PYTHON CLASS XI NOTES (ENGLISH + HINGLISH EXAMPLES)

Chapter 1: Computer System Overview

\checkmark 1. What is a Computer System?

A computer system is a group of physical and software components that work together to input, process, store, and output data.

→ Hinglish: Computer system ek aisi vyavastha hoti hai jo hardware aur software ke sath milkar data ko process karti hai.

⊘ 2. Components of a Computer System

- **Hardware:** Physical parts of the computer (monitor, keyboard, CPU)
- **Software:** Set of instructions/programs that run the computer
 - o System Software: Operating system (e.g., Windows, Linux)
 - o **Application Software:** MS Word, Tally, Browsers
 - o **Utility Software:** Antivirus, Disk Cleanup
 - o **Customized Software:** Banaya gaya software kisi specific kaam ke liye (e.g., billing software for shops)

⊘ 3. CPU (Central Processing Unit)

- CU (Control Unit): Controls flow of data and instructions
- ALU (Arithmetic Logic Unit): Performs math & logical operations

Hinglish:

- CU: Computer ki har activity ko control karta hai
- ALU: Calculation (Ganit) aur decision (Tark) ka kaam karta hai

4. Memory Types

- RAM (Random Access Memory): Temporary memory, gets erased when computer shuts down
- **ROM** (**Read Only Memory**): Permanent memory, stores startup instructions
- Cache Memory: Fast memory close to CPU for quick access
- Flash Memory: Portable storage (e.g., pen drives, SSD)

♦ 5. Registers

Registers are small, fast memory units inside the CPU used to store temporary data during processing.

→ Hinglish: Register CPU ke andar hoti hai aur ye bahut fast hoti hai. Ye calculation ke waqt temporary data ko store karti hai.

Chapter 1: Practice Questions with Answers

*** MCQs:**

- 1. Which of the following is NOT an input device?
 - a) Mouse
 - b) Keyboard
 - c) Monitor
 - d) Scanner
 - **♦ Answer:** c) Monitor (It's an output device)
- 2. Which memory is used to store data temporarily?
 - a) ROM
 - b) RAM
 - c) Hard Disk
 - d) SSD
 - **⊘ Answer:** b) RAM
- 3. Which software controls overall working of computer?
 - a) Application software
 - b) System software
 - c) Utility software
 - d) Customized software
 - **Answer:** b) System software
- 4. ALU stands for:
 - a) Arithmetic Logical Utility
 - b) Arithmetic Logic Unit
 - c) Array Logic Unit
 - d) Algorithmic Logic Unit
 - **♦ Answer:** b) Arithmetic Logic Unit

***** Fill in the Blanks:

- 1. CPU stands for _____
 - **♦ Answer:** Central Processing Unit
- 2. Temporary memory in a computer is called _____
 - **♦ Answer:** RAM
- 3. A ______ is used to convert high-level language into machine code.
 - **Answer:** Compiler
- 4. Permanent memory is _____
 - **♦ Answer:** ROM

***** Assertion & Reasoning:

1. **Assertion (A):** RAM is a volatile memory.

Reason (R): RAM loses data when power is switched off.

♦ Answer: Both A and R are true, and R is the correct explanation.

➡ Chapter 2: Data Representation (Deep Explanation)

V Number Systems

Number System Base Digits Used

Binary 2 0, 1 Octal 8 0 to 7 Decimal 10 0 to 9

Hexadecimal 16 0 to 9 and A to F

♦ What is Binary?

- Used by computers
- Base-2 system with only 0 and 1
- **Hinglish:** Computer sirf 0 aur 1 samajhta hai. Isiliye binary system ka use hota hai.

What is Decimal?

- Number system we use in daily life
- Base 10 (0 to 9 digits)

Hinglish: Hamari daily life mein jo ginti hoti hai, wo decimal hoti hai jisme 0 se 9 tak ke digits hote hain.

∀ What is Hexadecimal (Hex)?

- Base 16 number system
- Uses digits: 0 to 9 and A to F (where A=10, B=11,...F=15)
- More compact than binary used in programming, memory addresses, color codes

Hinglish: Hexadecimal ek number system hai jiska base 16 hota hai. Isme 0-9 ke saath A-F letters use hote hain. A = 10, B = 11, ..., F = 15.

Example:

```
0x2A = (2 \times 16) + 10 = 42 (Decimal)
```

♦ What is Unicode?

Unicode is a character encoding standard that gives a **unique code number to every character** in every language of the world.

