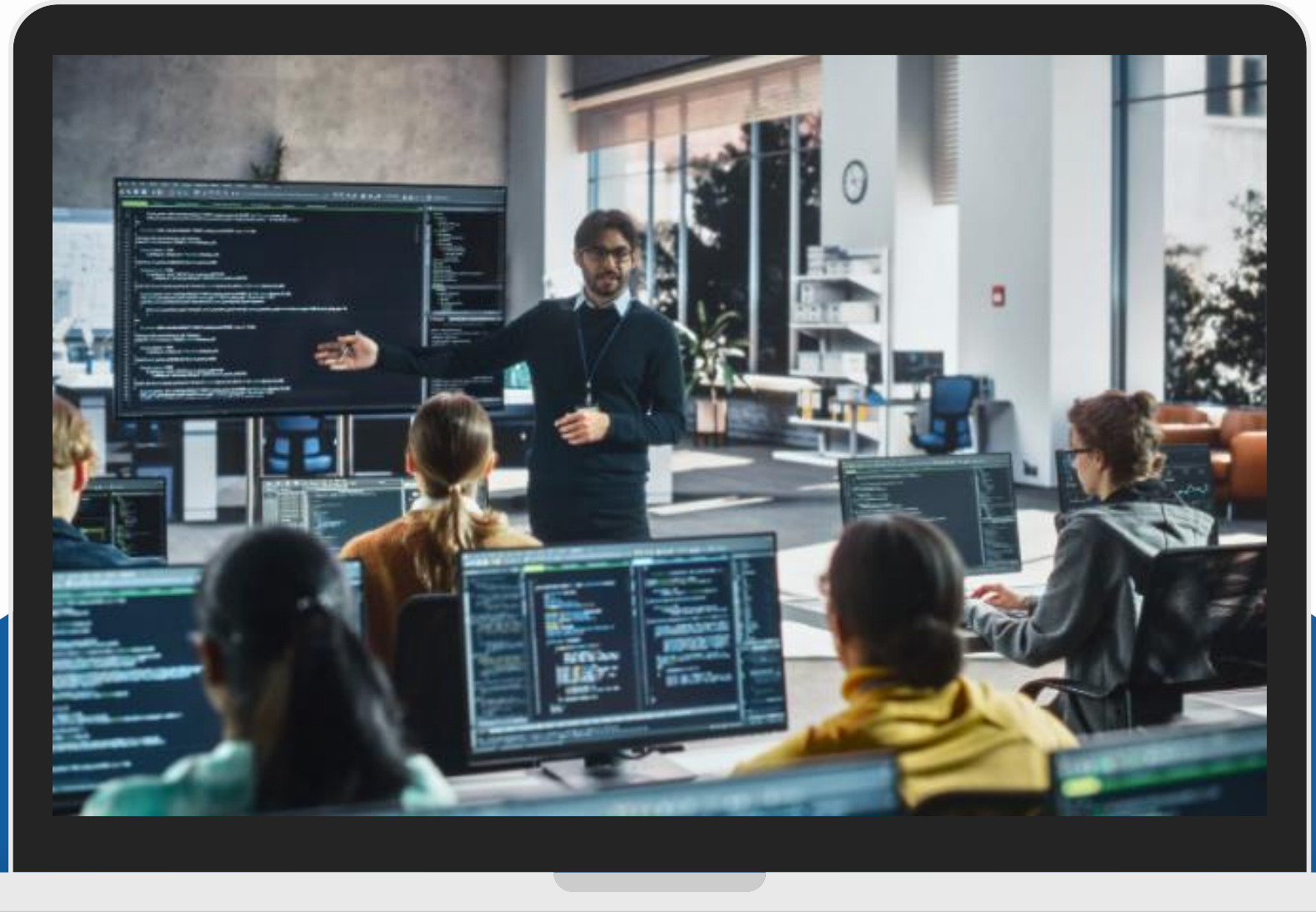



Introduction to Computing

by Gabriel A. Castro



COMPUTER SCIENCE AS A DISCIPLINE

5 Computing Disciplines and Majors



COMPUTER ENGINEERING

Computer engineering

Computer engineering is defined as the discipline that embodies the science and technology of design, construction, implementation, and maintenance of software and hardware components of modern computing systems and computer-controlled equipment.

computer engineers are involved in the design of computer-based systems to address highly specialized and specific application needs. Computer engineers work in most industries, including the computer, aerospace, telecommunications, power production, manufacturing, defense, and electronics industries.





COMPUTER SCIENCE

Computer science

Computer science focuses on the theoretical and practical foundations of computation and its applications. It involves studying well-defined models such as algorithms and protocols to understand and innovate in information processing. This field is considered foundational, enabling advancements in various other disciplines.





INFORMATION TECHNOLOGY

Information technology

Information technology is the use of computer systems to manage, process, protect, and exchange information. It's a vast field of expertise that includes a variety of subfields and specializations. The common goal between them is to use technology systems to solve problems and handle information. In the following article, you can learn more about the information technology industry conceptually and from a career perspective.



A high-angle, top-down view of an office environment. Several people are seated at white desks, working on laptops. The desks are equipped with various office supplies like pens, paper, and water bottles. The office has a modern, open-plan feel with white walls and a light-colored floor. A large blue rectangular box is superimposed over the center of the image, containing the text 'INFORMATION SYSTEMS' in white, bold, sans-serif capital letters.

INFORMATION SYSTEMS

information systems

Information systems is an umbrella term for the systems, people, and processes designed to create, store, manipulate, distribute and disseminate information. The field of information systems bridges business and computer science.

The difference between information systems and information technology is that information system incorporates the technology, people, and processes involved with information. Information technology is the design and implementation of information, or data, within the information system.





SOFTWARE ENGINEERING

Software engineering

Software engineering is the branch of computer science that deals with the design, development, testing, and maintenance of software applications. Software engineers apply engineering principles and knowledge of programming languages to build software solutions for end users.

Software engineers design and develop computer games, business applications, operating systems, network control systems, and middleware—to name just a few of the many career paths available.



A blue-tinted background image of an office. In the foreground, two people are seated at a long table, working on laptops. The person on the left is a woman with curly hair, and the person on the right is a man. In the background, there are large windows and a modern office interior. The text "GETTING TO KNOW YOU" is centered in a white box.

GETTING TO KNOW YOU

Getting to know Me

My name is Gabriel A. Castro, I am currently 18, and I come from the province of Bohol.

Interests

My interests include hobbies that relate to the world of arts, such as painting or drawing, and playing all sorts of musical instruments. I am also very fond of “nerdy stuff” or pop culture, which include various medias and books. And lastly, I have a strong connection to video games and table-top board games.

Coding or computer experiences

During pre-pandemic, my interest or knowledge in computers were very surface level for someone in my generation. After and during the pandemic, I’ve learned a lot about computers and slowly gained to grow interest, most especially to games, which have inspired me to look more into coding. (albeit, lightly brushed)

Why I chose BSIT

I chose BSIT because, firstly, it is a very practical course where one can easily find a job in today’s booming tech industry. And lastly, I chose this course because it piqued my interest, hoping one day I could enjoy making games and other various ways I could use my learnings from this course.



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THANK YOU!