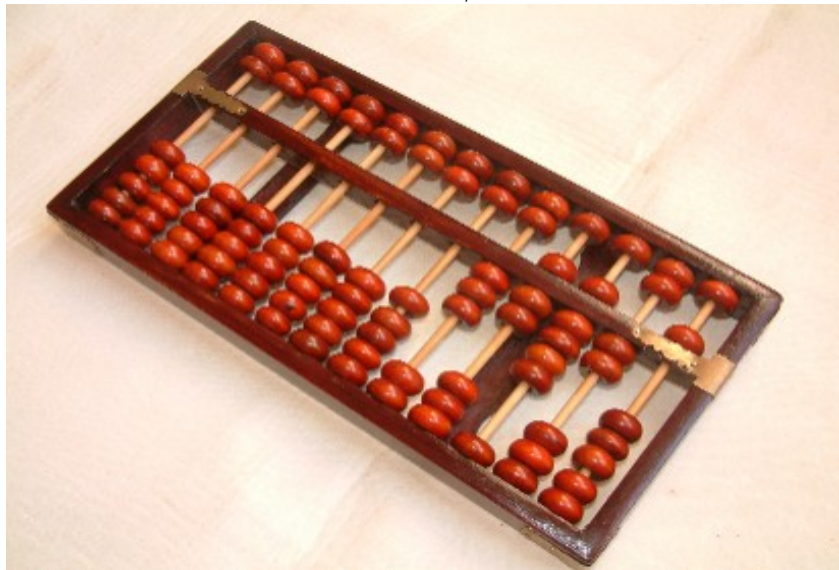


## Computer Hardware: 2500 BC - wood

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Abacus invented Sumeria c. 2500 BC,



# Computer Hardware: 100 BC - brass

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Antikythera mechanism

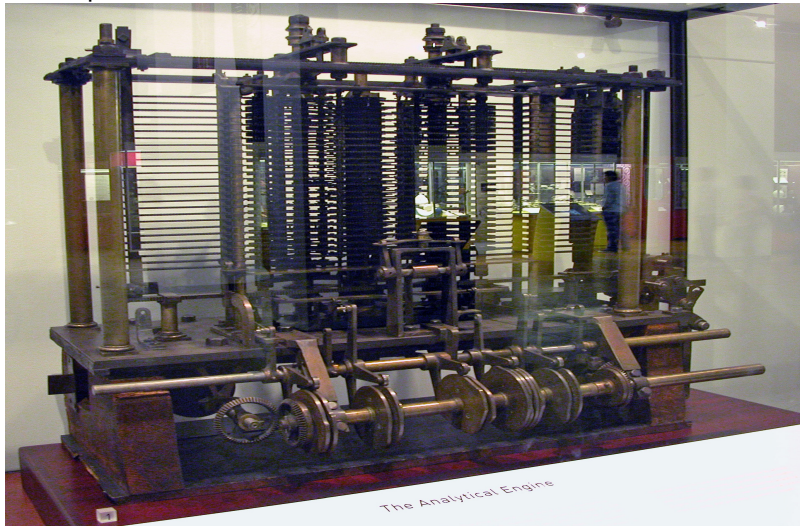
Analog computer used to predict astronomical positions and eclipses



# Computer Hardware: 1835 - brass & steam

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Analytical Engine designed by Charles Babbage 1835 - never built.  
General purpose programmable computer using punch cards and steam power



# The first Coder: 1835

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Ada Lovelace - mathematician who wrote the first programs.



## Computer Hardware: 1890 - electromechanical

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Hollerith tabulating machine used for calculations in the US census, company eventually becomes IBM

