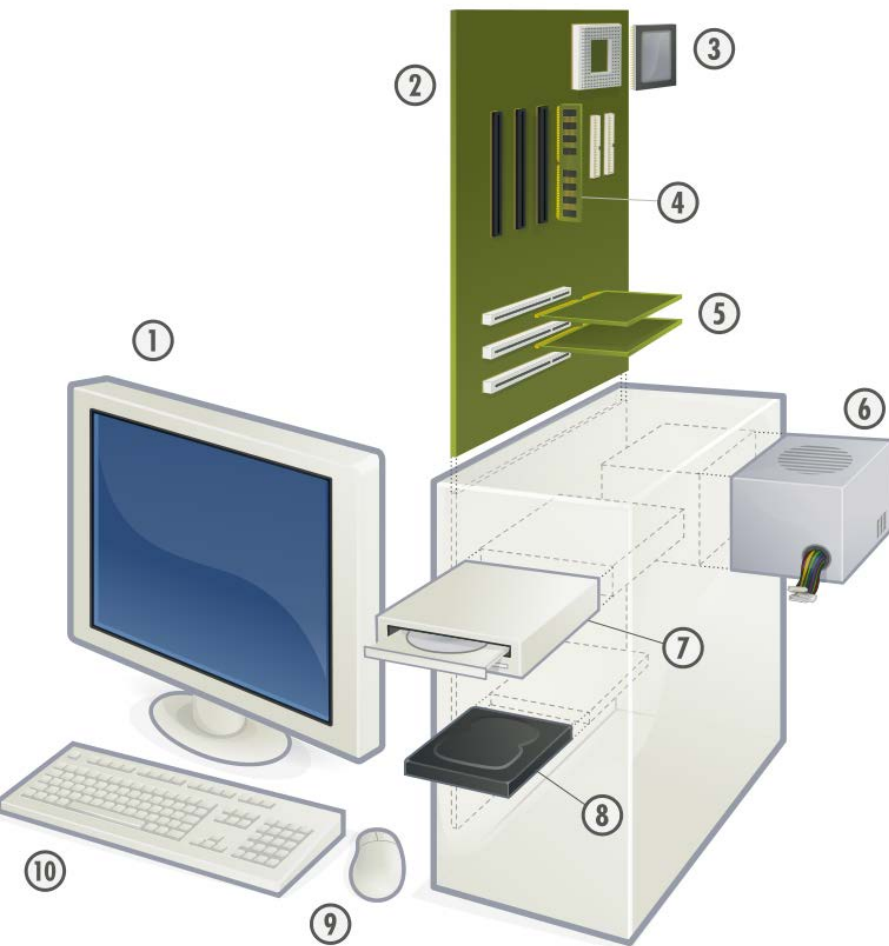


Memórias

Flip-flop, buffers,
registradores, caches,
memória Principal, flash

Microcomputadores



01- [Monitor](#)

02- [Placa-Mãe](#)

03- [Processador](#)

04- [Memória RAM](#)

05- [Placas de Rede](#), [Som](#), [Vídeo...](#)

06- [Fonte de Energia](#)

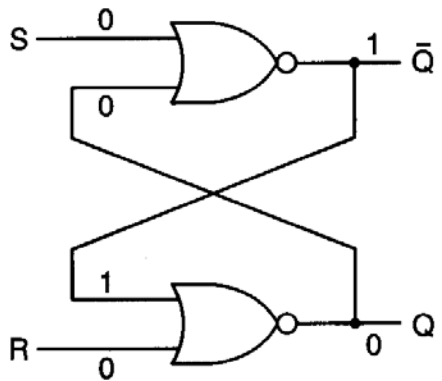
07- [Leitor de CDs](#) e/ou [DVDs](#)

08- [Disco Rígido \(HD\)](#)

