COMPUTER LITERACY

MODCOM Institute Of Technology



Computer Literacy

Familiarization of computer usage and keyboard shortcuts to increase user productivity. This means learning how to use a computer to minimize the steps required to complete a certain task. Thereby saving a lot of time!





1. What is a computer?

 An electronic device for storing and processing data, according to instructions given to it in a program.

Examples and types of computers



2. Advantages of a Computer

- · Advantages of Computer :
- Multitasking Multitasking
- Multitasking Multitasking is one among the main advantage of computer. Person can do multiple task, multiple operation at a same time, calculate numerical problems within few seconds. Computer can perform millions or trillions of work in one second.
- Speed
- Now computer isn't just a calculating device. Now a day's computer has vital role in human life. One of the most advantages of computer is its incredible speed, which helps human to finish their task in few seconds.
- Cost/ Stores huge
- Amount of knowledge it's a coffee cost solution. Person can save huge data within a coffee budget. Centralized database of storing information is that the major advantage which will reduce cost.
- Accuracy
- One among the basis advantage of computer is which will perform not only calculations but also with accuracy.
- Data Security
- · Protecting digital data is understood as data security.
- · Task completer
- Completes tasks that might be impossible for humans to complete.
- Communication
- Computer helps the user in better understanding and communication with the other devices.
- Productivity
- The level of productivity gets automatically doubled as the computer can done the work at very fast.
- · Reduces work load -
- Information are often accessed by more then one person with the necessity for work to be duplicated.
- · Reliability -
- Computers can perform same sort of work repeatedly without throwing up errors thanks to tiredness or boredom, which are quite common among humans.
- · Storage -
- Computer are used to store data



3. Advantages of a Computer

- Disadvantages of computer :
- Virus and hacking attacks -
- Virus may be a worm and hacking is just an unauthorized access over computer for a few illicit purpose. Virus can go to other system from email attachment, viewing an infected website advertisement, through removable device like USB etc.
- Online Cyber Crimes -
- Online cyber-crime means computer and network may have utilized in order to commit crime. Cyberstalking and fraud are the points which comes under online cyber-crimes. (need for cyber security session, to be covered later)
- Reduction employed opportunity –
- Mainly past generation wasn't used of the pc or they need the knowledge of computer they faced an enormous problem when computer came in field.
- Distractions/disruptions -
- If you've got ever spent hours browsing the web or watching videos on YouTube, then you recognize how distracting computers can be! Because of their high entertainment value.
- Increases waste and impacts the environment -
- With the speed that computers and other electronics get replaced, all of the old devices that get thrown away have a big impact on the environment.

3. Computers Manufacturers



























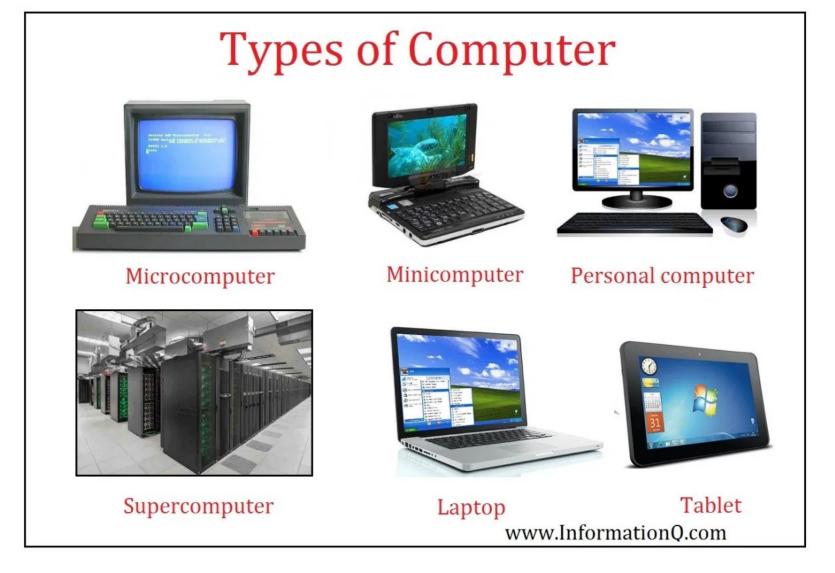




ETC



4. Types of Computers





5. Parts of a Computer - Hardware



OR CPU - Control Processing Unit



Computer hardware, includes the physical parts of a computer.



