

Lesson Plan

Fundamentals of Computer



List of Concepts Involved:

- Need for Programming Languages
- What is a Program?
- What is a/an Software/Application?
- Organization of a Computer

Need for Programming Languages

- Not just for academics, but for the real world as well we have all kinds of digital devices that perform many different functions. As such, programming languages are needed for all sorts of purposes.
- Some languages are easier to use and understand for programmers (high-level languages) but offer less control over computers. Others are more machine-friendly (low-level languages), making them faster to execute and more memory-efficient, but harder for humans to understand.

What is a Program?

Making a set of instructions that instruct a computer how to carry out a task is the process of programming. There are numerous computer programming languages available for use in programming.

What is a/an Software/Application?

The phrase "application software" describes programs that carry out particular tasks for users. Application software is used when a user interacts directly with a piece of software.

Example: Web browsers like Firefox, and Google Chrome, as well as Microsoft Word and Excel, are examples of application software that is used on a personal computer or laptop. It also includes smartphone apps such as WhatsApp and Telegram, as well as games such as Candy Crush Saga and Ludo. There are also app versions of popular services that people rely on every day.

Organization of a Computer

- organization of a computer system is the processing unit, memory unit, and input-output devices.
- The processing unit controls all the functions of the computer system.
- The CPU is the brain of the computer .
- The memory unit consists of two units. One is an arithmetic unit and the other is a logic unit.

- Input devices are those devices through which end-users can send messages to computers ex: keyboard, mouse, etc.
- Output devices are those devices through which end-users get output from computers ex: monitors, printers etc.

Basic Organization of a Computer System

