

1 - Binary and logic

Agenda

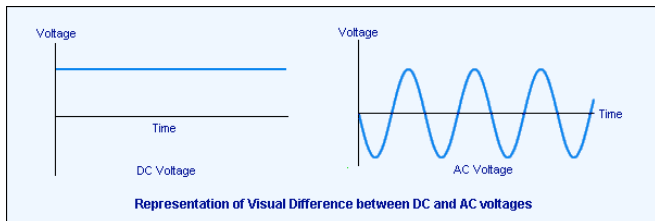
Inside the computer: power supply unit

Electricity

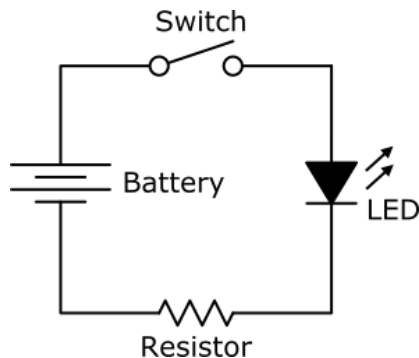
Electronic switches: transistors

Logic gates

Who's this? The power supply unit!

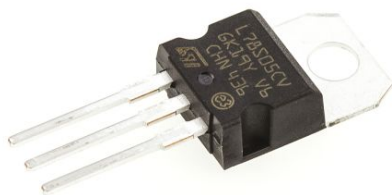


Electricity & our first circuit



- ▶ Current flows clockwise in this diagram.
- ▶ The battery generates direct current.
- ▶ We associate a positive voltage with `true` and the negative voltage with `false`: *binary!*
- ▶ We can build this circuit on a *breadboard*.

Keeping things aligned



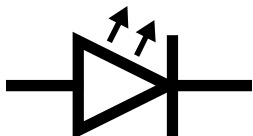
- ▶ The *(linear) voltage regulator* lowers its input voltage to a fixed value.
- ▶ We use this to convert down from the 9 V battery to 5 V, which is closer to the range our other components are meant for.

Vive la resistance



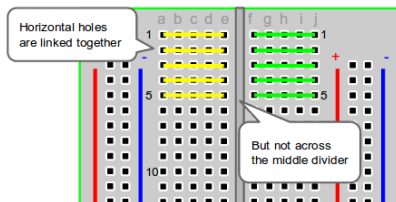
A resistor *slows down* the current moving through it. We need this so that our light doesn't blow up!

The light of my life

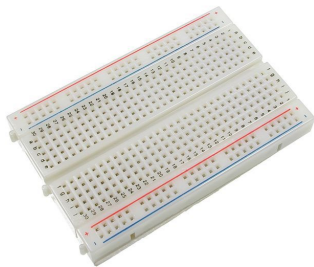


- ▶ *LEDs* emit light when current passes through.
- ▶ LEDs have *polarity*: the direction they're facing in the circuit makes a difference! (In contrast, resistors do not have polarity.)
- ▶ The long leg is the *positive* terminal.

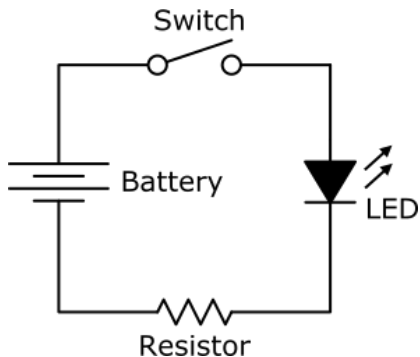
A board for cutting bread? Not really.



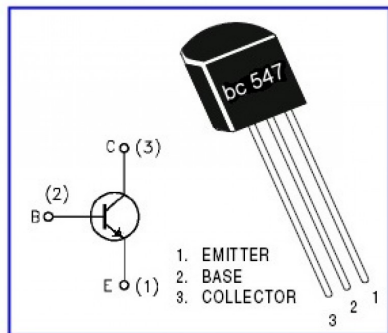
And the holes on the left and right, called *rails*, are connected vertically.



Now let's build it!



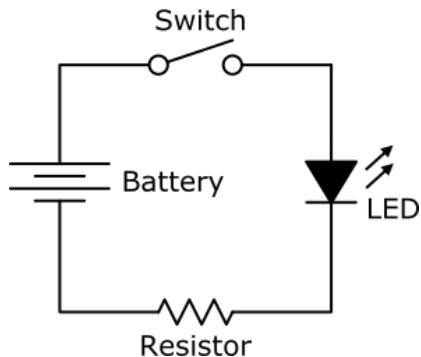
Transistors: electronic switches



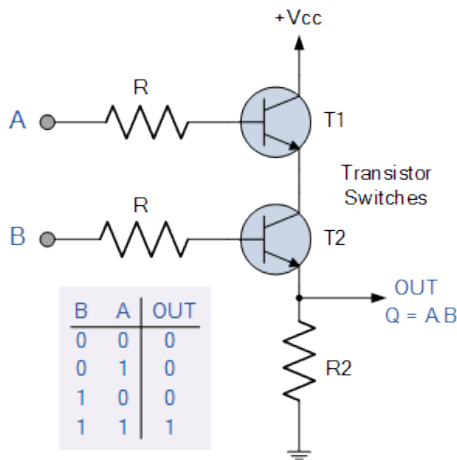
- ▶ When current is applied to the *base* of the transistor, current is allowed to flow from the *collector* to the *emitter*.
- ▶ Transistors are the basic building blocks of more complex circuits, such as CPUs!

Now let's use a transistor!

Replace the switch with a transistor, and use the *base* to control the LED.

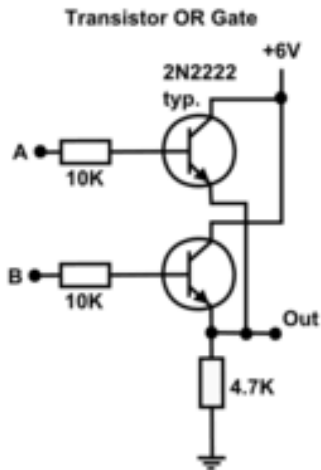


Two transistors in series makes an AND gate



Try putting the LED both on the collector side and emitter side of the transistor pair.

Two transistors in parallel makes an OR gate



Recap

Inside the computer: power supply unit

Electricity

Electronic switches: transistors

Logic gates

Homework

- ▶ Check out <https://tryhaskell.org/>!
- ▶ Try getting to lesson 4.