

Computer Fundamentals

1. What is Computer?

Ans: It is electronic device capable of solving problem as manipulating data by accepting data, performing prescribed operation on the data and suppling the result of these operations as output.

2.What are the characteristics of computer?

Ans:(i)Speed: Speeds the rate at which a computer can process instructions per second. A typical computer is capable of doing millions of calculations per second.

(ii) Accuracy: Computer are not only fast but they are highly accurate also. The term “computer Error” is commonly used as more of “Human Error” As the compute only carries out programmer’s instruction efficiently , if these instruction have errors, they are bound to appear in the computer’s output. Hence, if the data and instructions given to the computer are reliable only when the result produced will be accurate.

(iii)Diligence: Human beings generally tire after a couple of hours of work and tend to make mistakes, but computer simply do not get bored and can perform the same operations repeatedly over any length of time. Moreover, the computer will take the same time to do the first calculation as the 1000th calculation.

(iv) Memory: A computer can remember whatever we tell it to remember. Every piece of information may be retained, in a computer

memory as long as you desire it computers can have very large memory.

(v) Versatility: Even though the computer don't have intelligence of their own, but these are fairly versatile in performing arithmetic calculations, logic operations of comparison, moving data within the various sections of computer and input and output operations. Hence, the same computer can be used to prepare mark sheets, do financial accountancy, share analysis, etc.

3.What are the applications of computer?

Ans: (i) Business: A computer has high speed of calculations, diligence, accuracy, reliability or versatility which made it an integrated part in all business organisations.

Computer is used in business organisations for Payroll calculations, sales analysis, budgeting, financial forecasting, managing employees database and maintenance of stocks, etc.

(ii) Education: Computer are used in education section through online classes, online examination, referring e-books, online tutoring, etc. They help in increased use of audio-visual aids in the education field.

(iii) Government: In government sectors, computers are used in data processing, maintaining a database of citizens and supporting a paperless environment . The country's defense organisation shave greatly benefitted from computers in their use for missile development, satellites, rocket launching, etc.

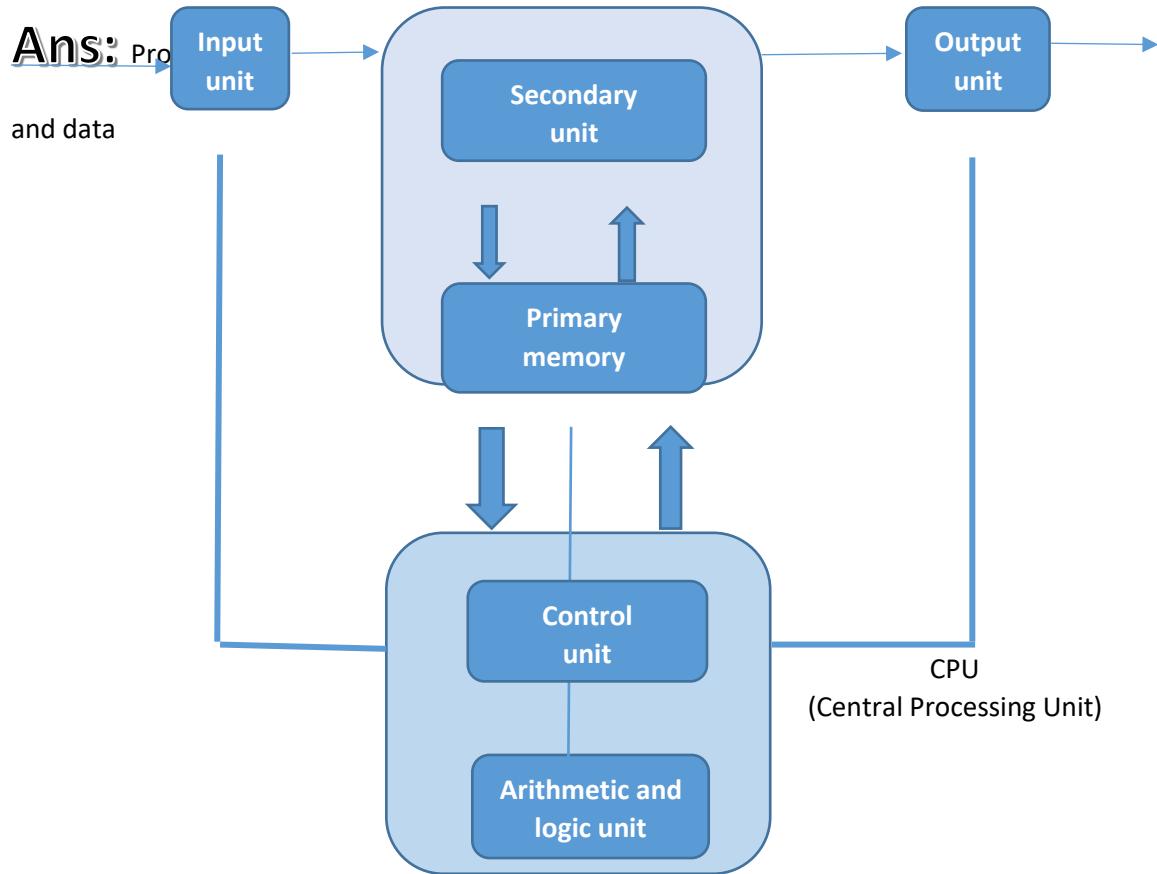
(iv) Banking: Today banking is almost totally dependent on computer. Banks provide the facilities of online accounting which includes current balance, deposits, overdrafts, interest charges, shares and trustee records. ATM machines are making it even easier for customers to deal with banks.

