

Introduction To Computers Study Guide

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Introduction to computers 1 James Tam Introduction To Computers: Hardware and Software In this section of notes you will learn about the basic parts of a computer and how they work. James Tam What Is Hardware? • A computer is made up of hardware. • Hardware is the physical components of a computer system e.g., a monitor, keyboard, mouse and the computer itself. James Tam

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Introduction To Computers Study Guide
Computer hardware is the collection of physical parts of a computer system. This includes the computer case, monitor, keyboard, and mouse. It also includes all the parts inside the computer case,...

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This is an introductory text for a basic computer literacy course. It was written because we found that most of the available texts were extremely expensive (up to and over \$150.) We felt that this was, not only excessive, but also counterproductive. Very few students would be likely to buy this kind of text at that price.We have tried to include all of the material necessary for an introductory computer literacy course, but, in order to keep a low price for our students, we have attempted to include ONLY what would be necessary for such a course. Contents include: 1. Introduction* History of computer development, different classes of computers, networks and communication, information processing cycle2. Computer Components * CPU, memory, secondary storage, input, output and communications devices, 3. Computer Software* System software (operating systems, utility programs), application programs, ethical issues related to software4. The System Unit * Motherboard, CPU, Types of Memory, Secondary Storage, Data representation, connectors and ports5. Input * Keyboards, scanners, pointing devices (mouse, trackball, touchscreen, ...). 6. Output* Monitors, projectors, wearables, printers, fonts, audio output7. Storage* Hard disk drives, optical storage, obsolete media, cloud storage8. Networks and Internet* Internet development, Internet services (WWW, e-mail, FTP, ...), e-commerce, Internet architecture (HTML, TCP/IP, routers, servers, ...), social issues, security.

This is an introductory text for a basic computer literacy course. We have tried to include all of the material necessary for an introductory computer literacy course, but, in order to keep a low price for our students, we have attempted to include ONLY what would be important in such a course. Contents of the text include: 1. Introduction: History of computer development, Different classes of computers, Networks and communication, Virtual reality, Information processing cycle, Distinction between hardware and software, Social effects of computers, Hacking and malware. 2. Computer Components: CPU, Memory, Secondary storage, Input, Output and Communications devices. 3. Computer Software: System software (operating systems, utility programs), Application programs, Classes of and distribution methods for software, Ethical issues related to software. 4. The System Unit: Motherboard, CPU, Types of Memory, Secondary Storage, Data representation, Connectors and Ports. 5. Input: Keyboards, Scanners, Pointing devices (mouse, trackball, touchscreen, ...), Speech recognition. 6. Output: Monitors, Projectors, Wearables, Printers, Fonts, Audio output. 7. Storage: Hard disk drives, Optical storage, Obsolete media, Cloud storage, Data compression 8. Networks and Internet: Internet development, Internet services (WWW, e-mail, FTP, ...), e-commerce, Internet architecture (HTML, TCP/IP, routers, servers, ...), Social issues, Security, Net neutrality.The 2020 edition has several new topics and several topics from earlier editions have had information significantly updated. These topics include: virtual reality and haptic technology, smart tv's, videotelephony, VPN's, neural networks, social networks in politics, dark web, WIFI encryption, social engineering.