

# ESc 101: FUNDAMENTALS OF COMPUTING

## Lecture 2

Jan 4, 2010

# REVISITING THE ADDITION PROGRAM

- We start by revisiting the addition program in all three languages.
- We also revisit the execution of the machine language program to emphasize the way computation happens inside a computer.

# A SMALL PROGRAM

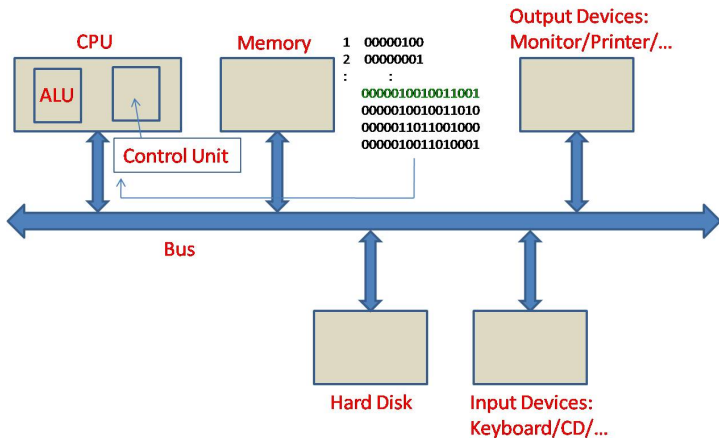
0000010010011001 - read memory location 001

0000010010011010 - read memory location 010

0000011011001000 - add two numbers read

0000010011010001 - store the result in memory location 001

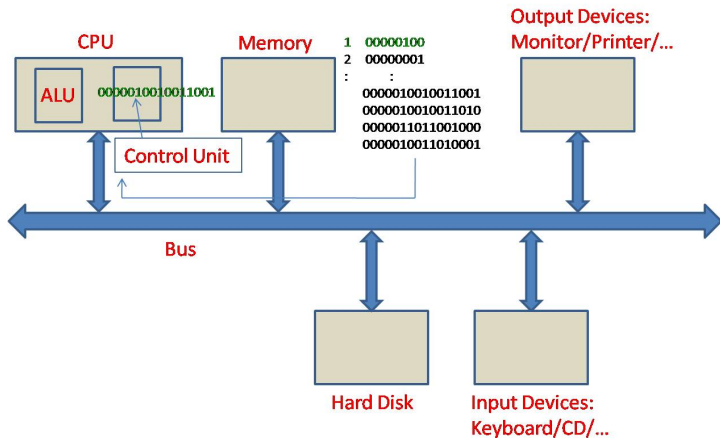
# EXECUTION



Step 1: Bring 0000010010011001 to CPU

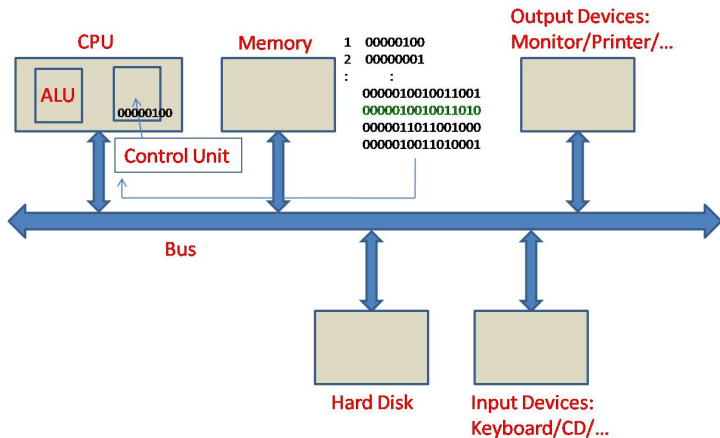
0000010010011001 = Bring data stored in memory location 001 to CPU

# EXECUTION



Step 2: Execution of 0000010010011001 in Control Unit  
Brings data stored in location 1, number 4, to CPU

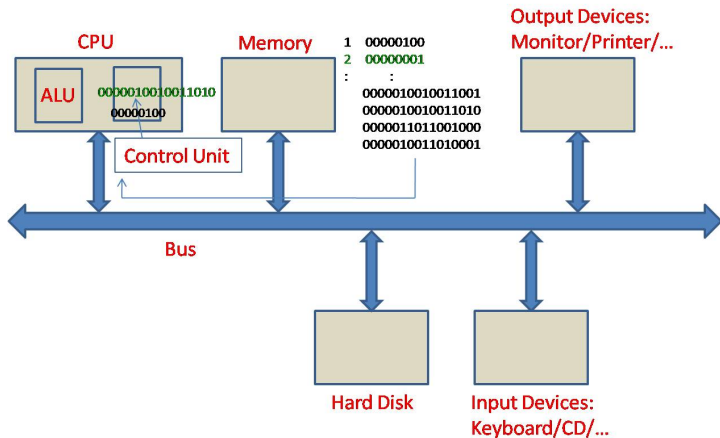
# EXECUTION



Step 3: Bring 0000010010011010 to CPU

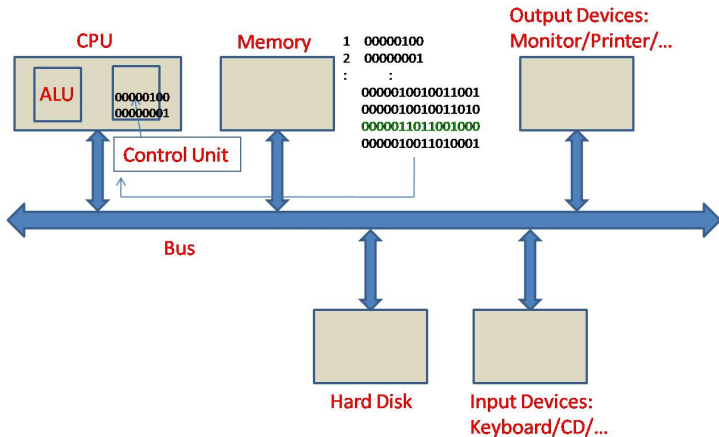
0000010010011010 = Bring data stored in memory location 010 to CPU