6. External Storage

Removable



They include

- Memory Cards,
- CD/DVDs
- Flask Drives
- External Hard disks



7. Internal Storage

Non - Removable



They include

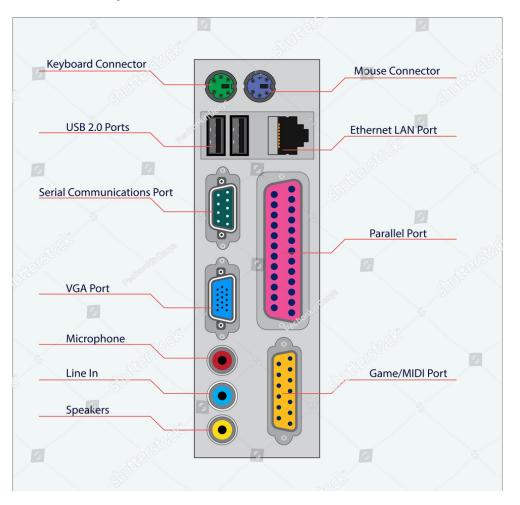
- Hard disk
- RAM





8. Ports/Drives in a computers

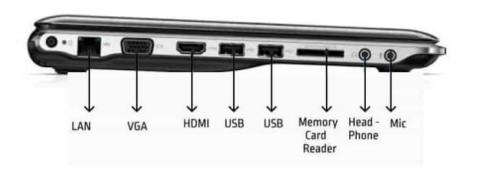
Desktop PC



Most used ports

- USB Flask/Mouse/Keyboard
- Speakers -Audio
- LAN Internet

Laptop | Computer Port Explained





9. Powering a Computer



Power a Computer Computer must be connected to power.

Desktop

Both System Unit and Monitor must be powered.

Laptop

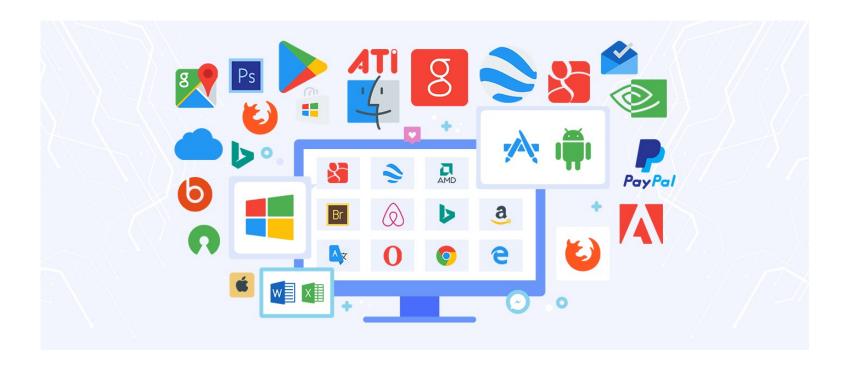
Laptop are usually charged





10. Computer Software

Software, instructions that tell a computer what to do. Software comprises the entire set of programs in a computer.





11. What Are Computer Programs?

- A program is a collection of instructions that can be executed by a computer to perform a specific task.
- Examples of programs
 - Browser, Sublime, Media Player, Image Viewer





12. What is an OS

An operating system (OS) is system software that manages computer hardware, software resources, and provides common services for computer programs





