}) \text{ to } (2^{n-1})\}$
 $\{-8 \text{ to } +7\}$
16

fixed point data gives more bit for more accuracy. So need more space \rightarrow more cost.
floating point \rightarrow less bit for less space \rightarrow less cost.
word length \uparrow so data \uparrow so accuracy \uparrow so if 8 bit processor $\rightarrow 0 \text{ to } 2^8 - 1$
and 16 bit processor $\rightarrow 0 \text{ to } 2^{16} - 1$
(16 bit processor) \rightarrow more accuracy

redundant \rightarrow duplication
 \rightarrow 1 code is wasted here due to redundant-duplication of 0
So can't use this format in computer

Binary data $\xrightarrow{\text{1's complement}}$ 1's complement = +ve value

fixed-point data

n bit CPU: - word size = n bit
 { Data size }

Eg → 4 bit CPU: - Data size = 4 bit

4 bit binary	unsigned Data	sign-magnitude Data	1's Complement Data	2's complement Data
0000	0	+0	+0	+0
0001	1	+1	+1	+1
0010	2	+2	+2	+2
0011	3	+3	+3	+3
0100	4	+4	+4	+4
0101	5	+5	+5	+5
0110	6	+6	+6	+6
0111	7	+7	+7	+7
1000	8	-0	-7	-8
1001	9	-1	-6	-7
1010	10	-2	-5	-6
1011	11	-3	-4	-5
1100	12	-4	-3	-4
1101	13	-5	-2	-3
1110	14	-6	-1	-2
1111	15	-7	-0	-1

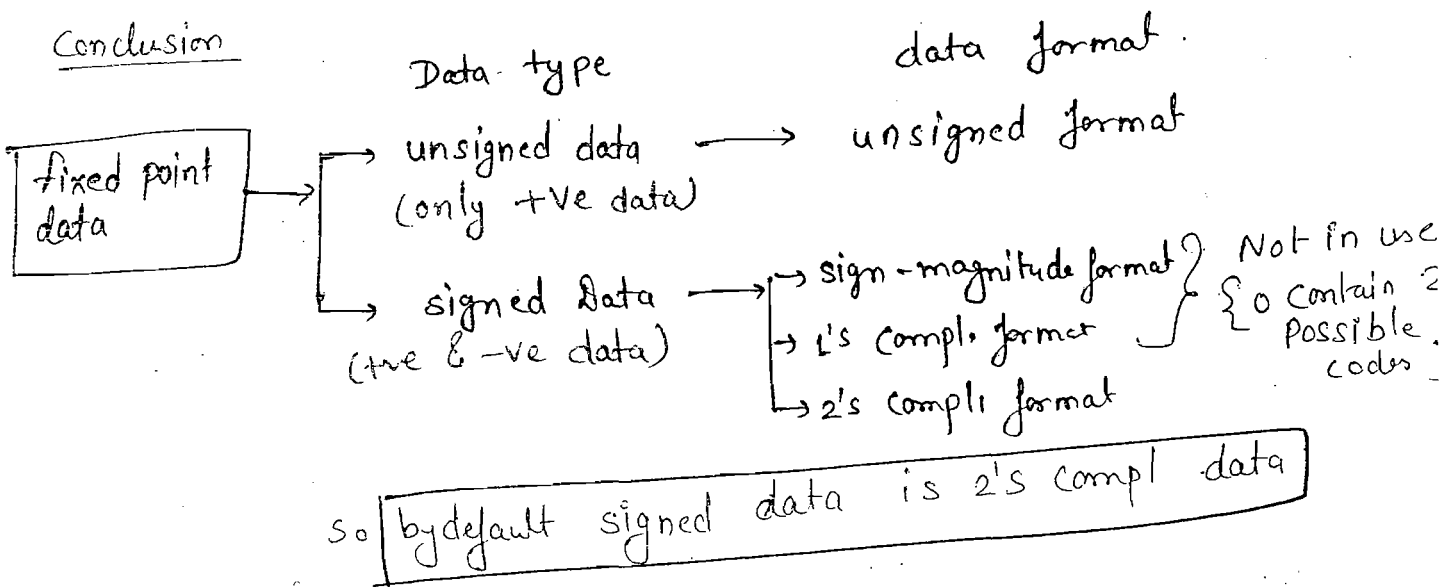
Same as
Sign-magn
for +ve

for 0000 → + { }
 0111
 sign value
 1000 → - { }
 1111
 sign value

1000 → -7
 1000 → 0111
 1001 → -6
 1001 → 0110 = 6

1000 → -8
 1000 → 0111
 +1
 1000
 11
 8
 1001 → -7
 1001 → 0110
 +1
 0111 = 7

Conclusion



Note

2's complement of "N" & "-N"

eg 2's compl of '5' & '-5'