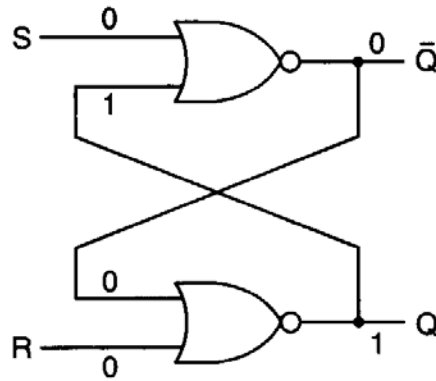
09- [Mouse \(Rato\)](#)

10- [Teclado](#)

IMPLEMENTAÇÃO DA MEMÓRIA: LATCHES



(a)

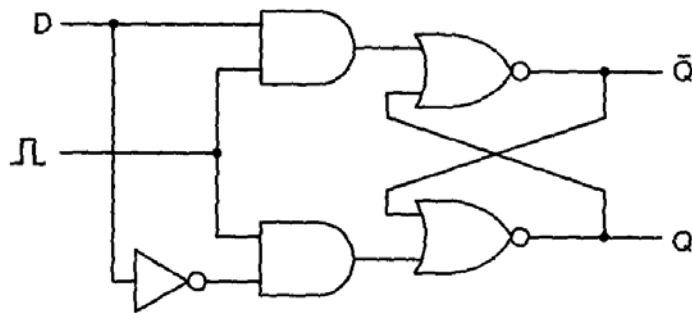


(b)

A	B	NOR
0	0	1
0	1	0
1	0	0
1	1	0

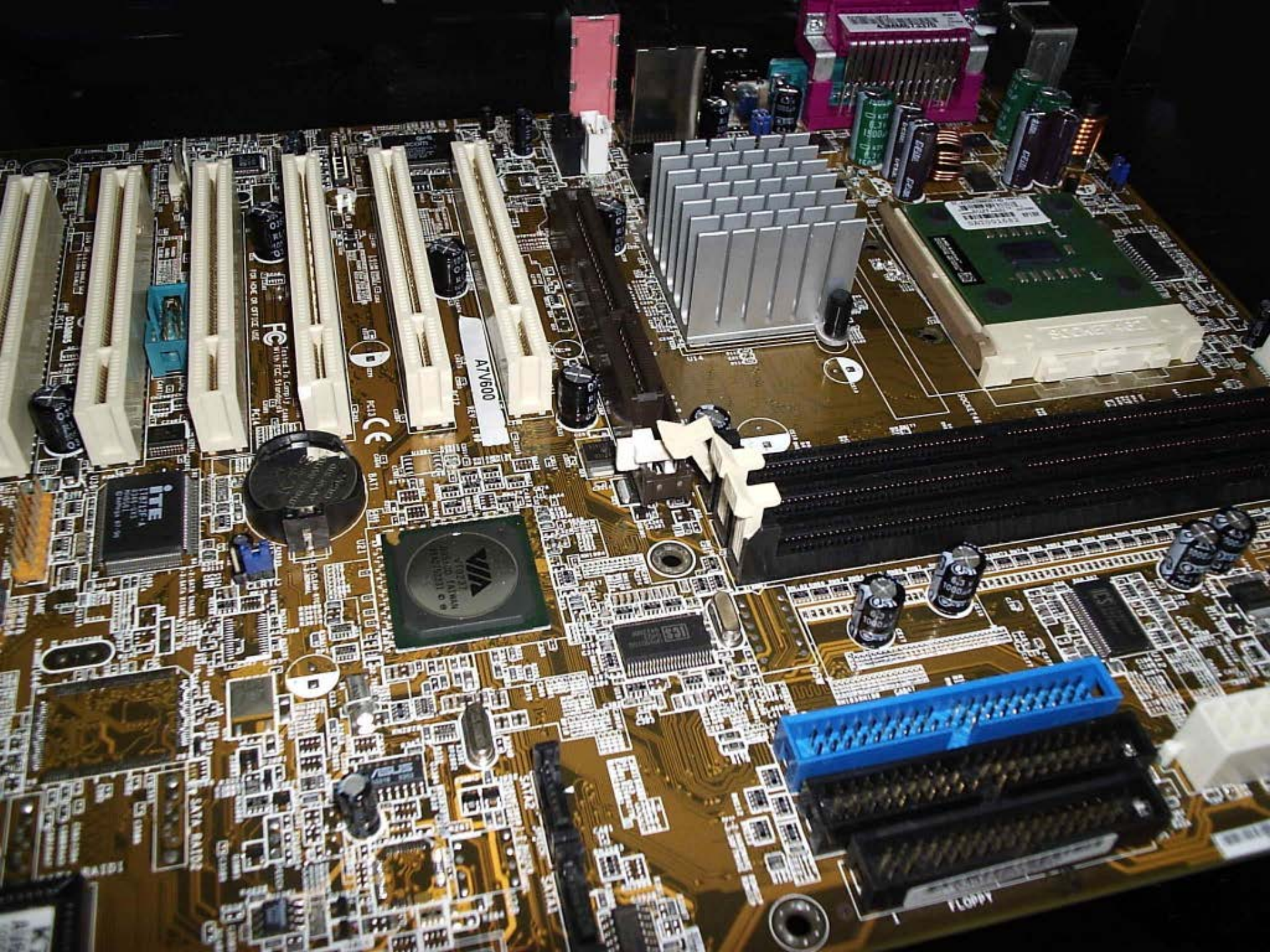
(c)

