Memory Devices – All the devices which are used for storing data are called Memory devices.

### • 1. Primary Memory (Main Memory)

Used directly by the CPU during operations. Fast but volatile (loses data when power is off).

# \* RAM (Random Access Memory)

• Purpose: Temporarily stores data and programs currently in use.

Volatile: Yes

Types:

#### DRAM (Dynamic RAM):

- Cheaper, slower
- Needs constant refreshing to retain data

### SRAM (Static RAM):

- Faster, more expensive
- Does not need refreshing; used in cache



### ROM (Read Only Memory)

- Purpose: Stores permanent instructions (firmware) like BIOS
- Volatile: No (data is retained after power-off)
- Types:

## PROM (Programmable ROM):

- Can be programmed once after manufacturing
- EPROM (Erasable PROM):
  - Can be erased using UV light and reprogrammed

### **EEPROM (Electrically Erasable PROM):**

Can be erased and reprogrammed electrically; used in modern BIOS



# 2. Secondary Memory (Storage Devices)

Used for long-term data storage; slower but non-volatile.

# Hard Disk Drive (HDD)

Technology: Magnetic disks

Capacity: High (up to several TBs)

Speed: Slower than SSD

Use: Desktop PCs, servers

# Solid State Drive (SSD)

**Technology:** Flash memory (no moving parts)

Speed: Faster than HDD

**Durability:** More shock-resistant

Use: Laptops, high-performance systems







### 3. Cache Memory

Small, high-speed memory located close to the CPU to store frequently accessed data.

### L1 Cache:

Fastest, smallest, located inside CPU

#### L2 Cache:

o Larger than L1, slightly slower

#### L3 Cache:

Shared among CPU cores, largest but slowest among caches



# • 4. Removable/Portable Storage

#### **VSB Flash Drive**

• Type: Solid-state

• Portability: Very high

• Use: Quick file transfers, bootable media

# Optical Disks (CD/DVD/Blu-ray)

• Technology: Laser read/write

• Types:

- CD-ROM (Read-Only)
- CD-R/CD-RW (Writable/Rewritable)
- o **DVD & Blu-ray:** Higher capacities than CDs

# Memory Hierarchy (Speed vs. Capacity)

From fastest to slowest (and most expensive to cheapest per GB):

Registers > Cache > RAM > SSD > HDD > Optical Disk