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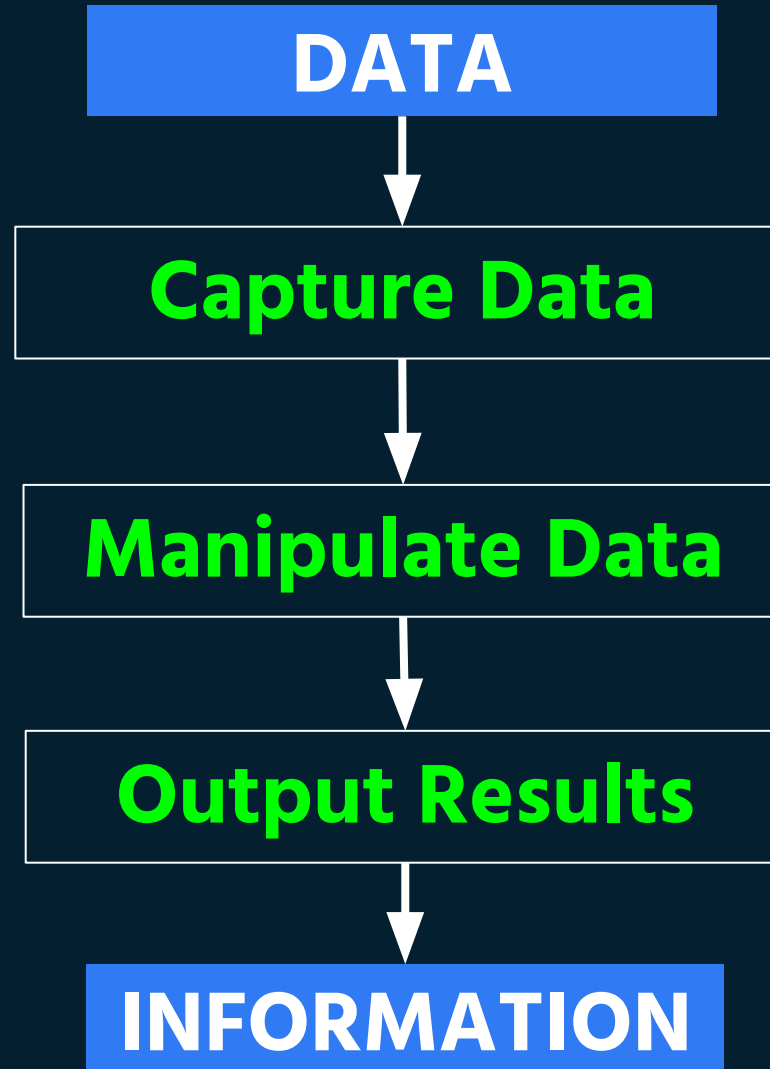
Intro to Computing

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What is a Computer?

- “compute”  “to calculate”
- A computer is an electronic device that can perform arithmetic operations at high speed
- A computer is also called a **data processor** because it can store, process, and retrieve data whenever desired

Data Processing



Characteristics of Computers

- Speed
- Accuracy
- Memory
- Versatility
- Automation

Advantages of Computer

- Multitasking
- Speed
- Accuracy
- Data Security
- Communication
- Productivity
- Reliability
- Storage

Disadvantages of Computer of Computers

- Virus and Hacking attacks
- Online Cyber crimes
- Reduction in Employed opportunity
- High Cost
- Distractions/Disruptions
- Increases Waste and Impacts the environment
- Health problems

Computer Hardware

- CPU (Central Processing Unit): The brain of the computer, responsible for executing instructions.
- Memory: Stores data and instructions for the CPU to access.
- Storage: Stores data persistently, even when the computer is turned off (e.g., hard drives, SSDs).
- Input/output devices: Allow interaction with the computer (e.g., keyboard, mouse, monitor, printer).

Computer Hardware

- Desktop computers: Powerful computers for general use.
- Laptops: Portable computers with integrated keyboard and display.
- Servers: Computers designed to provide services to other computers (e.g., web servers, email servers).
- Supercomputers: Extremely powerful computers used for complex calculations and simulations.

Computer Networks

- LAN (Local Area Network): Connects computers within a limited area (e.g., office, home).
- WAN (Wide Area Network): Connects computers across a large geographic area (e.g., the internet).
- MAN (Metropolitan Area Network): Connects computers within a city or metropolitan area.

Computer Software

- Operating systems: Manage computer hardware and software resources (e.g., Windows, macOS, Linux).
- Application software: Performs specific tasks for users (e.g., word processors, spreadsheets, games).
- Programming languages: Used to create software (e.g., Python, Java, C++).