(v) Insurance: Insurance companies are keeping all records up-to-date with the help of computers. The insurance companies, finance houses and stock broking firms are widely using computers for their concerns.

(iv) Training: Many organisations use computer based training to train their employees, to save money and improve performance. Video conferencing through computers allows saving of time and travelling costs by being able to connect people in various locations.

(vii) Healthcare: Most of the medical information can now be digitized from the prescription to reports. Computation in the field of medicine allows us to offer varied miraculous therapies to the patients. ECG's, radiotherapy wasn't possible without computers.

4. Block diagram of computer?



Basic functional units of a digital computer.

5. Difference between Application and System software?

Ans:

Basic	System Software	Application Software
(i) Meaning	System software maintain the system resources and give the path for application	Application software is built for specific tasks.

	software to run.	
(ii)Level of language	Low level language are used to write the system software.	While high level language are used to write the application software.
(iii)System operated	Without system software, system can't run.	While without application software system always runs.
(iv)Which purpose	It's a general purpose software.	While it's a specific purpose software.
(v)Complicated	System software is complex than application software.	Application software is simpler as comparison to system software.
(vi)Software runs	System software runs when system is turned on and stop when system is turned off.	Application software runs as per the user's request.
(vii)Example	Example of system software are operating system, etc.	For eg:- Photoshop, VLC player, etc.

6.What are the basic operation preformed by computer?

Ans:(i)Inputing:The process of entering data and instruction into the computer system.

(ii)Storing: Saving data and instruction so that they are available for initial or for additional processing as when required.

(iii)Processing: Performing arithmetic operations or logical operations on data in order to convert them into useful information.

(iv)Outputting: The process of producing useful information or results for the user, such as a printed report or visual display.

(v)Controlling: Directing the manner and sequence in which all of the above operations are performed.

All the above function are performed by some functional units from the basic building blocks of any computer system.

7.Difference between primary and secondary memory?

Ans:

Basis	Primary Memory	Secondary Memory
(i) Meaning	It is a computer memory that are directly accessed by the processor using data bus.	It refers to the various storage media on which a computer can store data & programs.
(ii) Which type of memory	Primary memory is temporary.	Secondary memory is permanent.
(iii) Directly accessible	This memory is directly accessible by processor/CPU.	This memory is not directly accessible by the CPU.
(iv) Nature	RAM-Volatile in nature ROM-Non-Volatile	Its always Non-Volatile in nature.
(v) Expensive devices	These devices are more expensive than secondary storage devices.	These devices are less expensive when compared to primary memory devices.
(vi) Also know as	It is also known as main memory or internal memory.	It is also known as external memory or auxiliary memory.
(vii) Examples	Example: RAM, ROM, Cache memory, PROM, EPROM, Registers, etc.	Example: Hard disk, Floppy disk, Magnetic Tapes, etc.

