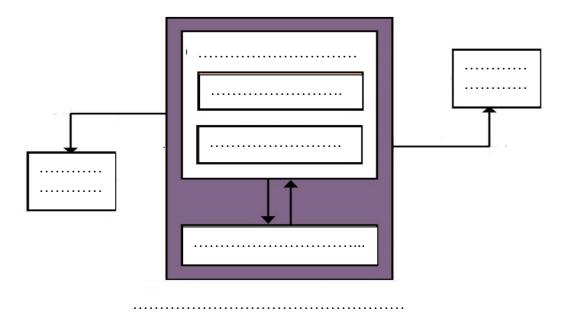
Module: Electronics and System Components

DW N° 01 (Introduction)

	The C	omputer and Its Com	ponents: General Ov	erview		
1. Central Unit	_: Conta	ins the components.				
Definition : Con	plete th	ne following definitio	n			
				, enclosing all the, and the		
a- Some forms o	of the ce	entral unit include:				
				Pavilion All-in-One		
Allows for the digit paper documents retrieval of printed of the form of a text.	PU).	A type of pencil that allows you to write on a graphic tablet.	It is an essential tool for navigation in graphical interfaces. It is represented on the screen	It is the primary means of communication with the PC. It allows for the input of letters and		
			by a pointer	numbers as well as navigation.		
- Output Devices (Examples): Used to output the result.						
content of the screen	It allows projecting the content of the screen onto a screen or whiteboard. They allow for the reproduction of sound. They have their own amplifier. Their power is measured in Watts.		There are two types: the most common ones are inkjet and laser .	It looks like a television set. Like the latter, it allows for displaying images in color but with a higher level of detail.		

The Von Neumann Architecture:

A°/ Complete the diagram:



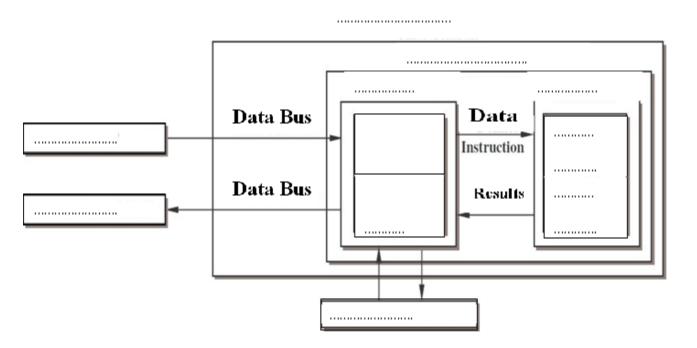
Central Processing Unit (CPU)::

Its role is to:

The CPU is composed of an :

Control Unit:

B°/ Complete the following diagram:



b- Example of the central unit on the outside:

• Front Panel::

<u>Nur</u>	<u>Designation</u>	
1		
2		
3		R ← 2
4		
5		3
6		
7		
8		
9		\
10		11 - 9
11		الوجه الأمامي/ Face Avant

• Back Panel:

<u>Numb</u>	<u>er Port</u>	Attached Component			
1			3		
2					
3	PS /2 Port (Green)				
4	PS /2 Port (Purple)		7 12		
5	•••••		8 13		
6	Com Port (Serial)				
7	VGA Port (Blue)				
8	(Green)			
9	(Blue)		الوجه الخلفي/ Face Arrière		
10	(Pink)				
11					
12	LPT Port (Parallel)				
13	Game Controller Port				
14					

c- Internal Components