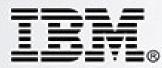


13. Examples of OS



















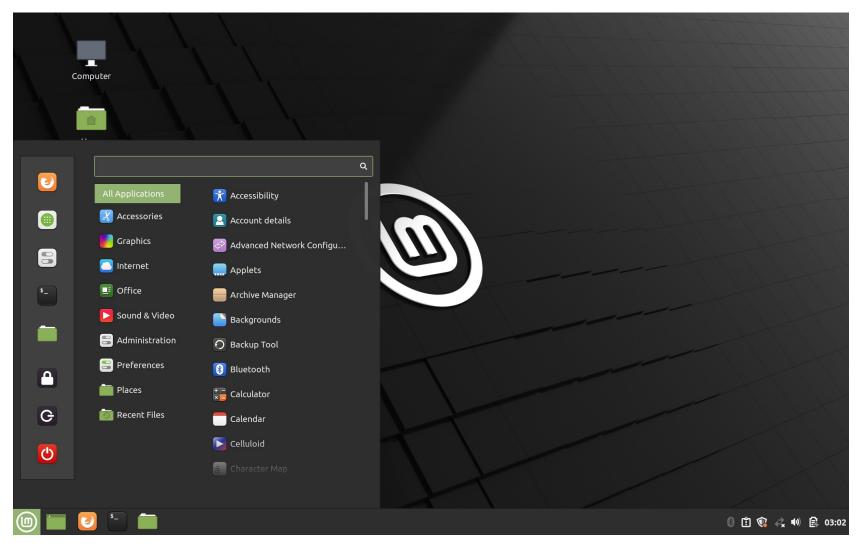








14. Linux Mint OS



Our computer are installed on Linux Mint OS

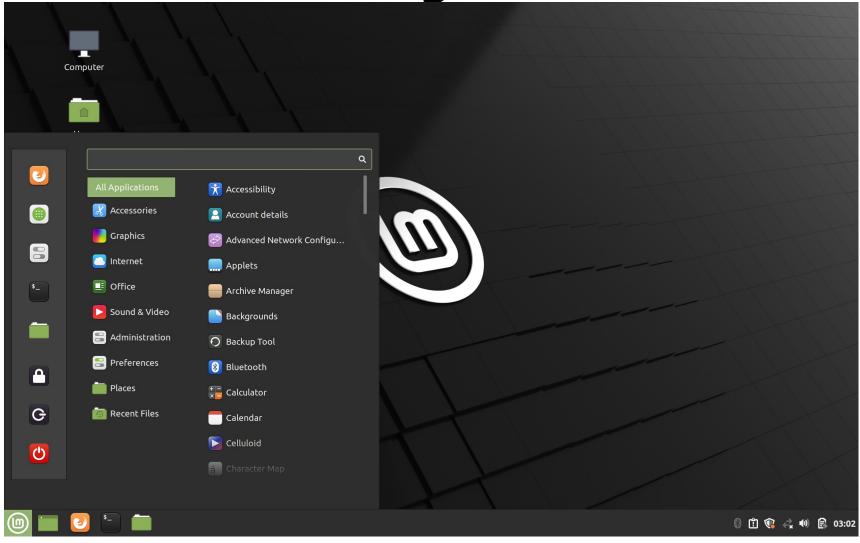


15. Linux Mint OS



Students laptops might be running on Windows 10

16. Understanding Linux Mint

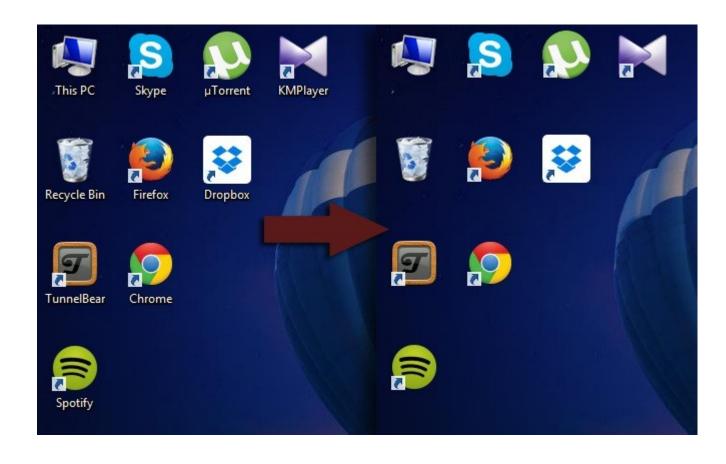




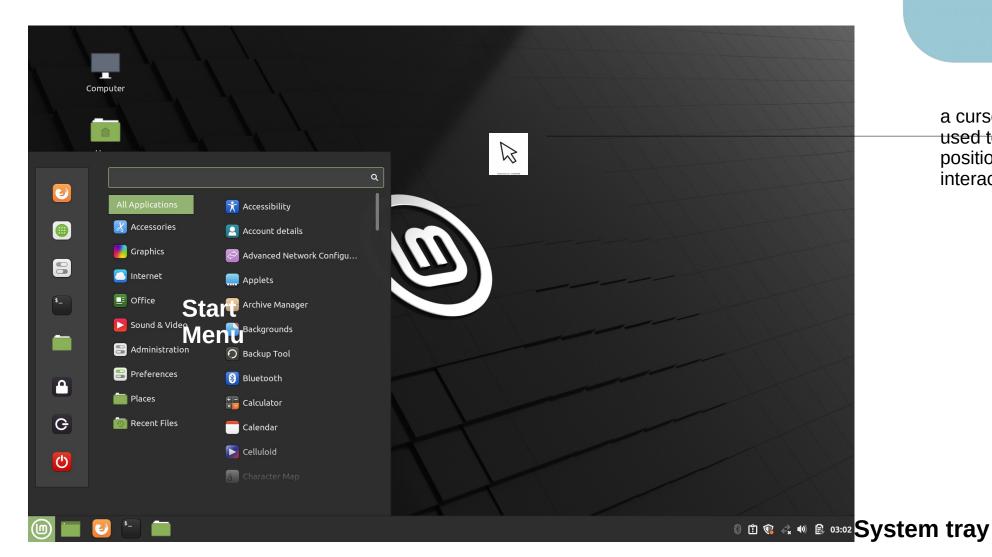


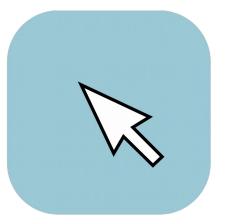
17. Desktop

The first screen when an operating system starts, includes icons. Icons are small pictures that represent files, folders, programs,