8.What is desktop, icon, screensaver, recycle bin and control panel?

Ans: (i) Desktop: The desktop is the main screen area that you see after you turn on your computer and log on to Windows.

(ii)Icon: It is a small graphical representation of a program or file.

(iii)Screensaver: A screensaver is a computer program that blanks the screen or fills it with moving images or patterns when the computer has been idle for a long time.

(iv)Recycle bin: The recycle bin is an icon on the windows desktop that represents a directory where deleted files are temporarily stored. This enables you to retrieve files that you may have accidentally deleted.

(v)Control Panel: The control panel is a component of Microsoft windows that provides the ability to view and change system settings. It consists of a set of applets that include adding or removing hardware and software, controlling user accounts, changing accessibility options and accessing networking settings.

9. Define bit, byte and nibble?

Ans:(i)Bit: The bit is the most basic unit of information in computing and digital communication. The bit represents a logical state with one of two possible values.

(ii) Byte: A byte is the unit most computers use to represent a character such as letter, number or typographic symbol. A byte consists of 8 adjacent binary digits.

(iii)Nibble: A nibble is four bits wide, half the width of an eight-bit byte. It can represent exactly 16 unique values, ranging from 0000 through 1111.

10.Explain source compiler and assembler?

Ans: (i) Source compiler: A compiler is primarily used for programs that translate source code from a high-level programming language to a machine level language to create an executable program. A compiler will consider the entire program as a whole code and then translates. The main job of the compiler is that it checks all kinds of limits, ranges, error, etc. Before, the compiler can successfully execute the code, the errors must be removed from the source code. Examples of compiled language is C, C++, Java, C#, etc.

(ii) Assembler: The Assembler is used to translate the program written in Assembly language into machine code. The source program is an input of an assembler that contains assembly language instruction. The output generated by the assembler is the object code or machine code understandable by the computer. Assembler is basically the first interface that is able to communicate humans with the machine. We need an assembler to fill the gap between human and machine so that they can communicate with each other.

11.What is an operating System? What are its types?

Ans: An Operating system is a software that acts as an interface between computer hardware components and the user. Every computer system must have atleast one operating system to run other programs. Applications like browsers, MS office, notepad games, etc need some environment to run and perform its tasks. The OS helps you to communicate with the computer without knowing how to speak the

computer's language. It is not possible for the user to use any computer or mobile device without having an operating system.

Types of operating system are as follows:-

- **Batch Operating System:** Some computer processes are very lengthy and time-consuming. To speed the same process, a job with a similar type of needs are batched together and run as a group. In this type of OS, every user prepares his or her job on an offline device like a punch card and submit it to the computer operator.
- **Multi-tasking/ Time-sharing Operating System:** Time-sharing operating system enables people located at a different terminal to use a single computer system at the same time. The processor time which is shared among multiple users is termed as time sharing.
- **Real-time Operating Systems:** A real-time operating system time interval to process and respond to inputs is every small. For example:- Military Software System, Space Software System are the real time OS examples.
- **Distributed Operating Systems:** Distributed systems use many processors located in different machines to provides very fast computation to its users.
- **Network Operating System:** Network Operating System runs on a serer. It provides the capability to serve to manage data, user, groups security, application and other networking functions.

- **Mobile Operating System:-** Mobile Operating Systems are those OS which is especially designed to power smartphones, tablets and wearables devices. Some most famous mobile operating systems are Android and iOS, but others include Black Barre Web and watch OS.

12.Difference between RAM and ROM?

