

TABLE 1-1
UNITS OF THE ENIAC

UNIT	TOTAL NO.	OPERATIONS	OPERATION TIME (1 addition time = 1/5000 of a second)
Accumulator	20	<ol style="list-style-type: none"> Stores a 10 digit signed number. Receives a number and adds it to its contents. Transmits its contents r or r successive times ($1 \leq r \leq 9$), the negative. 	<ol style="list-style-type: none"> Continues to do so until instructed to clear. r addition times.
High Speed Multiplier	1	Multiplies a signed multiplicand having as many as 10 digits by a signed multiplier of p digits (where $2 \leq p \leq 10$).	$p + 4$ addition times.
Divider and Square Root	1	Finds a p (where $p = 4, 7, 8, 9, 10$) digit quotient or square root for arguments with up to 10 digits.	Approximately $13 p$ addition times (also see p. VI (31)).
Function Table (including an associated portable function table)	3	<ol style="list-style-type: none"> Each function table stores by means of switch settings a total of 1248 variable digits and 208 signs in such a way that 12 digits and 2 signs are associated with an argument between -2 and 101. In addition, 8 digits constant throughout the range of the argument can be remembered. Function table selects and transmits the functional value (12 variable digits, 2 signs, and 8 constant digits) or the negative of the functional value associated with a particular value of the argument. The transmission may be done r times ($1 \leq r \leq 9$) in succession. 	<ol style="list-style-type: none"> $4 + r$ addition times for looking up the functional value and transmitting it r times.
Constant Transmitter and Reader	1	<ol style="list-style-type: none"> Constant transmitter stores 30 digits and 16 signs which the reader reads from punched cards and stores 20 digits and 4 signs set up manually on its switches. Constant transmitter emits a signed 5 or 10 digit number. 	<ol style="list-style-type: none"> The reader scans a card and causes 30 digits and 16 signs punched on the card to be stored in the constant transmitter in approximately 1/3 second. 1 addition time.
Printer and Punch	1	The printer receives information for 30 digits and 16 signs from accumulators and the master programmer and causes this information to be punched on cards from which it can be printed.	30 digits and 16 signs are punched on a card in approximately 0.6 second.
Master Programmer	1	Coordinates the local programming of the other ENIAC units.	1 addition time.
Cycling Unit	1	Sets the fundamental train of pulses and the gate upon which other ENIAC units operate and which, thus, keeps them in synchronism with one another.	In each addition time (also see Chapter III).
Initiating Unit	1	Has controls for turning power on and off, starting the ENIAC, clearing the ENIAC, and other special functions.	