Introduction in Computer Science

Computers Types:

- MicroComputers
- Main Frames
- SuperComputer

MicroComputer

- The Most Used
- The Cheapest
- The Most Portable
- · Design for Homes and Offices
 - Types: 1- Desktop computers
 - 2- Laptops
 - 3- Gaming Consoles
 - 4- sound and navigation systems of Cars
 - 5- smartphones
 - 6- Tablets
 - 7- Calculators

Main Frames

can store a huge amount of data

a large machines must be in air-conditioned Room

Designed for the Large Organization as:

- × Health Institution
- × Banks
- × Education Institution

SuperComputers

- The Most Powerful
- Used for Research and Exploration

• Used for Personalized Medicine, Space Explortion, earthquake studies and Nuclear Weapons Testing

Introduction to Computers

Computer: is an electronic device that stores or retrieves data

Computer: Its composition is divided into two components

1- Hard Ware

2- Soft Ware

HardWare

is the Physical Components in the Devices and it is 4 Sections

1- Inputs Units

2- Outputs Units

3- Storage Units

4- System Units

1- Inputs Units

are Devices allow the Users to enter any data and the Devices as:

1- Keyboard 5- Scanner

2- Mouse 6- JoySticks

3- Touchpad 7- Light pen

9- WebCam

4- Microphone

8- Bar code reader

2- Outputs Units

are devices that allow information to display in a human readable form As:

1- Printers

2- Speakers

3- Projectors 4- Monitors

1- Printers

is an output device that prints information on paper.

2- Speakers

is the device that outputs sound from the computer.

3- Projectors

is an optical device that projects an image or moves images onto a surface.

4- Monitors

- × the main output device of a computer.
- × Display size is measured in diagonal inches.
- × Monitors are formed as a matrix of pixels.
- × pixels are the smallest unit that can take color.
- × The sharpness of the image depends upon the number of pixels.
- × The display quality is measured in resolution
- × resolution is the number of pixels in the display rows and columns
- × The aspect ratio of a display is the ratio of its width to its height
- \times standard aspect ratio (4:3) and widescreen (16:9).

3- Storage Units

is any computing hardware used for storing and moving data files temporarily and permanently and can be internal or external to a computer.

Types of Storage Units

1- Hard Disk Drive 2- Compact Disk 3- USB Flash Drive