(a) NOR latch in state 0. (b) NOR latch in state 1. (c) Truth table for NOR.



A clocked D latch.

Flip-flop, com pulso de relógio (clock)



MARVELL
SCEI
65C010B-L481
04122171.1
0412 82P

Sony Computer
Entertainment Inc.
1-800-800-5555
04122171.1

PSX
SONY COMPUTER
ENTERTAINMENT INC.
1-800-800-5555
04122171.1

Sony Computer
Entertainment Inc.
1-800-800-5555
04122171.1

1-873-513-21
COK-002

console.se

PSX

#1R4
650S

#1R4
650S

1R3
637B

R33
648S

R33
648S

R33
648S

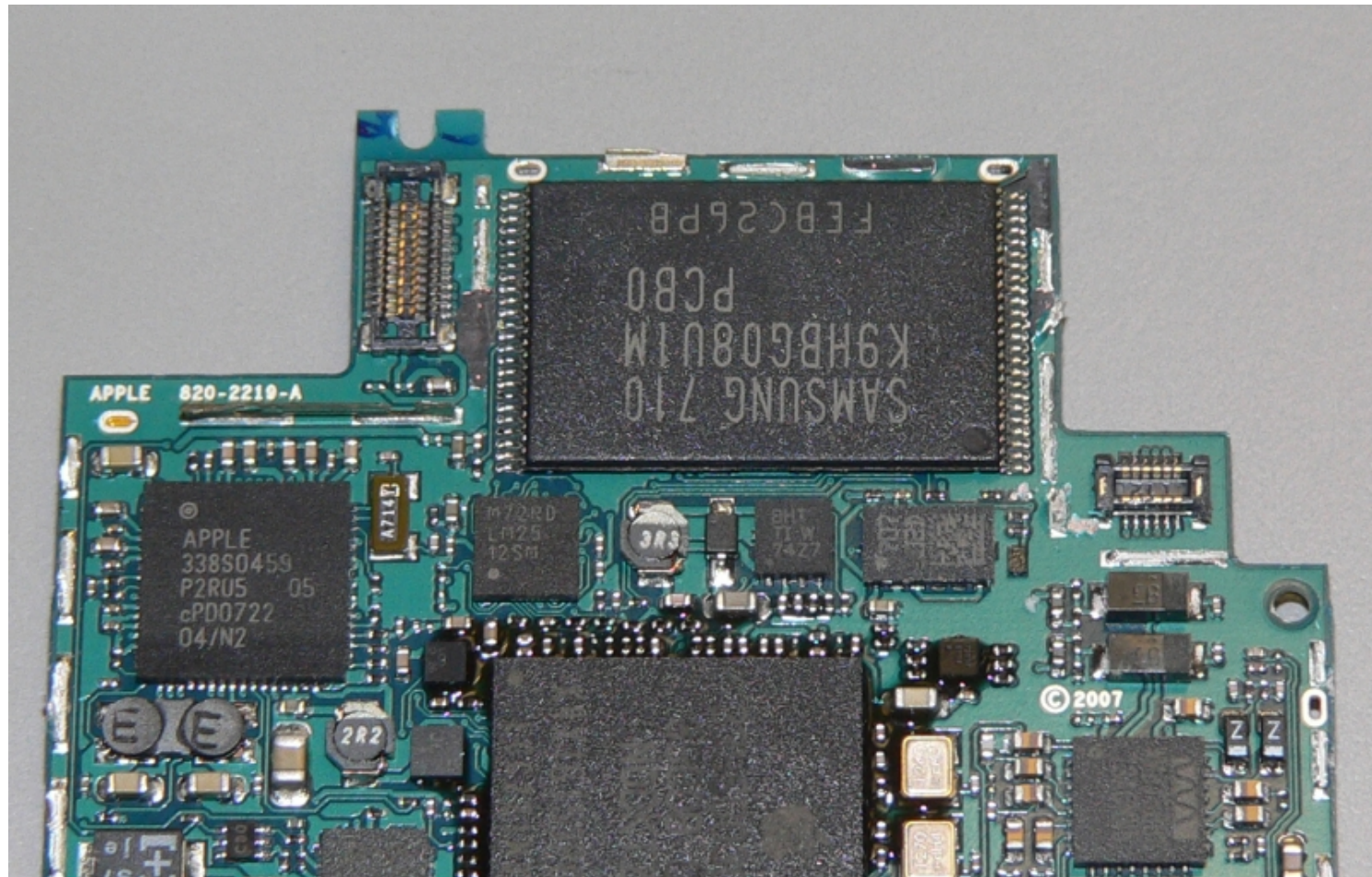
1R3
6627B

04122171.1

