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# Review: Exam 1

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Computer Science E-1

3/4/11

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# Reminders

- Exam 1 on Monday, March 7<sup>th</sup>
- Local students: in lieu of lecture
  - 5:30 – 7:30pm @ Harvard Hall 104
- Distance students: remote proctoring
  - <https://www.computerscience1.net/2011/spring/FAQs>
- 2 hours
- Closed-book
- Paper & Writing Utensil

# Study Tips

- Know the lectures!
  - Look over slides/topics
  - Would you be able to explain them to someone?
  - Re-watch/Skim videos
- Try the practice exam.
  - Familiarize with format
  - Get an idea of iffier areas
- Skim readings/sections if want more details
  - internet = good resource too!

# (Ambitious?) Agenda

## ■ Binary

- ❑ & Decimal
- ❑ ASCII

## ■ Hardware

- ❑ Memory
- ❑ HDD
- ❑ Add-ons

## ■ Internet

- ❑ IP Addresses
- ❑ NAT
- ❑ DNS
- ❑ DHCP
- ❑ Data Travel

# Binary: The Basics

- Base-2 number system
  - Each digit is a power of two
- Binary Digit: bit
  - One (1) or Zero (0) only
  - Corresponds with “on” or “off,” “true” or “false”
- Analogy:
  - Using flashlight or switches to represent data
- Language of Computers
  - Why? -> Hardware

# Binary From Decimal

## ■ In Decimal: 42

...	1000s	100s	10s	1s	column
...	0	0	4	2	

$$0*1000 + 0*100 + 4*10 + 2*1 = 42$$

“Algorithm”:

1. Biggest bite of remaining
2. What's left?
3. Repeat

## ■ In Binary: 42

...	64s	32s	16s	8s	4s	2s	1s	column
...	0	1	0	1	0	1	0	

$$\begin{aligned} 1*32 &= 32 && (42 - 32 = 10 \text{ remaining}) \\ + 1*8 &= 40 && (42 - 40 = 2 \text{ remaining}) \\ + 1*2 &= 42! \end{aligned}$$

# Binary To Decimal

## ■ What's 10001 in Decimal?

□ Hint: remember the table and the columns!

...	64s	32s	16s	8s	4s	2s	1s	column
...			1	0	0	0	1	

$$1*16 + 1*1 = 17!$$

## ■ Algorithm:

- Figure out which power of 2 is “on”/present
- Mathematically add all “on”/present

# Question Time!

- Explain the following quote:

“There are only 10 types of people in this world: those who know binary and those who don’t.”

- What’s 61 in Binary?

- Hint:

...	64s	32s	16s	8s	4s	2s	1s	column
...	0	1	1	1	1	0	1	



# Binary & Computers

- Everything comes down to bits
  - Hardware:
    - transistors on or off (computations)
    - magnetic particles N or S (hard disk storage)
- 8 bits = 1 byte
- 1024 bytes = 1 kilobyte
- 1024 kilobytes = 1 megabyte
- 1024 megabytes = 1 gigabyte
- 1024 gigabytes = 1 terabyte

# Question Time!

- A joke:
- A computer scientist buys a kilo of meat from the butcher's. Five minutes later, he returns claiming he's been cheated. The butcher weighs it: 1000g; the techie states his point has been proven.
- Why or how?
- How much did he “lose”?

# Binary Representation

- How do bits and bytes translate into data and programs?
  - Standard mappings
- ASCII
  - (American **Standard Code** for Information Interchange)
  - 8-bits
- Another example:
  - Unicode: 16+ bits

# ASCII Representation

- ASCII Table
  - Not just letters and numbers
  - Punctuation, control characters too
- (To memorize: )
- A: 65
- a: 97

