Chapter4 Peripherals and Ports

- This chapter examines the different connection methods that have been devised for use with different common PC-compatible peripheral devices and ports. These methods include older parallel and serial ports as well as newer high-speed USB, Firewire, and IrDA port specifications.
- the chapter also covers cabling specifications associated with those ports.

STANDARD I/O PORTS

- there are three ports that have been standard since the original PCs were introduced. These are
- The IBM versions of the Centronics parallel port .
- The RS-232C serial port
- The IBM game port
- Two connection types have become standards for connecting
- networked computers together. These are *RJ-45* (*Registered Jack*) *Ethernet connectors*
- BNC (British Naval Connector) Coaxial

AT back panel connections



AT-style I/O port connections



ATX Ports

the I/O port connections have been integrated into a vertical stack form factor located at the rear of the board.



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PARALLEL PORTS

- They have traditionally been the most widely used ports for connecting printers and other parallel devices to the computer.
- This interface enables the computer to pass information to the printer, 8 bits at a time, across the eight data lines. The other lines in the connection carry control signals (*handshaking signals*) back and forth between the computer and the printer.

Parallel printer connection



Printer Cabling

- The original *Centronics interface employed a 36-pin D-shell connector* at the adapter and a 36-pin Centronics connector at the printer end. The IBM version of the interface, which became known as the *Standard Parallel Printer (SPP) port specification, reduced the pin* count to 25 at the computer end of the connection.
- The cable length used for the parallel printer should be kept to less than 10 feet. If longer lengths are needed, the cable should have a low-capacitance value. The cable should also be shielded, to minimize *electromagnetic field interference (EFI)A*

LPT Handles

- Microsoft operating systems keep track of the system's installed printer ports by assigning them the logical device names (handles) LPT1, LPT2, and LPT3.
- Whenever the system is booted up, the operating system searches the hardware for parallel ports installed at hex addresses 3BCh, 378h, and 278h consecutively.
- If a printer port is found at 3BCh, the operating system assigns it the title of LPT1.
- Normal interrupt request settings for printer ports in a PCcompatible system are IRQ5 or IRQ7. IRQ7 is normally assigned to the LPT1 printer port

SERIAL PORTS

• As the distance becomes over 10 feet, An alternative method of sending data is to break the parallel words into their individual bits and transmit them, one at a time, in a serial bit stream over a single conductor.

Serial Transmission Modes

- synchronously
- Asynchronously
- The standard serial ports in a PC employ the asynchronous method. (2 clocks)
- The transmitted material is sent character-by-character, with the beginning and end of each character framed by character start and stop bits. Between these marks, the bits of the character are sent at a constant rate, but the time interval between characters might be irregular

Cont.

 asynchronous transfer methods have been the standard for serial ports in the PC industry.

 newer ports and buses include a high-speed synchronous mode as a standard option



Serial Cables

• The original IBM version of the RS-232C standard calls for a 25-pin, male D-type connector



- maximum baud rate of 20,000 baud over distances of less than 50 feet .
- The RS-232C version extends this length to 100 feet
 Since the advent of the PC AT, the system's first serial port has typically been implemented in a 9-pin,

A 9-pin to 25-pin RS-232 cable



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Serial Port Names and Resources

- DOS assigns COM port designations to the system's serial ports during bootup.
- COM port designations are normally COM1 and COM2 in most systems , extended to COM3,4.
- COM1 is assigned as port address hex 3F8h and uses IRQ channel 4.

UNIVERSAL SERIAL BUS

- It provide a fast, flexible method of attaching up to 127 peripheral devices to the computer.
- The USB provides a connection format designed to replace the system's traditional serial- and parallel-port connections.
- USB devices can be added to or removed from the system while it is powered up and fully operational. This is referred to as *hot-swapping* or *hot plugging the device*. *The plug-and-play capabilities of the system* will detect the presence (or absence) of the device and configure it for operation.

USB Cabling and Connectors

- USB transfers are conducted over a four-wire cable
- The signal travels over a pair of twisted wires (D+ and
- ◆ D–) in a 90-ohm cable
- The differential signal and twisted-pair wiring provide minimum signal deterioration over distances and high noise immunity.



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 The USB specification defines two types of plugs: series-A and series-B.

- Series-A connectors are used for devices in which the USB cable connection is permanently attached to devices at one end (keyboards, mice, and hubs)
- series-B plugs and jacks are designed for devices that require detachable cabling (printers, scanners)
- Both are four-contact plugs and sockets embedded in plastic connectors
- The length limit for a USB cable serving a full speed device is 16 feet 5 inches (5 meters).



FIREWIRE (IEEE-1394)

- It's a bus offers a very fast option for connecting consumer electronics devices, such as DVDs, to the computer system.
- Firewire has the capability of data transfer rates up to 400Mbps.
- computers normally use a 6-pin connector, with a 4pin to 6-pin converter.
- The IEEE-1394 cable is composed of two twisted pair conductors similar to those used in the local area networks.



INFRARED PORTS

• The *Infrared Data Association (IrDA) has produced a wireless peripheral* connection standard based on infrared light technology, similar to that used in consumer remote control devices

• The IrDA standard specifies four protocols that are used with different types of devices:

• *IrLPT—The protocol used with character printers to provide a* wireless interface between the computer and the printer.

IrDA-SIR—*The standard infrared protocol used to provide a* standard serial port interface with transfer rates ranging up to 115Kbps. IrDA-FIR—The fast infrared protocol used to provide a high speed serial port interface with transfer rates ranging up to 4Mbps.

• *IrTran-P*—*The protocol used to provide a digital image transfer* standard for communications with digital image capture devices.

• These protocols specify communication ranges up to 2 meters (6feet), but most specifications usually state 1 meter as the maximum range. All IrDA transfers are carried out in half-duplex mode and must have a clear line of sight between the transmitter and receiver.