4 bit code

5 : 0101
 ↓
 2's compl
 ↓
 1010
 + 1

 1011

-5 ← 1011

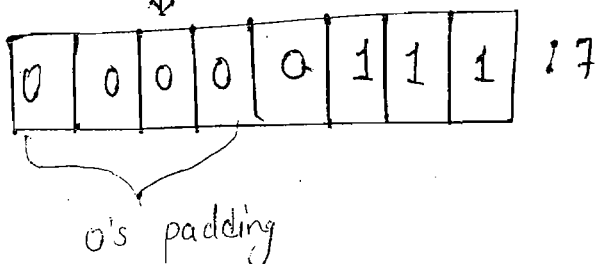
7 : 0111
 ↓
 2's comp
 1000
 + 1

 1001

-7 ← 1001

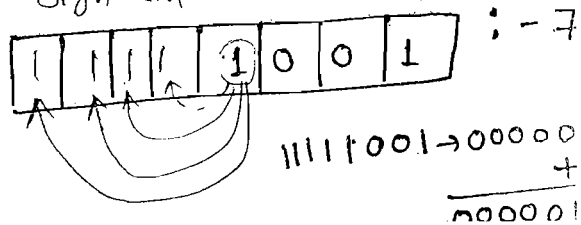
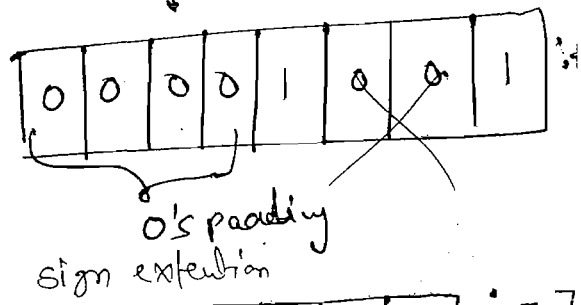
unsigned data

7 : 0111
 ↓
 stored in 8 bit register



Signed data

-7 : 1001
 ↓
 stored in 8 bit register



Q) Consider the following binary code 10001010
 what is its decimal equivalent when the data is in

- (1) Unsigned
- (2) Sign-magnitude
- (3) 1's compl
- (4) 2's comple format

Solⁿ binary code \rightarrow $2^7 2^6 2^5 2^4 2^3 2^2 2^1 2^0$
 10001010

$$\begin{array}{r} 8 \times 8 \times 2 \\ 64 \times 2 \\ 128 \end{array}$$

(i) unsigned = $(1 \times 2^7) + (1 \times 2^3) + (1 \times 2^1)$
 $= 128 + 8 + 2$
 $= 138$

(ii) Sign-magnitude = $\frac{1 \ 000 \ 1010}{\downarrow \quad \quad \quad \begin{matrix} 8+2 \\ 10 \end{matrix}}$
 -10

(iii) 1's complement of 10001010 : $\rightarrow -117$
 \rightarrow 10001010
 \rightarrow 01110101
 $2^6 + 2^5 + 2^4 + 2^2 + 1 = 117$

(iv) 2's complement of 10001010 : $\rightarrow 118$
 \rightarrow 10001010
 \rightarrow 01110101
 \rightarrow + 1
 \rightarrow 01110110
 $2^6 + 2^5 + 2^4 + 2^2 + 2^1 = 118$

Q) which of the following codes are redundant codes in the CPU using sign-magnitude & 1's comp format.

- (i) 00 & AF
~~(ii) 00 & 80~~
~~(iii) 00 & FF~~
 (iv) 00 & CF
- Solⁿ
- $\left. \begin{array}{l} 0000 \ 0000 : +0 \\ 1000 \ 0000 : -0 \end{array} \right\}$ sign magnitude
- $\left. \begin{array}{l} 0000 \ 0000 : +0 \\ 1111 \ 1111 : -0 \end{array} \right\}$ 1's complement