Dec	Hx	Oct	Char	Dec	Hx	Oct	Html	Chr	Dec	Hx	Oct	Html	Chr	Dec	Hx	Oct	Html	Chr
0	0	000	<b>NUL</b> (null)	32	20	040	&#32;	<b>Space</b>	64	40	100	&#64;	<b>@</b>	96	60	140	&#96;	<b>`</b>
1	1	001	<b>SOH</b> (start of heading)	33	21	041	&#33;	<b>!</b>	65	41	101	&#65;	<b>A</b>	97	61	141	&#97;	<b>a</b>
2	2	002	<b>STX</b> (start of text)	34	22	042	&#34;	<b>"</b>	66	42	102	&#66;	<b>B</b>	98	62	142	&#98;	<b>b</b>
3	3	003	<b>ETX</b> (end of text)	35	23	043	&#35;	<b>#</b>	67	43	103	&#67;	<b>C</b>	99	63	143	&#99;	<b>c</b>
4	4	004	<b>EOT</b> (end of transmission)	36	24	044	&#36;	<b>\$</b>	68	44	104	&#68;	<b>D</b>	100	64	144	&#100;	<b>d</b>
5	5	005	<b>ENQ</b> (enquiry)	37	25	045	&#37;	<b>%</b>	69	45	105	&#69;	<b>E</b>	101	65	145	&#101;	<b>e</b>
6	6	006	<b>ACK</b> (acknowledge)	38	26	046	&#38;	<b>&amp;</b>	70	46	106	&#70;	<b>F</b>	102	66	146	&#102;	<b>f</b>
7	7	007	<b>BEL</b> (bell)	39	27	047	&#39;	<b>'</b>	71	47	107	&#71;	<b>G</b>	103	67	147	&#103;	<b>g</b>
8	8	010	<b>BS</b> (backspace)	40	28	050	&#40;	<b>(</b>	72	48	110	&#72;	<b>H</b>	104	68	150	&#104;	<b>h</b>
9	9	011	<b>TAB</b> (horizontal tab)	41	29	051	&#41;	<b>)</b>	73	49	111	&#73;	<b>I</b>	105	69	151	&#105;	<b>i</b>
10	A	012	<b>LF</b> (NL line feed, new line)	42	2A	052	&#42;	<b>*</b>	74	4A	112	&#74;	<b>J</b>	106	6A	152	&#106;	<b>j</b>
11	B	013	<b>VT</b> (vertical tab)	43	2B	053	&#43;	<b>+</b>	75	4B	113	&#75;	<b>K</b>	107	6B	153	&#107;	<b>k</b>
12	C	014	<b>FF</b> (NP form feed, new page)	44	2C	054	&#44;	<b>,</b>	76	4C	114	&#76;	<b>L</b>	108	6C	154	&#108;	<b>l</b>
13	D	015	<b>CR</b> (carriage return)	45	2D	055	&#45;	<b>-</b>	77	4D	115	&#77;	<b>M</b>	109	6D	155	&#109;	<b>m</b>
14	E	016	<b>SO</b> (shift out)	46	2E	056	&#46;	<b>.</b>	78	4E	116	&#78;	<b>N</b>	110	6E	156	&#110;	<b>n</b>
15	F	017	<b>SI</b> (shift in)	47	2F	057	&#47;	<b>/</b>	79	4F	117	&#79;	<b>O</b>	111	6F	157	&#111;	<b>o</b>
16	10	020	<b>DLE</b> (data link escape)	48	30	060	&#48;	<b>0</b>	80	50	120	&#80;	<b>P</b>	112	70	160	&#112;	<b>p</b>
17	11	021	<b>DC1</b> (device control 1)	49	31	061	&#49;	<b>1</b>	81	51	121	&#81;	<b>Q</b>	113	71	161	&#113;	<b>q</b>
18	12	022	<b>DC2</b> (device control 2)	50	32	062	&#50;	<b>2</b>	82	52	122	&#82;	<b>R</b>	114	72	162	&#114;	<b>r</b>
19	13	023	<b>DC3</b> (device control 3)	51	33	063	&#51;	<b>3</b>	83	53	123	&#83;	<b>S</b>	115	73	163	&#115;	<b>s</b>
20	14	024	<b>DC4</b> (device control 4)	52	34	064	&#52;	<b>4</b>	84	54	124	&#84;	<b>T</b>	116	74	164	&#116;	<b>t</b>
21	15	025	<b>NAK</b> (negative acknowledge)	53	35	065	&#53;	<b>5</b>	85	55	125	&#85;	<b>U</b>	117	75	165	&#117;	<b>u</b>
22	16	026	<b>SYN</b> (synchronous idle)	54	36	066	&#54;	<b>6</b>	86	56	126	&#86;	<b>V</b>	118	76	166	&#118;	<b>v</b>
23	17	027	<b>ETB</b> (end of trans. block)	55	37	067	&#55;	<b>7</b>	87	57	127	&#87;	<b>W</b>	119	77	167	&#119;	<b>w</b>
24	18	030	<b>CAN</b> (cancel)	56	38	070	&#56;	<b>8</b>	88	58	130	&#88;	<b>X</b>	120	78	170	&#120;	<b>x</b>
25	19	031	<b>EM</b> (end of medium)	57	39	071	&#57;	<b>9</b>	89	59	131	&#89;	<b>Y</b>	121	79	171	&#121;	<b>y</b>
26	1A	032	<b>SUB</b> (substitute)	58	3A	072	&#58;	<b>:</b>	90	5A	132	&#90;	<b>Z</b>	122	7A	172	&#122;	<b>z</b>
27	1B	033	<b>ESC</b> (escape)	59	3B	073	&#59;	<b>;</b>	91	5B	133	&#91;	<b>[</b>	123	7B	173	&#123;	<b>{</b>
28	1C	034	<b>FS</b> (file separator)	60	3C	074	&#60;	<b>&lt;</b>	92	5C	134	&#92;	<b>\</b>	124	7C	174	&#124;	<b> </b>
29	1D	035	<b>GS</b> (group separator)	61	3D	075	&#61;	<b>=</b>	93	5D	135	&#93;	<b>]</b>	125	7D	175	&#125;	<b>}</b>
30	1E	036	<b>RS</b> (record separator)	62	3E	076	&#62;	<b>&gt;</b>	94	5E	136	&#94;	<b>^</b>	126	7E	176	&#126;	<b>~</b>
31	1F	037	<b>US</b> (unit separator)	63	3F	077	&#63;	<b>?</b>	95	5F	137	&#95;	<b>_</b>	127	7F	177	&#127;	<b>DEL</b>

Source: [www.LookupTables.com](http://www.LookupTables.com)