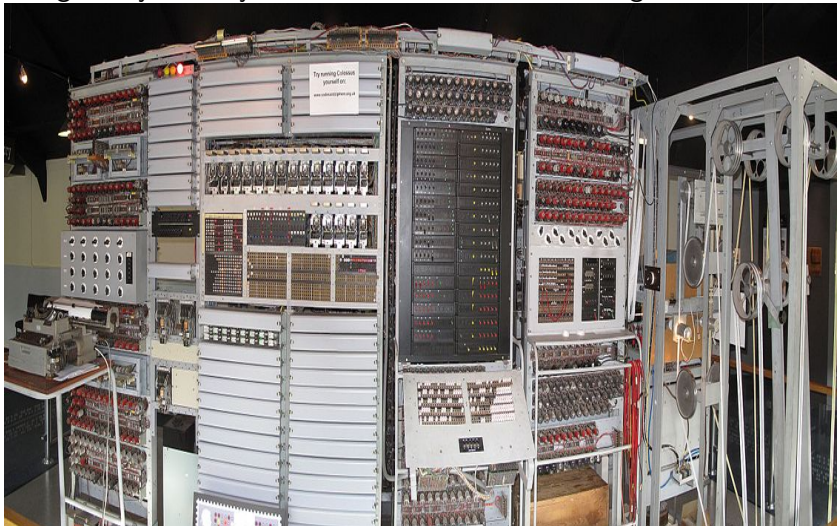


# Computer Hardware: 1944 - vacuum tubes

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Colossus: arguably first first programmable, electronic, digital computer.

Designed by Tommy Flowers for WWII codebreaking.

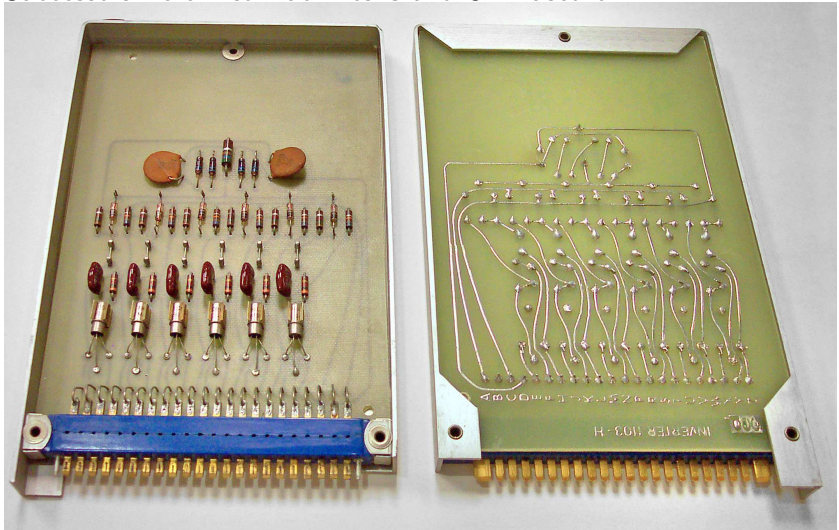


# Computer Hardware: 1959 - transistors

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PDP-1 first computer in Digital Equipment Corporation's successful line.

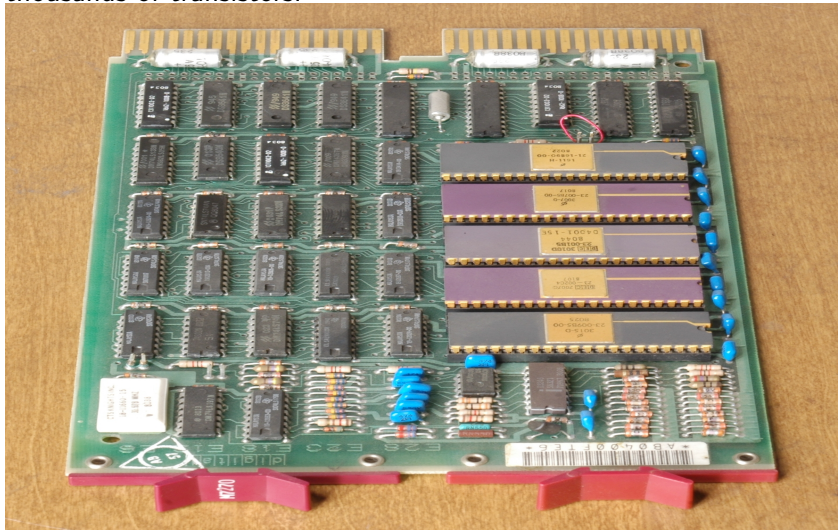
Successors were first machines C and Unix used on.



