

Statement of participation

Bhavik Gilbert

has completed the free course including any mandatory tests for:

Computers and computer systems

This 20-hour free course looked at how computerised devices process data and respond to instruction, taking kitchen scales and a camera as examples.

Issue date: 6 May 2020



www.open.edu/openlearn

This statement does not imply the award of credit points nor the conferment of a University Qualification.
This statement confirms that this free course and all mandatory tests were passed by the learner.

Please go to the course on OpenLearn for full details:

<https://www.open.edu/openlearn/science-maths-technology/computing-ict/computers-and-computer-systems/content-section-0>

COURSE CODE: T224_1

Computers and computer systems

<https://www.open.edu/openlearn/science-maths-technology/computing-ict/computers-and-computer-systems/content-section-0>

Course summary

Computers and processors are ubiquitous in everyday life, and they're not only found in your PC. This free course, Computers and computer systems, introduces the different parts of a computer system and their use of binary code. Using the examples of kitchen scales, a digital camera and a computer artwork the course, with the help of flowcharts, discusses how computers process data and instructions .

Learning outcomes

By completing this course, the learner should be able to:

- understand what all the terms highlighted in bold in the text mean
- understand the fundamental hardware components that make up a computer's hardware and the role of each of these components
- understand the difference between an operating system and an application program, and what each is used for in a computer
- describe some examples of computers and state the effect that the use of computer technology has had on some common products
- identify the principal components of a given computer system and draw a diagram after the style of Figures 6 and 12 to represent the data flows between them.

Completed study

The learner has completed the following:

Section 1

Computers and processors: introduction

Section 2

Computers and computer systems

Section 3

Some facts about processors

Section 4

Representing data and instructions inside a computer

Section 5

Examples of computers

Section 6

A look to the future

Section 7

Computer programs

Section 8

Conclusion