Ans:

Basic	RAM	ROM
(i)Data retention	RAM is a volatile memory which could store the data as long as the power is supplied.	ROM is a non-volatile memory which could retain the data even when power is turned off.
(ii)Working type	Data stored in RAM can be retrieved and altered.	Data stored in ROM can only be read.
(iii)Use	Used to store the data that has to be currently processed by CPU temporarily.	It stores the instructions required during bootstrap of the computer.
(iv)Speed	It is a high-speed memory.	It is much slower than the RAM.
(v)CPU interaction	The CPU can access the data stored on it.	The CPU cannot access the data stored on it unless the data is stored in RAM.
(vi)Size and Capacity	Large size with higher capacity.	Small size with less capacity.
(vii)Used as/ in	CPU cache, primary memory.	Firmware, Micro-controllers.
(viii)Cost	Costlier.	Cheaper than RAM.

13.Difference between Multi-tasking and Multi-processing?

Ans:

Basis	Multi-tasking	Multi-processing
(i) Meaning	The execution of more than one task simultaneously.	The availability of more than one processor per system, that can execute several set of instructions.
(ii) Number of CPU	Number of CPU is one.	Number of CPU is more than one.
(iii) Time taken	It takes moderate amount of time.	It takes less time for job processing.
(iv) Executed process	One by one job is being executed at a time.	More than one process can be executed at a time.
(v) Number of users	Number of users is more than one.	The number of users is can be one or more than one.
(vi) Efficiency	Its efficiency is moderate.	Its efficiency is maximum.

14. Difference between Analog and Digital computer?

Ans:

Basis	Analog Computer	Digital Computer
(i) Meaning	It is that computer, which is use to process continuously varying data.	It is a machine or a device that help to process any kind of information.
(ii) Speed	Speed of analog computers is less than the digital computers.	Speed of digital computers is more than the analog computers.
(iii) Memory	These have very low or	It has very big memory it

	limited memory and it can store less amount of data.	can store large amount of data.
(iv)Reliability	These are less reliable than digital computers.	These are more reliable than analog computers.
(v)Performance	Its performance is comparatively low.	Its performance is very high.
(vi)Physical Variations	These computers depends upon physical variations.	These computers does not depends upon physical variations.
(vii)Accuracy	It provides results with less accuracy as compares to digital computers.	It provides results with higher accuracy as compared to analog computers.
(viii)Difficult to use	Analog computers are difficult to use.	Digital computers are not so difficult to use.
(ix)Encoding	Analog computers employs analog encoding.	Digital computers employs digital encoding.
(x)Examples	Analog clock, thermometer, etc.	Digital laptop, digital camera, etc.

15.What is printer? Types of printers?

Ans: A printer is an output device that generates text and graphics on a physical medium like paper.

Types of printers are as follows:-

- **Impact Printers:** It refers to all those printers whose printing heads touch the paper. His mechanism uses hammers or pins to strike against a ribbon and paper to print the text or image.

Impact printers are of two types.

(i)Character Printer: A character printer prints a single character at a time. They are low speed printers. Their printing speed lies on the range of 10-600 character per second.

Two types of character printer are:-

1)Daisy wheel Printer: These printers use a print wheel font, which is termed as daily-wheel. They are also known as letter quality printer. The speed of these Daisy-Wheel Printers normally ranged between 10-75 characters per second. The noise levels of these printers are high. For example: electronic typewriter.

2)Dot-Matrix Printer: These printers print each character as a pattern of dots. These shapes of each character are formed in the form of tiny dots. The printing speed of a Dot Matrix Printer is range from 40 to 600 characters per seconds. These printers are less expensive than daisy-wheel printer.

(ii)Line Printers: These printers print one line of the text at a time that is why known as line printer. Its printing speed lies in the range of 300-3000 lines per minute.

1)Drum Printer:- A line printer that uses a rotating drum with raised characters, against which the paper is passed.

2)Chain Printer:- an early line printer that used type slugs linked together in a chain known as print chain rotates very rapidly. It is very noisy and its speed ranges from 400-24000 lines per minute.

- **Non-Impact Printers:** These printers use ink and special electrical machines for producing outputs. Non-Impact printers are all those printers whose printing heads do not touch paper. A non-impact printer forms characters and image on a piece of paper without actually striking the paper.