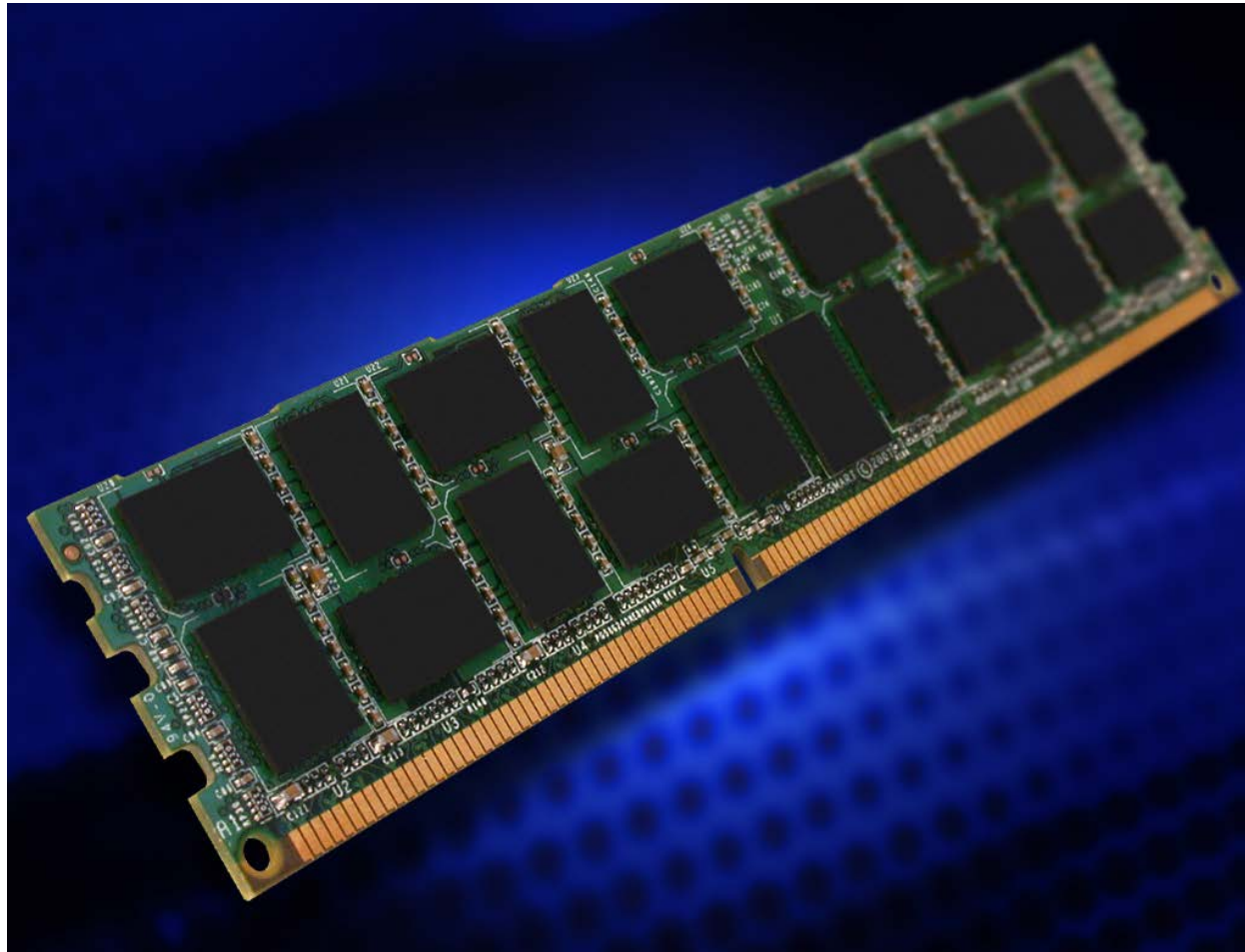
7H8012

SEP 04

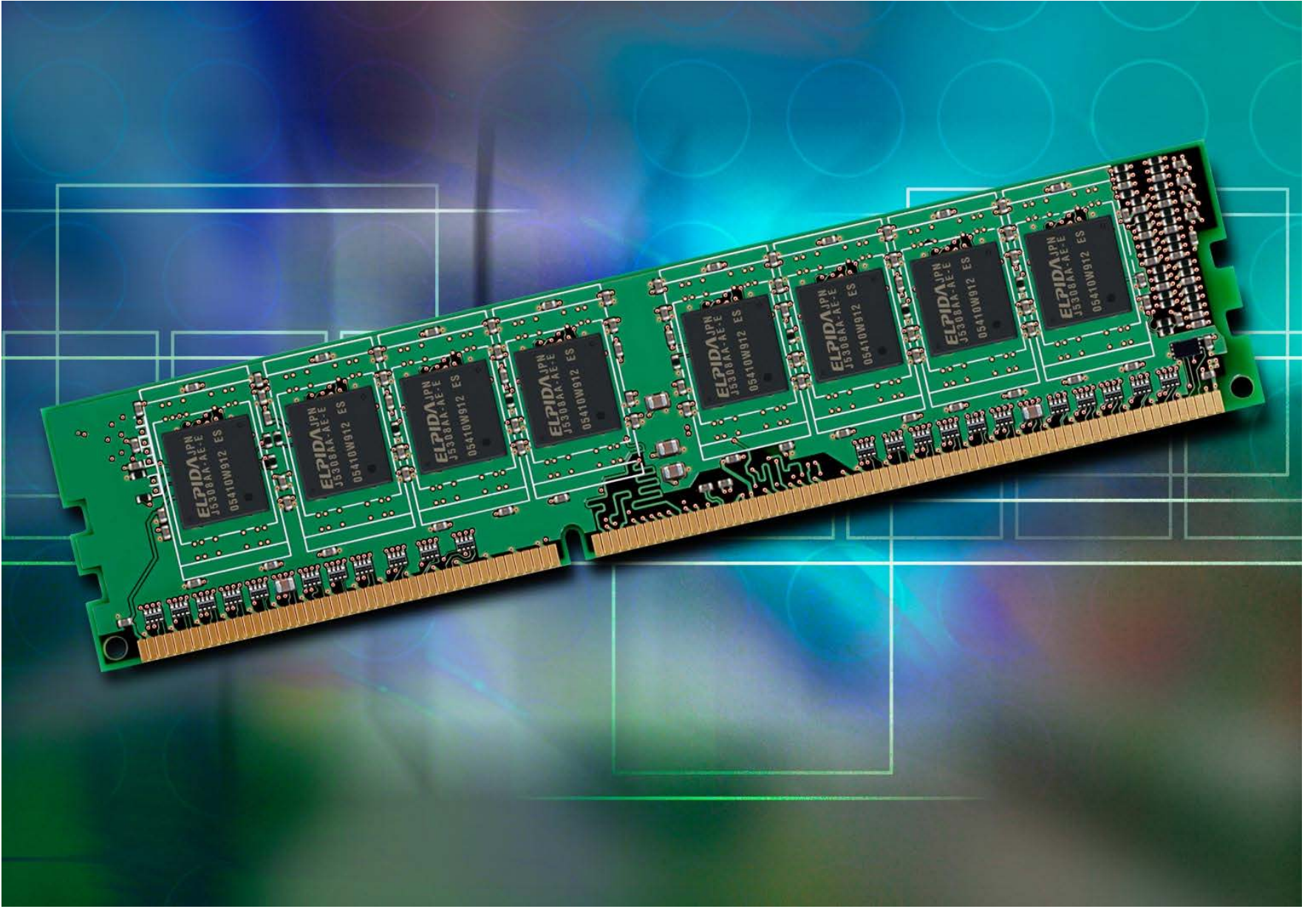
Mobile Memory



Double Data Rate (DDR) SDRAM

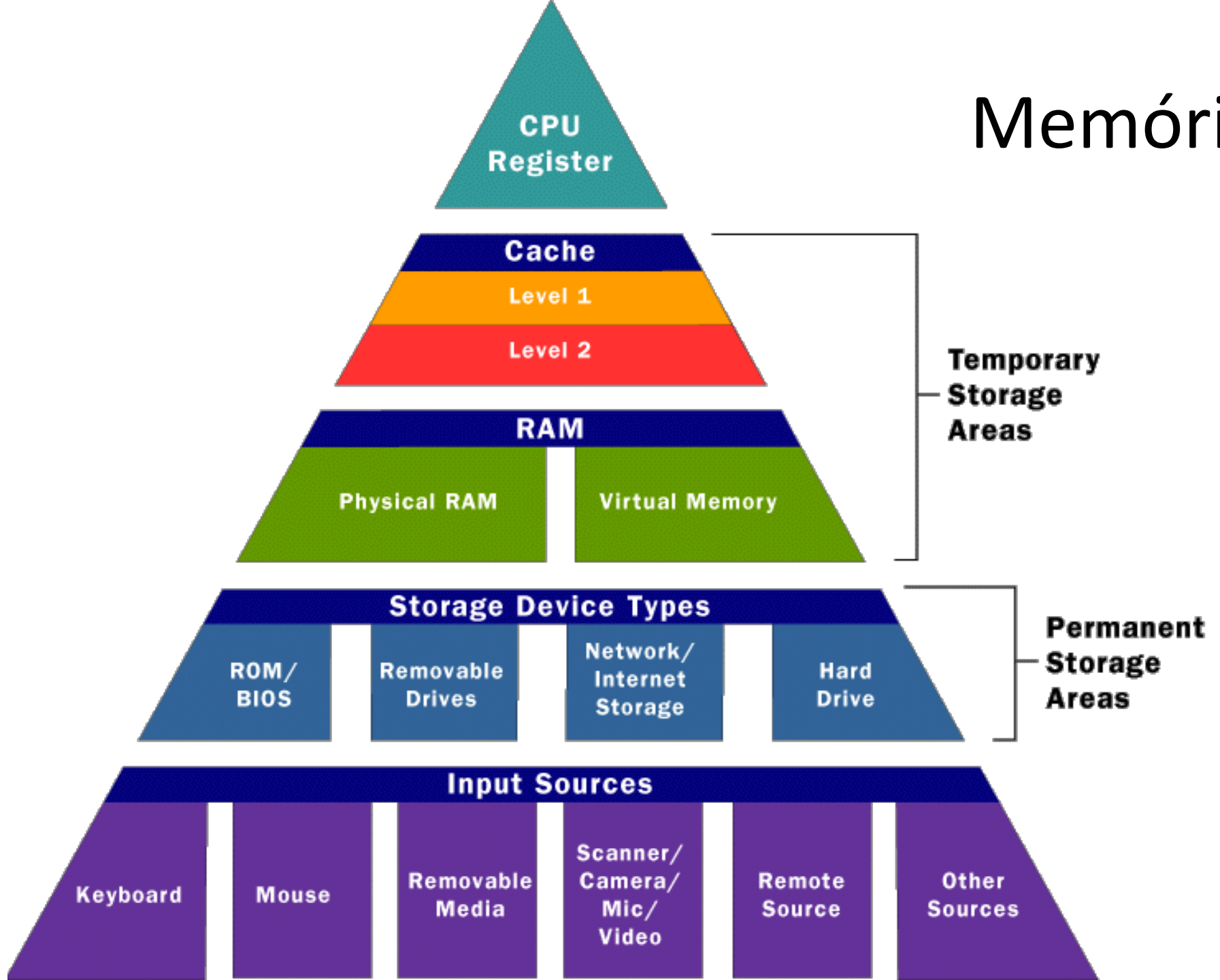