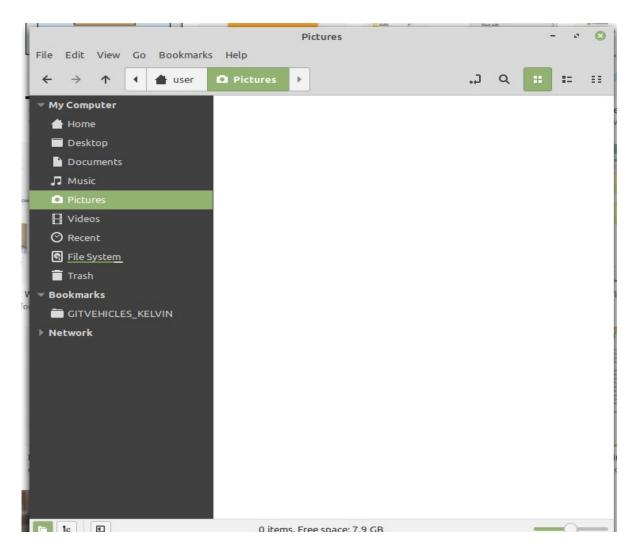
18. Other parts





a cursor is an indicator used to show the current position for user interaction on a computer

19. Computer Places/My PC



An operating system has different places:

- Documents store your documents
- Downloads store downloaded files
- Music Store your music files
- Pictures stores your images, photos
- Videos stores videos files
- Recent shows your recent files





20. Folders and Files

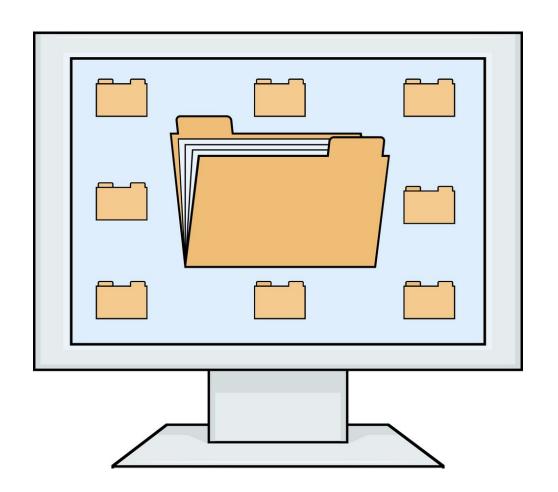
A folder, also called a directory, is a space used to store files, other folders