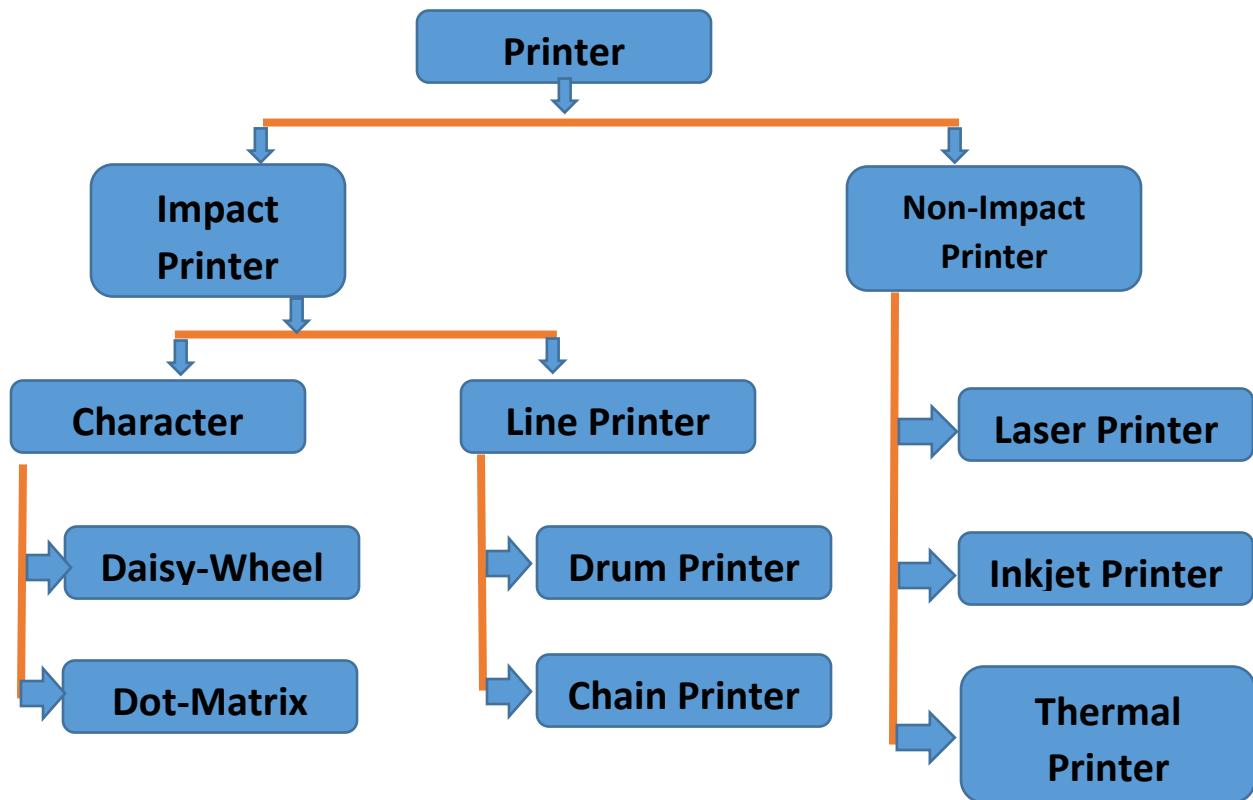
Three types of Non-Impact Printers:-

(i)Laser Printers: They print one page at a time thus laser printer is also referred as Page Printer. A laser printer uses electronics, lasers, xerography and other techniques, which is called electrophotographic technique.

(ii)Inkjet Printers: These printers use the dot matrix approach to print text and graphics. They print characters by spraying small drops of ink onto paper. These printers can print 40-300 characters per second and can produce multi-color printouts.

(iii)Thermal Printer: The printer that produces images by pushing electrically heated pins against special heat-sensitive paper is known as thermal printer. This type of printer uses a special heat sensitive paper. Such printers have a speed of about 200 characters per second.

(Types of Printers)



16.What is program?

Ans: A computer program is a collecting of instruction that can be executed by a computer to from a specific task. Most computer device required program to function properly. A computer program is a computer programmer usually written by programming language.

17.What is folder file?

Ans: A folder file is a kind of folder that holds papers and money together for organization and protection. File folder usually consist of a sheet of heavy paper stock or thin, but stiff, material which is folder in half and are used to keep paper documents.

18.What is window?