# EXECUTION



Step 4: Execution of 0000010010011010 in Control Unit  
Brings data stored in location 2, number 1, to CPU

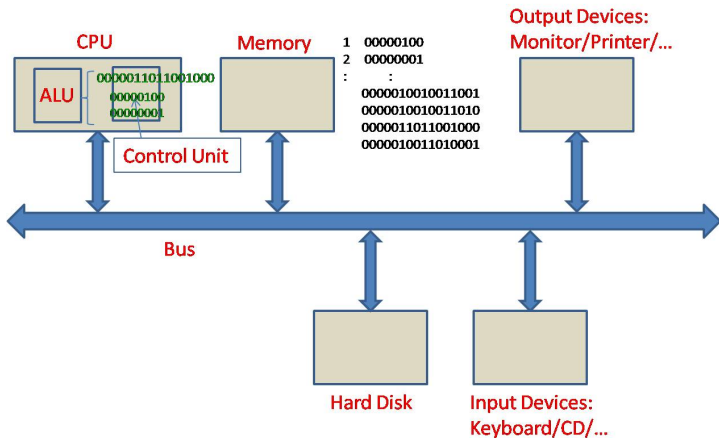
# EXECUTION



Step 5: Bring 0000011011001000 to CPU  
0000011011001000 = Add two stored numbers

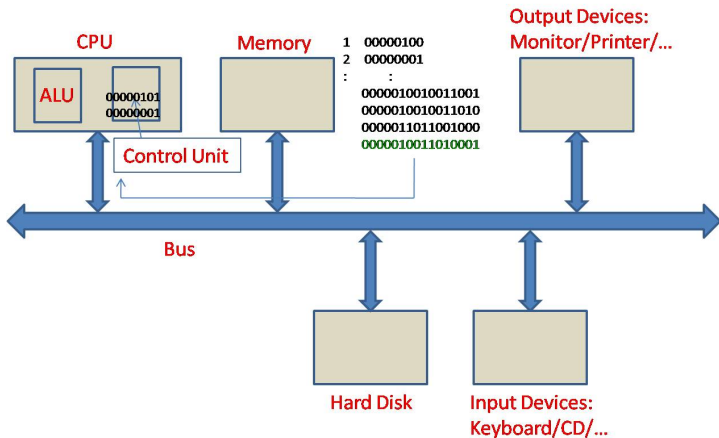


# EXECUTION



Step 6: Execution of 0000011011001000 in Control Unit  
Adds two numbers inside CPU using ALU

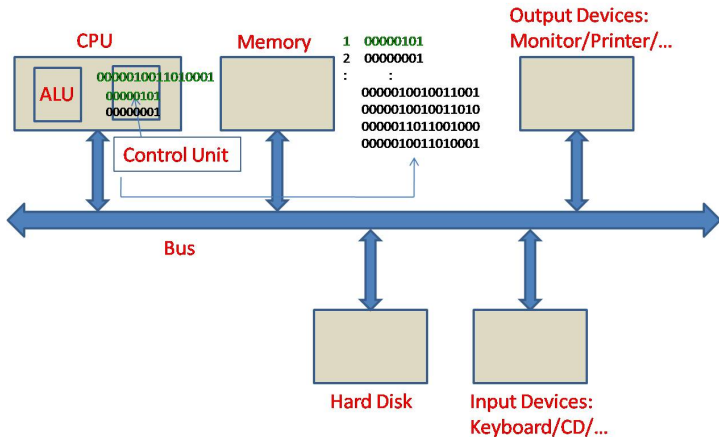
# EXECUTION



Step 7: Bring 0000010011010001 to CPU

0000010011010001 = Store number in ALU to memory location 001

# EXECUTION



Step 8: Execution of 0000010011010001 in Control Unit  
Stores data stored in ALU , number 5, in location 1

# EXAMPLE PROGRAM IN ASSEMBLY LANGUAGE

```
0000010010011001    MOVE  NUM1, R1
0000010010011010    MOVE  NUM2, R2
0000011011001000    ADD   R1, R2
0000010011010001    MOVE  R1, NUM1
```

Move contents of memory location NUM1 to CPU register R1

Move contents of memory location NUM2 to CPU register R2

Add contents of R1 and R2 and store the result in R1

Move the contents of R1 to memory location NUM1

# ADDING TWO NUMBERS IN C

```
main()
{
    int num1;
    int num2;

    scanf("%d", &num1);
    scanf("%d", &num2);

    num1 = num1 + num2;

    printf("%d", num1);
}
```

# IMPORTANT CONCEPTS

- **Logging in:** give your credentials to the login program
- **Directory Structure:** Data and programs are organized in files on Hard Disk.
- **Creating, removing, parsing directories:** Done by the `shell` program; use commands `ls`, `cd`, `mkdir`, `rmdir` etc.
- **Creating and removing files:** Use commands `vi`, `emacs`, `rm` etc.
- **Compiling C program:** use `gcc`.