Synchronous dynamic random access memory



DDR4_Whitesheet

Memória



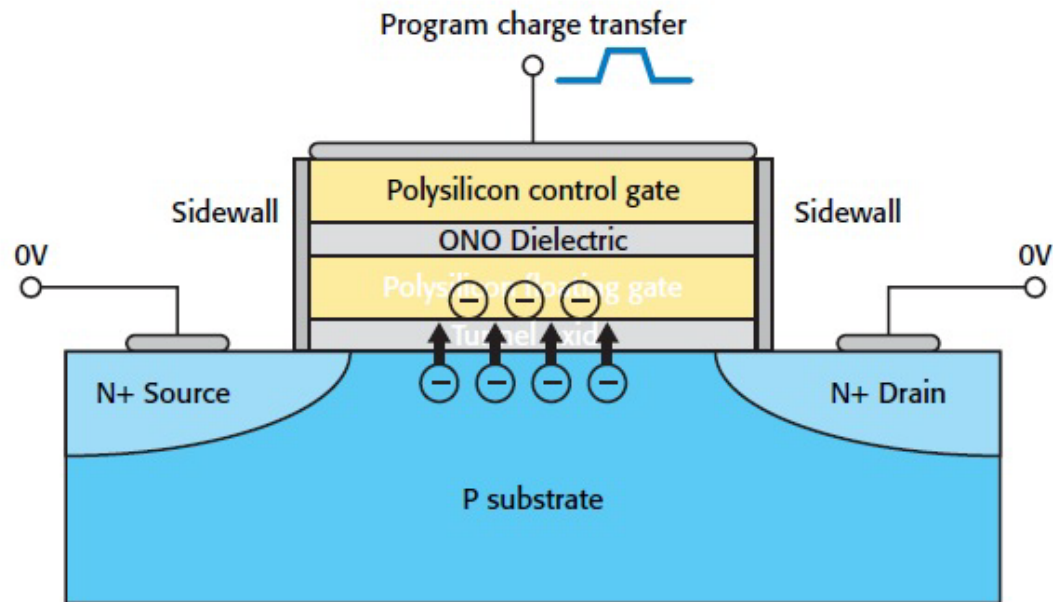
HD



Controle do servo e interface



NAND Flash



NAND Flash