Ans: A window is a separate viewing area on a computer display screen in a system that allows multiple viewing areas as a part of a graphical user interface (GUI). A window can usually be resized by the user. For example:- it can be stretched on any side, minimized, maximized and closed.

19.Explain type of computer?

Ans: Depending upon the cost and performance capability machines, the computers are classified into four type are:-

- **Microcomputer**:- A microcomputer is the smallest general purpose processing system that can execute program instruction to perform a variety of tasks.

There are two types of micro-computer are:-

(a)Personal Computer:- It is a small computer with a micro- processor, designed for use by an individual. For example: desktop computers used in homes and schools.

(b)Home Computer:- Home computer is that computer which is used only in homes.

- **Mini-computer:-** A mini-computer is defined as a small-general purpose computer that is capable of handling large amount of data from multiple users working simultaneously. Mini-system are costlier and have large storage capacity speed of arithmetic operations. Mini-system are usually designed to simultaneously handle the processing needs of multiple users.
- **Mainframes:-** A computer that is more powerful than a mini is called a mainframe computer. They are capable of handling a large number of application programmers. All popular high level programming languages can be used on available for mainframes.
- **Super-Computers:-** These are the most powerful and the most expensive computers. Only few of these computer are produced each year because only few organizations need their processing capabilities. The calculations needed in some scientific research and development areas simply cannot do without super-computer. These computers are used in energy sector space exploration, medicine, industry and other critical areas.

20.Explain components of window?

Ans: Three basic components of windows are as follows:-

- **The Desktop**:- This is the initial screen displayed by the Windows operating system right after booting. It contains all essential icons on its left corner and taskbar at the lower portion of the desktop.
 - (a) **The Taskbar**:- This is the bar that is placed at the bottom area of the DESKTOP. It contains the start button at the left most corner.
- **The Icon**:- The pictorial representation of any file, folder and the program is called an ICON. For example:- PC, My Network, Recycle bin, etc.
- **The window**:- This is a rectangular portion that contain an application, any file, folder and program on it.
 - (a) **Title Bar**: this is the bar that contains the name or title of a file, folder and program. It also contains window management buttons like minimize, maximize/restore and close at its rightmost corner, it contain a quick access toolbar and control menu icon on its left corner.
 - (b) **Frame**: A window will have a frame or border, usually rectangular in shape, to define its boundaries and distinguish it from other windows.

21.Explain types of User Interface?

Ans: User Interface is the point at which human users interact with a computer, website or application. The goal of effective User Interface is to make the user's experience easy and intuitive requiring minimum effort on the user's part to receive maximum

desired outcome.

Types of User Interface are as follows:-

- **Command Line Interface**:- It is no longer common as a form of basic user interface in everyday consumer productions, but it is still in use under certain circumstances. It requires users to type appropriate instructions into the command line.
- **Menu-Driven Interface**:- The menu-driven user interface provides you with a range of commands or options in the form of a list or menu displayed in full-screen, pop-up, pop-down or drop-down. For example: An ATM
- **Graphical User Interface**:- The graphical user interface is the type of interface with which the majority of people are the most familiar. You interact with these interfaces by using a mouse, track pad or other peripheral to point and click on graphics or icons.
- **Touchscreen Graphical User Interface**:- The touchscreen GUI is very similar to the GUI except that you use your fingers or a stylus to select icons and perform tasks, rather than a mouse or trackpad. Touchscreen GUI's are commonly found on tablets, smartphones and medical devices.

22.Explains types of Computer languages?

Ans: Types of computer languages are as follow:-

➤ **Low-Level Languages:** The programming languages that are very close to machine code (0s and 1s) are called low-level programming languages. The program instructions written in these language are in binary form. Two types of low-level languages are:-

(a) Machine language: The instructions in binary form, which can be directly understood by the computer (CPU) without translating them is called machine language. It is also known as first generation of programming language. It is the fundamental language of the computer and the program instruction in this language is in the binary form.

(b) Assembly language: It is another low-level programming language because the program instruction written in this language are close to machine language. It is also known as second generation of programming language. It provides facilities for controlling the hardware. The set of program instructions written in assembly language are also called as mnemonic code.