# Computer Hardware: 1970 - Integrated Circuits

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PDP-11 computer using large-scale integrated circuits containing thousands of transistors.

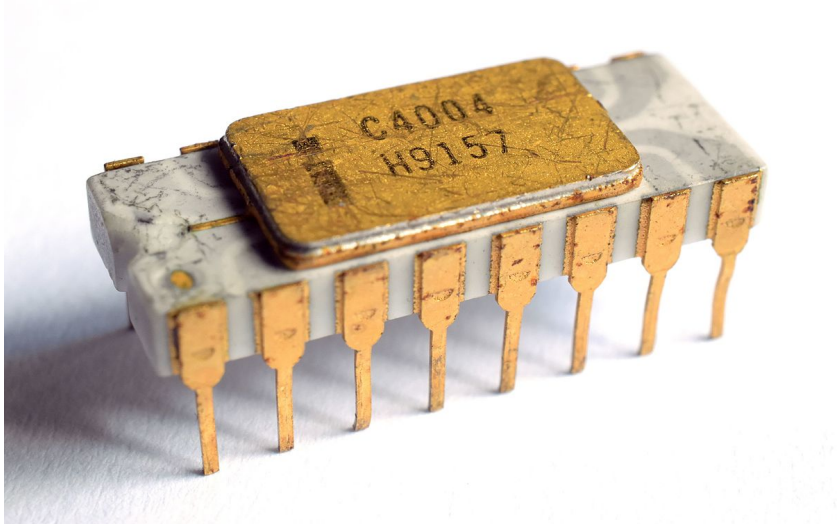




# Computer Hardware: 1972 - Integrated Circuits

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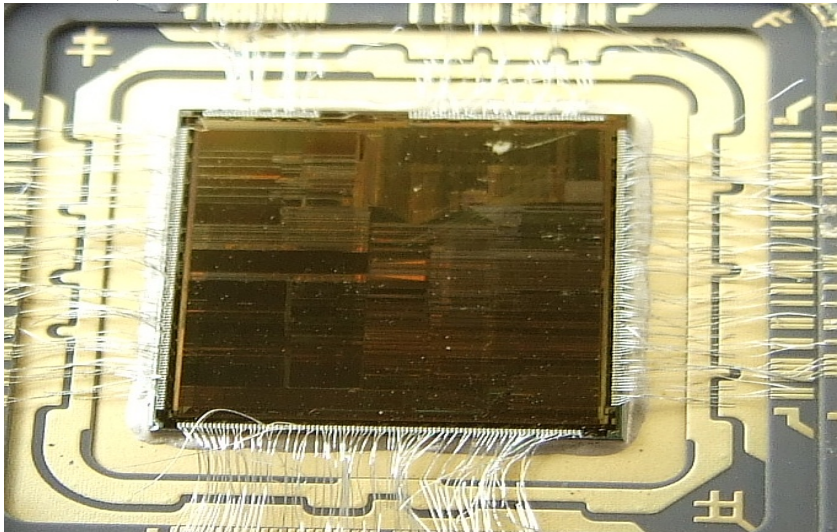
Intel 4004 4-bit microprocessor - computer on single chip - 2300 transistors.



# Computer Hardware: 1993 - Integrated Circuits

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Intel "Pentium" 32-bit microprocessor - computer on single chip - 1000000+ transistors.



# The Modern Computer

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What makes up a working computer?

- hardware (motherboard, CPU, RAM, HDD, etc.)
- bootstrapping code (BIOS)
- device drivers
- operating system (Linux, Windows, etc.)
- **software** (games, utilities, etc.)

# The Operating System

---

Operating system (OS) is a piece of complex software layer that manages a computer's hardware.

Allows you to program without knowing (independent) of hardware details.

- examples - Windows, OS X, Linux, iOS
- long history; many innovations come from Unix
- Unix first widely used multi-user and multi-tasking OS
- Linux, Android, OSX, FreeBSD - descendants of Unix

# Linux

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Linux is a multi-user operating system, you will have **your own account** on the CSE machines, with a unique username and password. Logging in to your CSE account, either from a lab machine or from home, will give you access to your files and settings. These are **not to be shared** with anyone else.