# Question Time!

Dec	Hx	Oct	Html	Chr	Dec	Hx	Oct	Html	Chr
64	40	100	&#64;	@	96	60	140	&#96;	`
65	41	101	&#65;	A	97	61	141	&#97;	a
66	42	102	&#66;	B	98	62	142	&#98;	b
67	43	103	&#67;	C	99	63	143	&#99;	c
68	44	104	&#68;	D	100	64	144	&#100;	d
69	45	105	&#69;	E	101	65	145	&#101;	e
70	46	106	&#70;	F	102	66	146	&#102;	f
71	47	107	&#71;	G	103	67	147	&#103;	g
72	48	110	&#72;	H	104	68	150	&#104;	h
73	49	111	&#73;	I	105	69	151	&#105;	i
74	4A	112	&#74;	J	106	6A	152	&#106;	j
75	4B	113	&#75;	K	107	6B	153	&#107;	k
76	4C	114	&#76;	L	108	6C	154	&#108;	l
77	4D	115	&#77;	M	109	6D	155	&#109;	m
78	4E	116	&#78;	N	110	6E	156	&#110;	n
79	4F	117	&#79;	O	111	6F	157	&#111;	o
80	50	120	&#80;	P	112	70	160	&#112;	p
81	51	121	&#81;	Q	113	71	161	&#113;	q
82	52	122	&#82;	R	114	72	162	&#114;	r
83	53	123	&#83;	S	115	73	163	&#115;	s
84	54	124	&#84;	T	116	74	164	&#116;	t
85	55	125	&#85;	U	117	75	165	&#117;	u
86	56	126	&#86;	V	118	76	166	&#118;	v
87	57	127	&#87;	W	119	77	167	&#119;	w
88	58	130	&#88;	X	120	78	170	&#120;	x
89	59	131	&#89;	Y	121	79	171	&#121;	y
90	5A	132	&#90;	Z	122	7A	172	&#122;	z

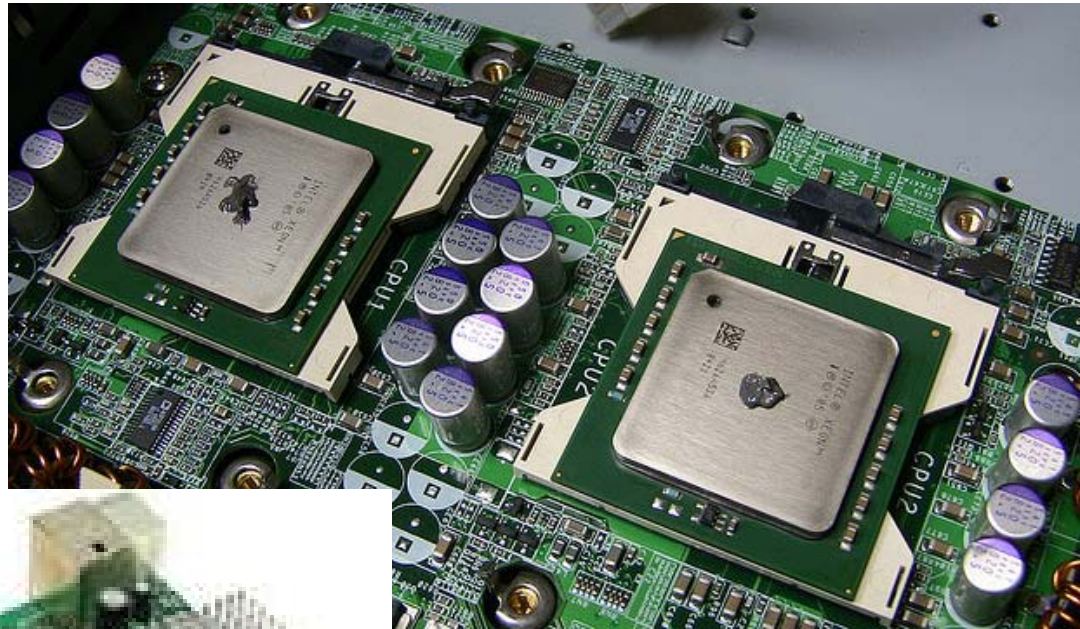
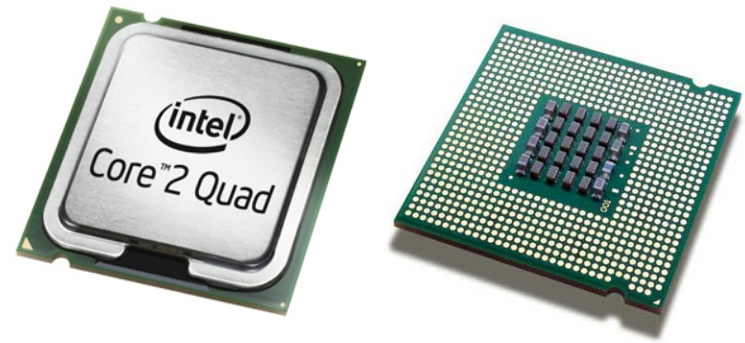
You receive a top-secret message. What's it say?

- 1000111 = 71 = G
- 1001100 = 76 = L
- 0100001 = 33 = !

;)

# On to Hardware...

- The “brains”: CPU
  - (Central Processing Unit)
  - Executes instructions/tasks
- Where do these instructions come from?
  - Memory!