➤ **High level Languages:-** the programming languages that are close to human languages are called the high level languages. High-level languages are similar to English language. Each high-level language has its own rule and grammar for writing program instruction. These rules are called syntax of the language. The program written in high-level language must be translated to machine code before tu run it. Each high-level language has it own translator program. For example:- C, C++, Java, Basic, Pascal, etc. High level programming languages are further divided into:-

(a)Procedural languages: Procedural languages are also known as third generation languages. In a procedural language, a program is designed using Procedures.

(b)Non-procedural languages:- These are also known as fourth generation language. In non-procedural programming language, the order of program instruction is not important. The importance is given only to what is to be done.

(c)Object oriented programming languages:- In object oriented programming language, the software is developed by using a set of interfacing objects. Once an object for any program is designed, it can be reused in any other program. For example C++, Java.

23.What is booting?

Ans: When we start our computer then there is an operation which is performed automatically by the computer which is also called as Booting. In the booting, system will check all the hardware's and software's those are installed or attached with the system and this will also load all the files those are needed for running a system.

These are two types of booting are as follows:-

- **Warm Booting:** When the system starts from the starting or from initial state means when we start our system, this is called as warm booting.
- **Cold Booting:** The Cold Booting is that in which system automatically starts when we are running the system, For example:- Due to light fluctuation the system will automatically

Restarts so that in this Changes damaging of system are more and the system will not be started from its initial state so many some files will be damaged because they are not properly stored into the system.

24. Define cookies, firewall, uploading and chart?

Ans:

- **Cookies:-** Cookies are text files with small pieces of data-like a username and password that are used to identify your computer as you use a computer network. When the cookie is exchanged between your computer and the network server, the server reads the ID and knows what information to specifically serve to you.
- **Firewall:-** A firewall is a security device in the form of computer hardware or software. It can help to protect your network by acting as an intermediary between your internal network and outside traffic. It can blocks unwanted incoming traffic and unrecognized sources.
- **Uploading:-** Uploading refer to transmitting data from one computer system to another through means of a network. Uploading can be used in the context of clients that send files to a central server. For example: sending e-mail, posting photos on a social media site.
- **Chart:-** A chart is a graphical representation of data. Chart allow users to see what the results of data to better understand and predict current and future data.

25.Explain various chases of software development life cycle?

Ans; Software Development Life Cycle is the application of standard business practices to building software application.

Chases of software development life cycle are:-

- **Planning:** In the planning phase, project leaders evaluate the terms of the project. This includes calculating labor and material costs, creating the project's teams and leadership structure. It should clearly define the scope and purpose of the application.
- **Requirements:** Requirements is considered part of planning to determine what the application is supposed to do and its requirements. It also include defining the resources needed to build the project.
- **Design and Prototyping:** The design phase models the way a software application will work. Some aspect of the design include:- Architecture, user interface, platforms, programming, communications, security. Prototyping can be part of the design phase. A prototype is like one of the early various of software . It demonstrates a basic idea of how the application looks and works.
- **Software development:-** This is the actual writing of the program. A small project might be written by a single development, while a large project might be broken up and worked by several teams.

- **Testing**:- It's critical to test an application before making it available to users . Much of the testing can be automated, like security testing . Other testing can be only be done in a specific environment. It should ensure that each function works correctly. It help reduce the number of bugs and glitches that users encounter.
- **Deployment**:- In this phase the application is made available to users. Many companies prefer to automate the deployment phase. This can be as simple as a payment portal and download link on the company website. It could also be downloading on application on a smartphone.
- **Operations and Maintenance**:- At this point the development cycle is almost finished. The application is done and being used in the field. In this phase, users discover bugs that weren't found during testing. These errors need to be resolved, which can spawn new development cycle.

26.Differentiate between image box and picture box?

Ans:

Basis	Picture Box	Image Box
(i)Meaning	It is used for displaying images on the form.	It allows you to set an image both at design time or at run time.
(ii)Container Control	It act as container control.	It does not act as container control.

