1) A computer system is a combination of memory, CPU, peripheral devices that are connected to it, and OS (Operating System).

2) The components of a computer system are: CPU (Central Processing Unit) including control unit and arithmetic logic unit. Memory like primary and secondary. Input and output devices like keyboard mouse, printer scanner, etc.

3) A microprocessor is an integrated circuit having all the functionality of a central processing unit of a PC.

4) Computer processors are: 1) Intel Core i9, 2) Intel Core i5, 3) Intel Core i7, 4) AMD Ryzen 7, and 5) AMD Ryzen 5.

5) Some popular operating systems are Microsoft Windows, OSX, and Linux.

6) A super class is the basis of all the classes. The object of the rest of the class has all the characteristics related to the superclass.

7) Variables represent a memory of class, which it shares with each and every instance.

8) SDLC stands for Software Development Life Cycle is a process that produces quality software products in less time. The stages involve by SDLC are: 1. planning, 2. design, 3. construction, 4. testing, and 5. deployment.

9) A file is a named location that stores information or data permanently. It is always stored in the storage device using a file name with primary and secondary name, which is separated by a "."(DOT).

10) A programming language is a collection of grammar rules for giving instructions to computer or computing devices in order to perform achieve task.

11) An IDE is a GUI-based software program. It is designed to help programmers build applications with all the needed programs and libraries.

12) The framework is a platform for making software applications. It provides the basis on which developers can build programs for a specific platform. For example, a framework may include predetermined classes as well as functions. It can be used to process inputs, manage hardware, and interact with system software.

13) The interface is similar to a class in Java, but it is a collection of abstract methods. A class can have more than one interface.

14) A class is a blueprint for creating objects. A class contains methods and variables which are a class instance.

15) A class having an abstract keyword is called an abstract class.

16) An array is a container that keeps a specific number of similar data types.

17) A constructor is a method that is used to create a class object.

18) Cin and Cout are objects used for input and output files, respectively.

19) There are two types of the constructor: 1. parameterized constructor and 2. default constructor.

20) Artificial Intelligence or machine intelligence is a common term that is used to build smart machines capable of performing tasks. The main aim of AI is to solve problems in a way that are better and faster.

21) Machine Learning is a system that can learn from an excellent example through self-improvement and without being explicitly coded by a programmer.

22) Deep learning is computer software that mimics the network of neurons in a brain. It is a subset of machine learning and is called deep learning because it makes use of deep neural networks.

23) The basic OOPS principle are: 1. encapsulation, 2. abstraction, 3. inheritance and 4. polymorphism.

24) There are four types of access modifiers: **Private:** Visible to a particular class. **Public:** Visible to the world. **Protected**: Visible to specific package as well as subclass

25) A programming language is a collection of grammar rules to instruct computers or computing devices to perform tasks.

26) Inheritance is an object-oriented programming concept in which one class derives the properties of the rest of the classes.

27) Byte stream is most usually used to perform input and output for Unicode having 8 bits.

28) Destructor is a class member function that deletes or destructs an object.

29) Layers of OSI models are: 1. Physical, 2. Application, 3. Presentation, 4. Session, 5. Transport, 6. Network, and 7. Data Link Layer.

30) Process is called as a program which is in execution. Thread is a segment of a process, so; a process can have more than one thread.

31) Primary memory, RAM is the main memory of a computer which can be directly accessed by the Central Processing Unit (CPU). It stores temporary information until the process finishes its execution.

32) The internet is a global network of a computer that offers a wide range of information and communication facility. It involves interconnected networks, using a communication protocol.

33) WWW or World Wide Web is a method of accessing information using internet media.

34) An algorithm is a rule or step-by-step process that must be followed in order to solve a particular problem.

35) An Operating system (OS) is a software that acts as an interface between the end-user and computer hardware. Every computer must have at least one OS to run other programs.

36) Cryptography is the study of techniques that hide the real meaning of information. It transforms this information into a format that cannot be read by humans and vice versa.