# Memory: Two Types

## HDD

- Persistent  
("Permanent")
  - Stays around after the power's off
- IRL Analogy:
  - Long-term memory
- Larger Space
  - ~ 300GB
- Slower Access
  - Mechanical

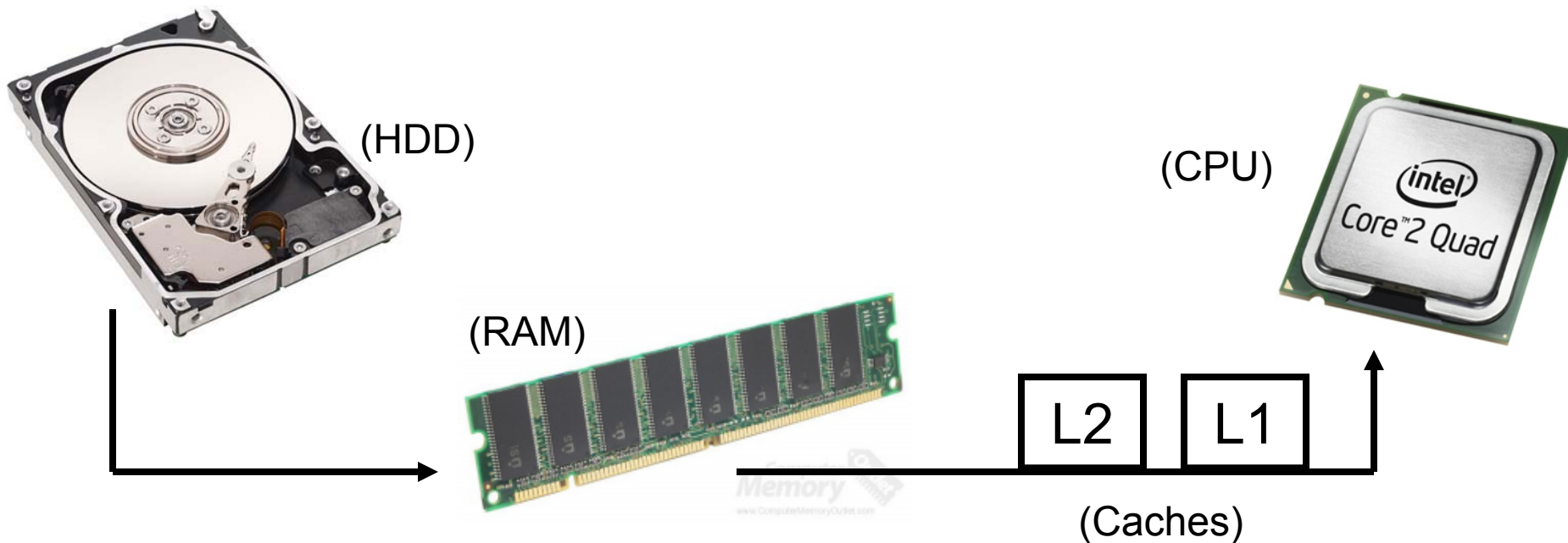
## RAM

- Volatile
  - Needs "constant" power
- IRL Analogy:
  - Short-term memory
- Smaller Space
  - ~3GB
- Faster Access
  - Electrical



# Memory Access

- (Also: L1, L2 caches)
  - Faster than RAM, usually on CPU itself
  - Optimization



# Question Time!

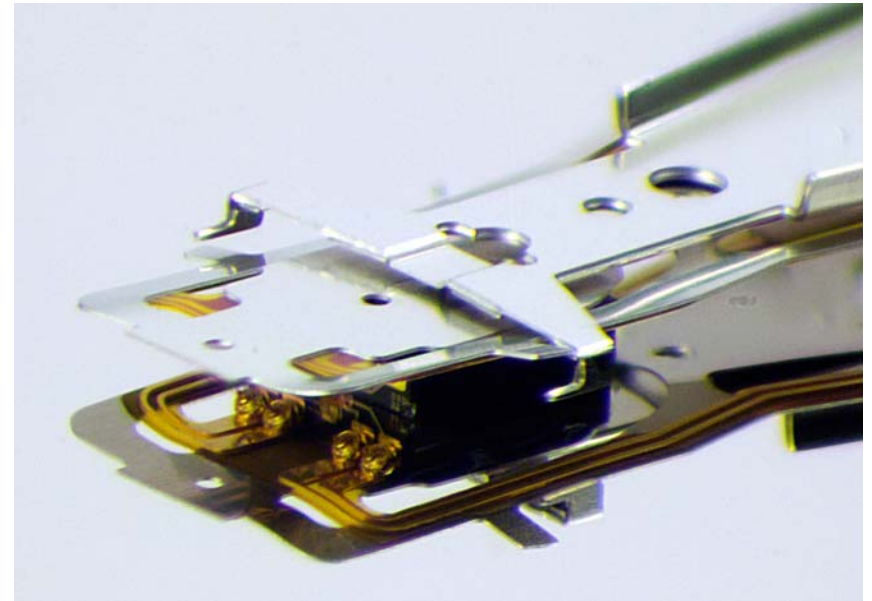
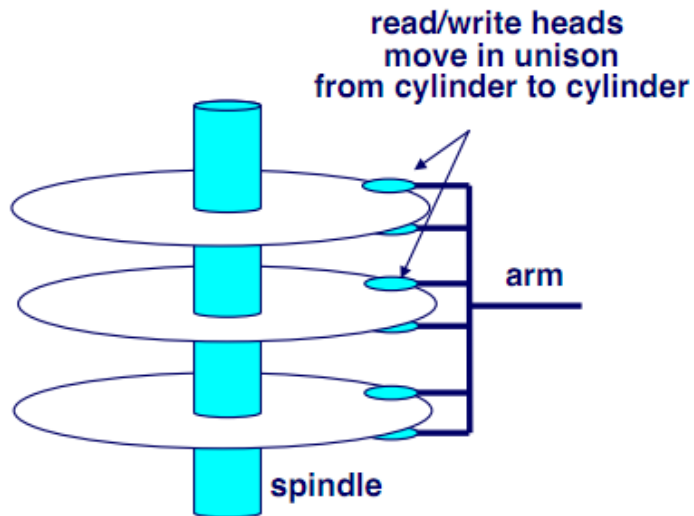
You are studying for the E-1 Exam when a vague analogy hits you:

- Bookshelf (HDD) -> Large data collection
- Desk (RAM) -> Retrieved data to use
- Your Brain (CPU) -> Processes retrieved data

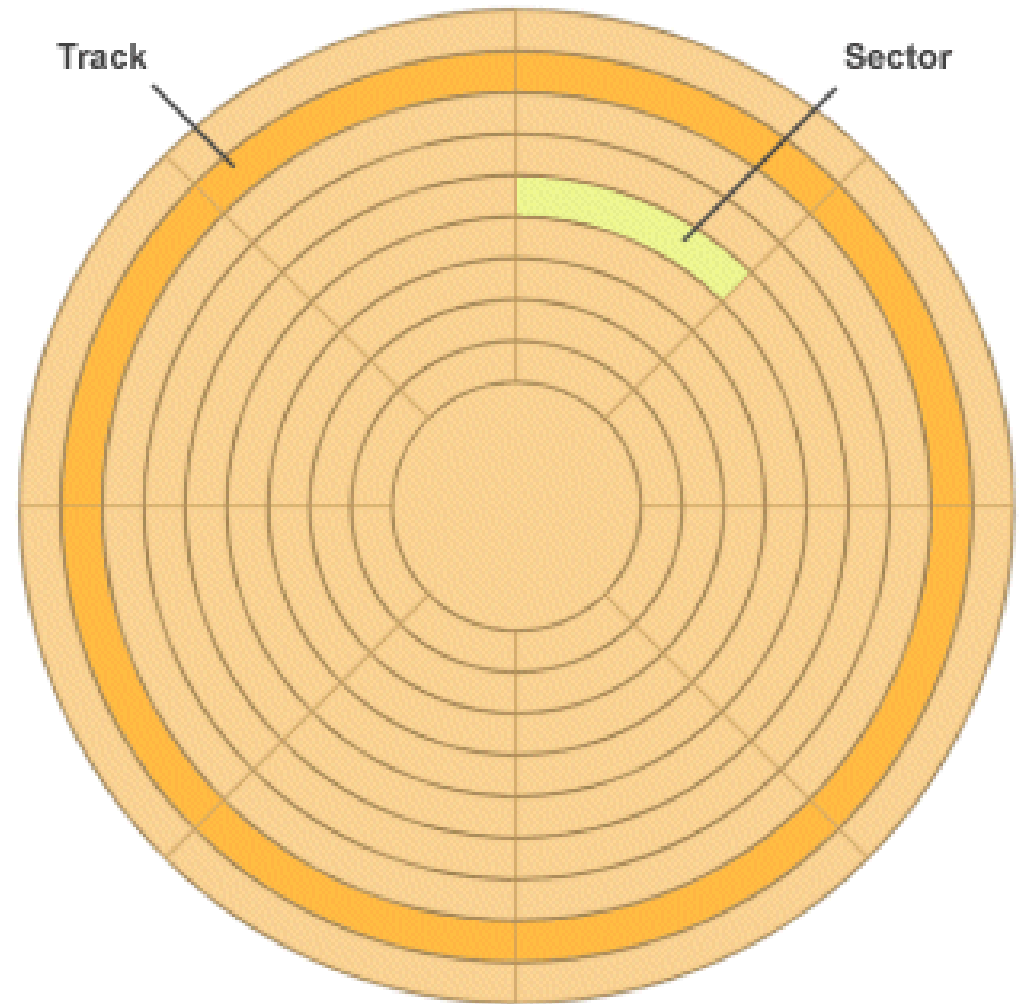
How could this relate to Hardware? (Does it?)

# Hard Disk Access

- How do we get data from the Hard Disk, again?



- The platter:
  - Magnetic Particles
  - Spins
    - E.g. 5400RPM
  - N/S binary representation
  - Data can scattered all over
    - A file keeps track of data locations



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# Tie-In with Floppy Disk Drives

- Similar to HDD
  - Disk with magnetic particles
  - Read/Write head
  - No sweeping arm
  - “platter” is floppy circle of magnetic material

# Question Time!

- A friend laments how his laptop (and most computers) doesn't have a floppy disk drive so he can't access all his floppy disk backups.
- Is all hope lost?
- What could you suggest to him?