(iii)Use of memory	Picture box use of memory to store the picture.	They does not use of memory to store the picture.
(iv)Editing of picture	Editing of picture is possible in picture box.	Editing of picture is not possible in picture box.
(v)Auto size property	It is having auto size property.	It does not having auto size property.
(vi)Stretch property	It does not having stretch property.	It is having stretch property.

27.Difference between procedural programming and object oriented programming?

Ans:

Basis	Procedural oriented programming	Object Oriented Programming
(i)Division	Program is divided into small parts called functions.	Program is divided into small parts called objects.
(ii)Follows which approach	It follows top down approach.	It follows bottom up approach.
(iii)Access specifier	There is no access specifier in procedural programming.	They are having access specifies like private, public, protected, etc.
(iv)Adding new data	Adding new data and function is not easy.	Adding new data and function is easy.

(v)Secure	It does not have any proper way for hiding data so it is less secure.	It provides data hiding so it is more secure.
(vi)Overloading	Overloading is not possible.	Overloading is possible.
(vii)Based on	It is based on unreal world.	It is based on real world.
(viii) Example	C, FORTRAN, pascal, basic, etc.	C++, Java, Python, etc.

Shortcut Keys AtoZ

- **Ctrl+A** = Select all
- **B** =Bold
- **C** =Copy
- **D** =Dialog Box
- **F** =Find
- **G** =Go To
- **H** =Replace
- **I** =Italics
- **J** =Justify
- **K** =Hyperlink (Insert link)
- **L** =Left alignment
- **M** =Inc. Indent
- **N** =New Documents
- **O** =Open
- **P** =Print
- **Q** =Remove the formatting or paragraph
- **R** =Right alignment
- **S** =Save
- **T** =Handing Indent
- **U** =Underline

X

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- V = Paste
- W = Close the current file or window
- X = Cut
- Y = Redo
- Z = Undo

MS Word Shortcut Keys

- Ctrl+Shift+F = Change the font
- Ctrl+Shift+> = Inc. Selected Font+1
- Ctrl+] = Inc. Selected Font+1
- Ctrl+Shift+< = Dec. selected Font-1
- Ctrl+Shift+[= Dec. selected Font-1
- Ctrl+Shift+* = View or hide non printing character
- Ctrl+Delete = delete word to right of the cursor
- Ctrl+Backspace = del. Word left of the cursor
- Ctrl+End = Move cursor to the end of document
- Ctrl+home = Move cursor to the beginning of doc.
- Ctrl+ 1 = Single space line

- Ctrl+ 2=Double space line
- Ctrl+ 5=1.5line spacing
- Ctrl+Alt+1 = Change text to heading 1
- Ctrl+Alt+2= Change text to heading 2
- F1 = Open Help
- Shift+ F3 = Change case of selected text
- Shift+Insert = Paste
- F7 = Spelling Check
- F12 = Save as
- Alt+Shift+D = Insert current date
- Alt+Shift+ T = Insert current Time
- Alt+F4 = Shut Down
- Alt+Tab = Change window

MS Excel Shortcut Keys

- F2 = Edit the select cell
- F5 = Go To specific cell
- F7 = Spelling Check
- F11 = Create chart
- Ctrl+Shift+; = Enter the current time
- Alt+Shift+F1=Insert new worksheet
- Shift+F3 =Open excel formula window

- Shift+F5 = Bring Up search box
- Ctrl+F1 = Minimize current window
- Ctrl+F5 = Strike through highlighted
- Ctrl+F10 = Maximize
- Ctrl+Shift+1 = Format number in comma format
- Ctrl+Shift+^ = Format scientific format
- Ctrl+ → = Move to text section of text
- Shift+Space = Selected entire Row
- Shift+End = To select of the end of the line
- Shift+Home = to select to the top of the line
- Ctrl+Shift+L = Filter

#Full Form

- Computer: Common Operated Machine Porticulary
Usedfor Technical Research Educational.
- Keyboard: Keys Electronic Yet Board Operating AtoZ
Responses Directly
- Mouse: Manually Operated User Selection Equipment
- Printer: Paper Roll Ink New Tray Everyone Run
- CPU: Central Processing Unit
- ALU: Arithmetic Logic Unit
- Monitor: Mass On Newton Is ON Rat

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