- logging into a Linux system gives you access to a **terminal window**
- a terminal window is for text commands which the OS executes
- common commands: **ls**, **cd**, **mkdir**, etc.
- many tasks can be performed through graphical user interfaces (GUI)

# Programming Languages

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Why don't we program in English?

- it is too informal
- it is too big
- it is ambiguous

So we invent a programming language that:

- is small
- is formal (syntax and grammar)
- is still reasonably intuitive for humans

Because programming language instructions are usually too abstract to execute directly, they must be translated into an even more complex machine language.

# The C Programming Language

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## Historical notes:

- created by [Dennis Ritchie](#) in the early 70's at AT&T Bell Labs
- named so because it succeeded the B programming language
- designed as a high(er)-level language to replace assembler
- powerful enough to implement the Unix kernel
- in 1978 Dennis Ritchie and Brian Kernighan published "The C Programming Language"
- now considered low-level, widely used for system and application programming

# Why C?

---

- classic example of an imperative language
- many libraries and learning resources
- widely used for writing operating systems and compilers as well as industrial and scientific applications
- provides low level access to machine
- language you must know if you want to work with hardware



# The C Programming Language

---

Like most programming languages, C supports features such as:

- program **comments**
- declaring **variables** (data storage)
- **assigning** values to variables
- performing **arithmetic** operations
- performing **comparison** operations
- **control structures**, such as branching or looping
- performing **input and output**

# Hello World

---

```
// Author: Kernighan and Ritchie
// Date created: 1978
// A very simple C program.
```

```
#include <stdio.h>
```

```
int main(void) {
    printf("Hello world!\n");

    return 0;
}
```

# Hello World

---

The program is complete, it compiles and performs a task. Even in a few lines of code there are a lot of elements:

- a comment
- a `#include` directive
- the `main` function
- a call to a library function, `printf`
- a `return` statement
- semicolons, braces and string literals

## A Closer Look

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What does it all mean?

- `//`, a single line comment, use `/* */` for block comments
- `#include <stdio.h>`, import the standard I/O library
- `int main(...)`, the main function must appear in every C program and it is the start of execution point
- `(void)`, indicating no arguments for main
- `printf(...)`, the usual C output function, in `stdio.h`
- `("Hello world!\n")`, argument supplied to `printf`, a *string literal*, i.e., a string constant
- `\n`, an *escape sequence*, special character combination that inserts a new line
- `return 0`, a code returned to the operating system, 0 means the program executed without error

# The C Compiler

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A C program must be **translated** into machine code to be run.

This process is known as **compilation**.

It is performed by a **compiler**.

We will use a compiler named `dcc` for CP1511

`dcc` is actually a custom wrapper around a compiler named `clang`.

`dcc` is only available on UNSW computers.

Another widely used compiler is called `gcc`.

# Compiling A Program

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- Create a file named `hello.c` containing the program  
`gedit hello.c`
- Once the code is written and saved, compile it:  
`gcc -o hello hello.c`
- Run the program:  
`./hello`

```
$ gedit hello.c &  
$ gcc -o hello hello.c  
$ ./hello
```

# ls

---

- Lists files in current directory (folder)
- Several useful switches can be applied to ls
  - ▶ `ls -l` (provide a long listing)
  - ▶ `ls -a` (list all file, i.e., show hidden files)
  - ▶ `ls -t` (list files by modification time)
  - ▶ Can combine options. For example, `ls -la`

# mkdir

---

- `mkdir directoryName`
- Create (make) new directory called *directoryName* in the current working directory
- a directory is like a folder in windows
- To verify creation, type `ls`



- `cd directoryName`
- Change directory
  - ▶ Change current directory to *directoryName*
  - ▶ *directoryName* must be in the current working directory
  - ▶ We will see how to use more complex names(paths) later
- Special directory names
  - ▶ `cd ..`
    - ▶ move up one directory (to parent directory)
  - ▶ `cd`
    - ▶ move to your home directory