# Peripherals

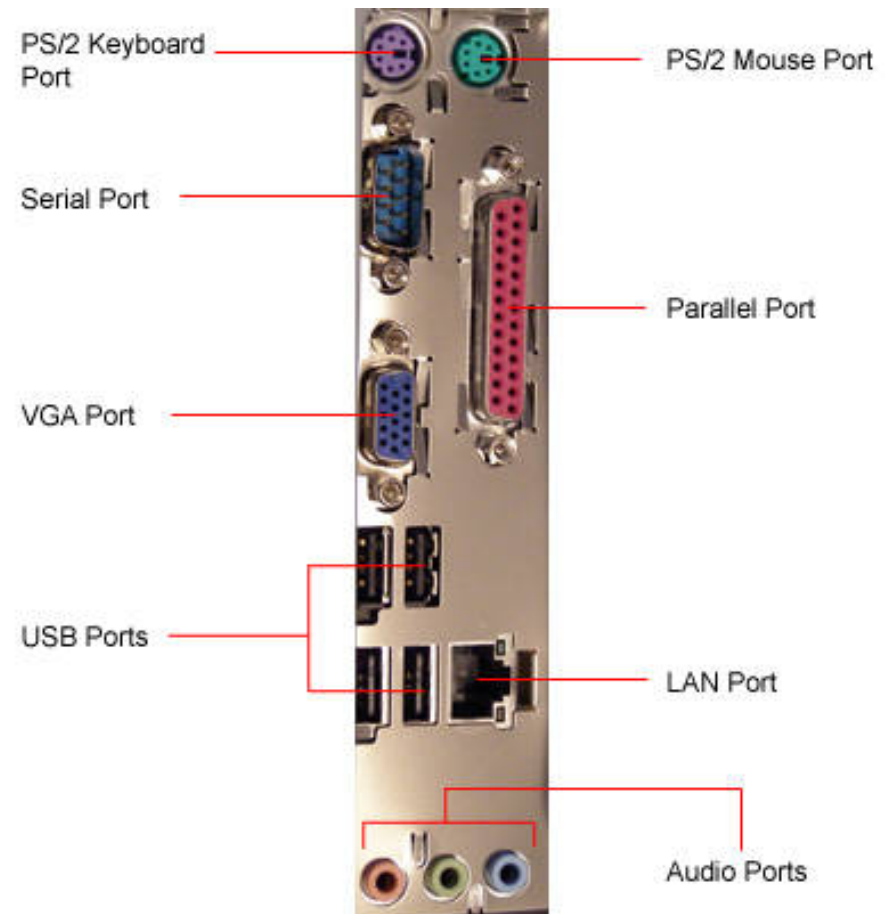
## ■ Computers have slots and ports for add-ons

### □ Internal

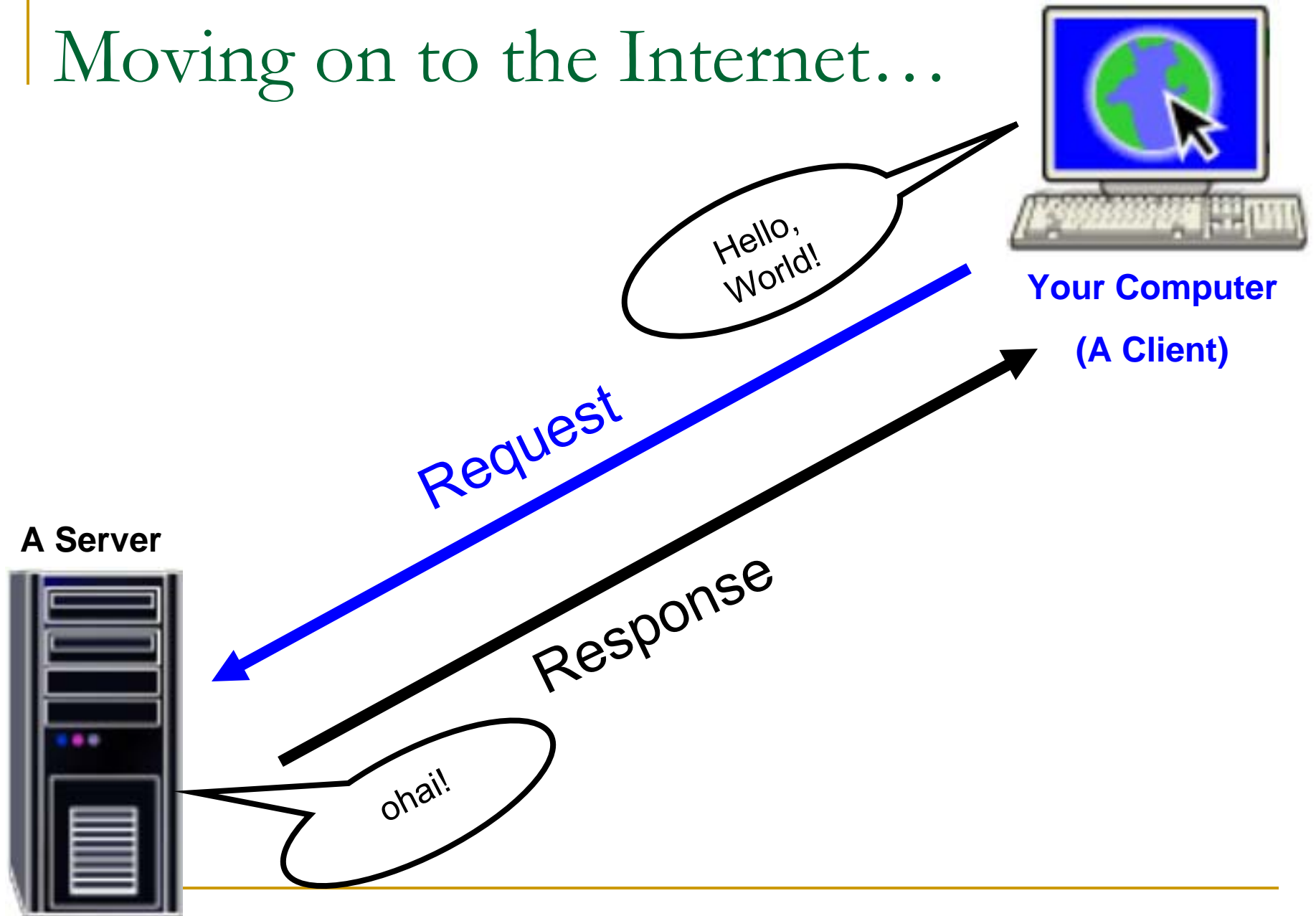
- (Additional) RAM
- (Better) Graphics Card
- Etc.

