

# CSC104 fall 2012

## Why and how of computing week 2

Danny Heap

heap@cs.toronto.edu

BA4270 (behind elevators)

<http://www.cdf.toronto.edu/~heap/104/F12/>

416-978-5899

Text: **Picturing Programs**

# Outline

Pre-modern computer

Notes

# gears, pins, and electricity

digital and analog before tubes



data stored in punched cards  
manipulated by pins and  
electricity last for decades

analog computers model world  
using smoothly-varying quantities  
such as water



# programmable or electronic...

...but not both?



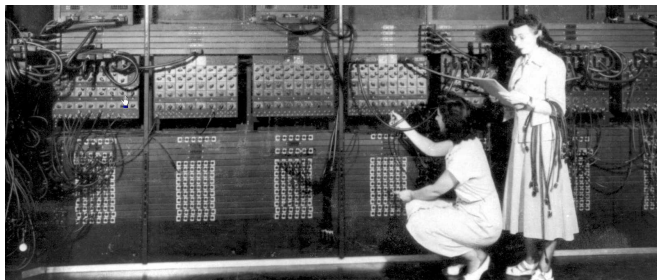
“programmable” (cards) but  
not electronic (relays)  
the Zuse Z1

electronic but not programmable  
dedicated to one calculation  
the Atanosoff-Berry



# when computers were women

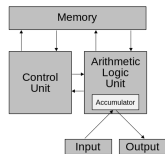
for a while



Eniac's first programmers were women  
known for clear-thinking, manual dexterity, and speed  
... human labour was cheaper than computer cycles  
dozens of cubic metres, programmed by connecting pins

# stored programs, faster switches

getting modern



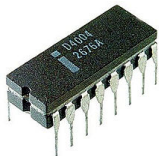
the same memory for data and programs is now the typical design

tubes were big, hot, slow  
compared to transistors  
... which just keep shrinking



# your (grand)parent's computer

smaller, faster, . . .



perhaps thanks to sputnik  
the computing power of eniac  
fits in your hand by 1970

mass-produced desktops  
landed with a clunk  
by 1980s



# Notes