Kudryashov Artyom. Gr. 1121

Text 1.

Blaise Pascal is known as a gifted French writer and philosopher and, especially, as a athematician. In addition, he was a genius experimentalist, and inventor. In 1639, Pascal's father was sent to one of the regions of France to collect taxes. It was tedious work, which  
required long calculations. Blaise decided to help his father and tried to create mechanism, which could solve this long computational problem more accurately and faster. He succeeded in it only after 50 models failed and created a computing engine, known as Pascal's machine. It was a system of shafts and gears that was started by hand. From the available numbers in the mechanism itself operator dialed the number, then using a special pen handled the main shaft. Turning the knob forward, drove a subtraction, the rotation of the handle backwards provided the addition. The results were read in the numbered holes. The mechanism was extremely delicate and complex. But with careful address it gave accurate results. At the time of Pascal's machine was considered to be a mechanical marvel

Text 2.

The first computing device allows to mechanize calculations, but did it very slowly. The operator was forced to output intermediate results, to process them separately, and then again to enter result for further calculations. Charles Babbedzh was the first who attempted to solve this problem. His Analytical Engine gave almost unlimited opportunities for mechanical calculations with a lot of numbers and figures simultaneously  
. The machine included a block of memory, the arithmetic unit, the control unit using tape perforate, and also displayed result. However, in spite of a 30-year-old working on his car, Babbedzh had not had time to finish it. Today, parts of this machine are exhibited in South-Kensington Museum London.