### □ External

- Printer
- Mouse, Keyboard
- USB (Universal Serial Bus)
- Etc.

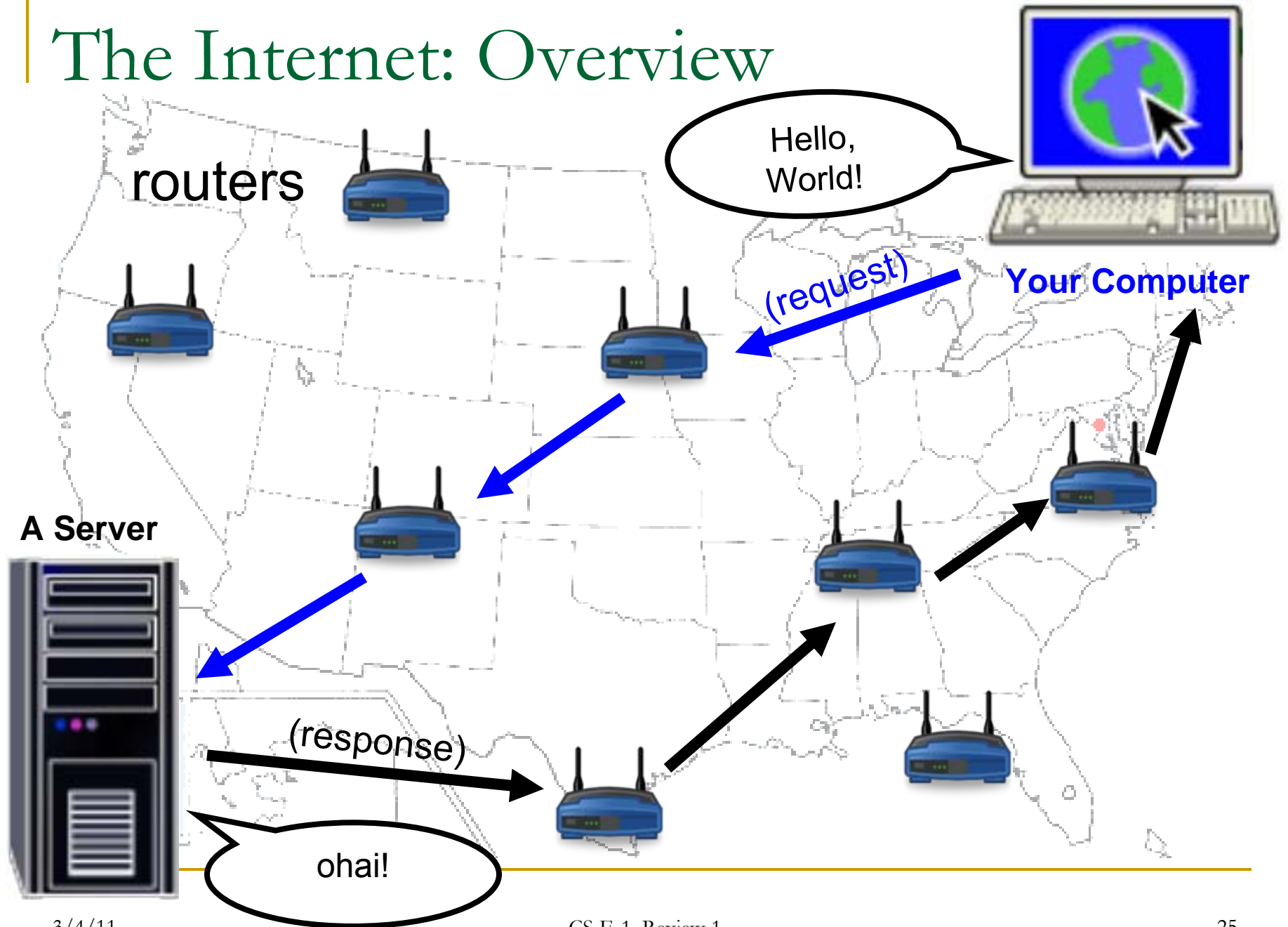


# Moving on to the Internet...





# The Internet: Overview



# Question Time!

- Your friend in Japan refers you to a download page (for an awesome program). The page lists several download “mirrors” (locations):
  - Scratch v.1.2 (Japan)
  - Scratch v.1.2 (Germany)
  - Scratch v.1.2 (U.S.)
- She says the Japan link connects really fast and recommends it.
- Which would you click and why? (Does it matter?)

# Latency v. Download Speed

## ■ Latency

- ❑ Delay between when data is requested and received
- ❑ Usually measured in milliseconds [ms]

## ■ Download Speed

- ❑ How fast data transfers
- ❑ Usually measured in megabits per second [Mb/s]

## ■ Analogy: turning on a garden hose

- ❑ Latency: time for water to come out of nozzle
- ❑ Download Speed: how fast water flows out

# IP Addresses

- How does data know where to go?
  - Internet Protocol (IP) Addresses!