A file on a computer used to stores data, information

Files comes with different extensions I.e .mp4, mp3, .pdf, doc, ppt, csv, jpeg

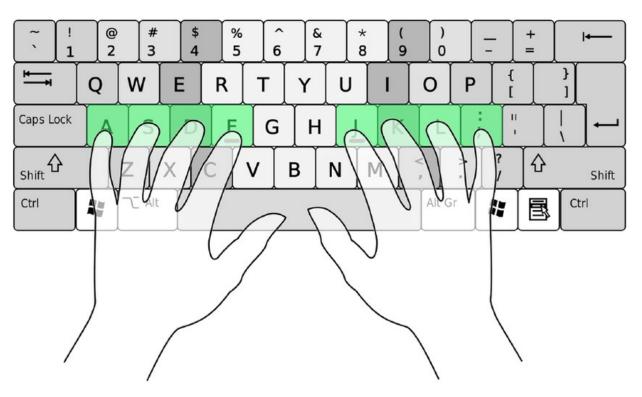
Extensions represent the data the file is holding

PRACTICE ON CREATING FILES AND FOLDERS



21. Typing

- The keyboard layout, qwerty keyboard layout
- Has 6 rows of keys
- Finger placement





Special Keys on the keyboard

- Esc Exit Context.
- Prt sc- Take a screenshot.
- Delete Remove selected component.
- Home Beginning of a line/content
- End End of a line/content
- Backspace Remove letters
- Tab a group of white spaces
- Caps lock toggle between Upper & Lowercase letters
- Enter/Return Execute
- Shift
- Ctrl
- Window Btn
- Alt
- Space adds one white space



Keyboard Symbols

- 1. ∼ Tilde
- 2. ` backtick/backquote
- 3. ! not/exclamation
- 4. @ at
- 5. # hash/number
- 6. \$ dollar sign
- 7. % modulus/percentage
- 8. ^ caret
- 9. & and
- 10.* wildcard/asterisk/multiply
- 11.() parenthesis
- 12. dash/hyphen/subtract
- 13._ underscore
- 14.+ add/concatenate/join

- 15.= assign/equals
- 16.[] square brackets
- 17.{} curly braces
- 18. Vertical bar/pipe
- 19.\ backward slash
- 20.: colon
- 21.; semicolon
- 22." double quote
- 23.' single quote
- 24.<> angle brackets
- 25., comma
- 26.. period/full stop/dot
- 27.? question mark
- 28./ forward slash/divide



Uses of symbols in programming

1. Delimiters/Separators

```
i. Space -
ii. Tab -
iii. Comma - ,
iv. Period/dot - .
v. Forward slash - /
vi. Backward slash - \
vii. Colon - :
```

viii. Semi Colon - ;

2. Context/Enclosers/Scope

```
i. Parenthesis - ()
ii. Curly Braces - {}
iii. Square Brackets []
iv. Backquote ``
v. Double Quote ""
vi. Single Quote "
vii. Angle Brackets <>
```

3. Arithmetic/Mathematical Operators

```
i. Addition - +ii. Subtraction - -iii. Multiplication - *iv. Divide - /v. Modulus - %
```

4. Logical Operators

```
i. And - &&ii. Or - ||iii. Not - !
```

5. Comparison Operators

```
i. Greater than - >
ii. Less than - 
iii. Greater than or equal to - >=
iv. Less than or equal to - <=</li>
v. Equal to - ==
vi. Not equal to - !=
```





22. Internet Basics

Browser

 A Program that allows a computer user to find and view information on the Internet. Has as address bar to enter a website address, *Urls, address bar, how to open a given* website

Downloading

The transmission of a file from one computer system to another. Usually through a network. Prac to download I.e an image.

Googling

Search for information about (someone or something) on the internet using the search engine Google. Prac to search something