IPv4:

- Form: W.X.y.Z
- Each letter/octet a number from 0-255
  - How many possible IP addresses, again?
- Ex:  $4 * 8 = 32; 2^{32} \approx 4.2 \text{ billion}$ 
  - 140.247.149.203

# IP Addresses

class Subnet  
W.X.y.Z

- Class
  - “chunks” for different entities
- Subnet (general left side):
  - sub-networks, adjacent machines
- Rest (general right side):
  - Individual Machine Identifier

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# IP Addresses: Public & Private

- Each machine on the internet needs an IP Address.
  - Kind of.
- For a network, each machine can have a private IP address
  - Router mediator has one public IP address
  - So network machines all represented by “one” public IP address
- Called Network Address Translation (NAT)

# NAT Visual

**From:**

(192.168.61.50)

(192.168.61.51)

(192.168.61.55)

(192.168.61.75)

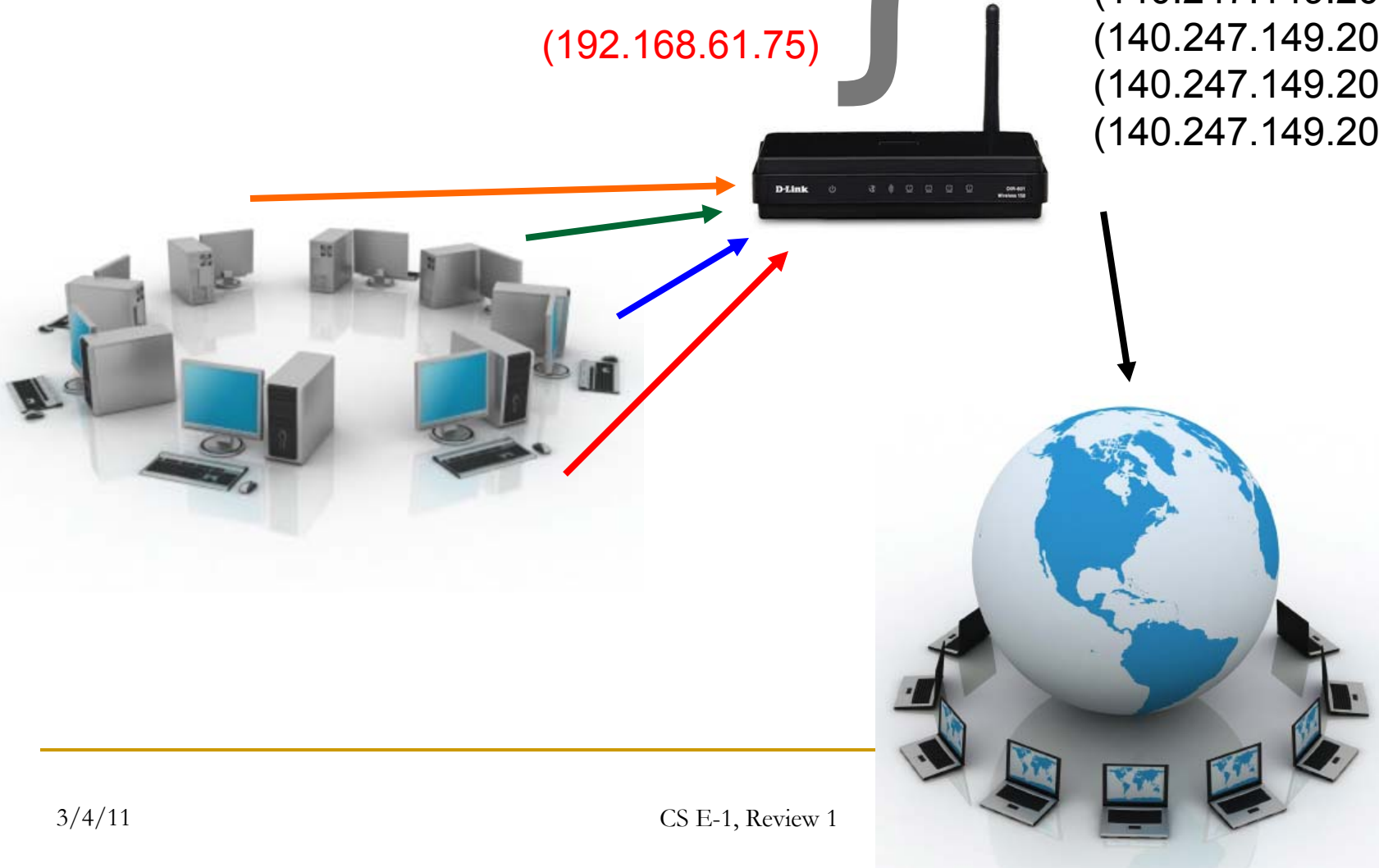
**From:**

(140.247.149.203)

(140.247.149.203)

(140.247.149.203)

(140.247.149.203)



# Domain Name System

- IP Addresses  $\Leftrightarrow$  Domain Names
  - Like a phonebook
  - Not a one-to-one relation
  - Top-level Domains (e.g. harvard.edu)
  - SubDomains (e.g. fas.harvard.edu)
- Luckily, automatic.
- DHCP (Dynamic Host Configuration Protocol)
  - Allows your machine to communicate w/Internet



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# Question Time!

- You get an email from a domain of:
  - bank.ofamerica.com
  - requesting your account number and PIN.
- 
- Is it legitimate?

# Connecting it All

**DHCP**

provides...

Okay, all  
set. =)

I want to  
connect to  
the internet!



- IP Address to ID that machine
- DNS server list for Domain Names
- Gateway router
- Subnet mask
  - (used to determine ip addresses on same network)

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# Traveling Data

- Packets

- Numbered
  - From:
  - To:
  - Etc.

- If lost, server is informed & sends another

- Part of the TCP/IP protocol (standard rules for internet communication)

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# Questions?

- Email us!
- Good luck!