▶ Hinglish: Unicode ek aisa system hai jo har language ke har character ko ek alag (unique) number deta hai. Isse har script ko computer samajh sakta hai.

♦ What is UTF (Unicode Transformation Format)?

UTF is a way to **store Unicode characters in memory** using bytes.

♦ Types of UTF:

- **UTF-8:** 1 to 4 bytes (most common on the web)
- **UTF-16:** 2 or 4 bytes
- UTF-32: Always 4 bytes

Why UTF is important?

Because computers work with bytes (binary), UTF helps in converting and storing text in a way that computers can handle.

▶ Hinglish: Computer to sirf binary samajhta hai, isliye UTF ka use hota hai taaki text ko binary mein convert kar ke store kiya ja sake.

ASCII vs Unicode

Feature	ASCII	Unicode
Characters	English only	All global languages
Size	7-bit or 8-bit	8, 16, or 32-bit (UTF formats)

Total characters 128 (or 256) Over 1,00,000

♦ ASCII vs Unicode — Full Deep Explanation (Book Style)

♦ ASCII Kya Hai? (What is ASCII?)

ASCII ka full form hai:

American Standard Code for Information Interchange.

★ ASCII Bana Kyun?

Pehle ke computer sirf **English language** ke characters (A to Z, 0 to 9, symbols jaise @, #, %, etc.) hi samajh paate the. Har character ko ek number diya gaya — isse bolte hain **encoding**.

≪ Example:

Character ASCII Code

A 65 B 66 a 97 1 49

☐ Limitation of ASCII:

ASCII sirf 128 ya 256 characters tak support karta tha.

⚠ Lekin problem ye hui:

- Hindi, Urdu, Tamil, Chinese, Arabic jaise languages ke characters isme nahi the.
- Emoji bhi nahi the.
- ☐ **Conclusion:** ASCII sirf English ke liye theek tha duniya ke liye nahi.

∜ Unicode Kya Hai? (What is Unicode?)

Unicode ek global standard hai jisme duniya ki har language ke har character ko ek unique number (code) diya jata hai.

Unicode bana isliye:

- Taaki Hindi, Chinese, Arabic, Tamil, Korean, Emoji, Math Symbols sab kuch computer samajh sake.
- Ek hi file mein multiple languages likh sako without confusion.

♥ Unicode Kaise Kaam Karta Hai?

Unicode har character ko ek number deta hai, jaise:

Character Unicode

अ	U+0905
你	U+4F60
	U+1F600

Ye numbers computer ke liye readable hote hain jab wo encode kiye jayein using UTF (Unicode Transformation Format).

♥ UTF Kya Hai? (UTF-8, UTF-16, UTF-32)

Jab Unicode ke characters ko binary mein store karna hota hai, tab use hota hai UTF.

\square Types of UTF:

Format Bytes per Character Use Case

UTF-8 1 to 4 bytes	Most common, Internet-friendly
UTF-16 2 or 4 bytes	For software like Windows, Java
UTF-32 Fixed 4 bytes	High precision but large size

\\$ Hinglish:

Computer ko sirf 0 aur 1 samajhte hain — isliye character ko binary banana padta hai. UTF ka kaam hai: Unicode number ko computer ke samajhne layak binary mein convert karna.

Real Life Example:

Agar tu ek website bana raha hai jisme Hindi, English aur Emoji sab likhna hai:

- ASCII use karega to sirf English dikhega
- Unicode (UTF-8) use karega to sab language aur emoji sahi dikhenge

For example:

```
<meta charset="UTF-8">
```

Ye line har webpage mein hoti hai — taaki browser Unicode encoding use kare.

⊗ Summary Table:

Feature	ASCII	Unicode
Characters	English only	All Languages + Emoji
Bit Size	7-bit or 8-bit	8, 16, 32-bit (UTF-8, UTF-16, UTF-32)
Max Characters	128 (Extended: 256)	Over 1,00,000+
Languages Supported	1 (English)	100+ (including Hindi, Urdu, Tamil)
Emoji Supported	X No	∜ Yes
Use Today?	X Rare	✓ Used everywhere (web, mobile, apps)

☐ Memory Note:

Character	ASCII Size	UTF-8 Size
'A'	1 byte	1 byte
'अ'	X Not supported	3 bytes
'\' '	X Not supported	4 bytes

Final Thoughts:

☐ ASCII = Purana zamana (sirf English)

Tunicode + UTF = Naya jamana (sab language, emoji, color code, safe)

Isiliye aaj har programming language, website, app — Unicode UTF-8 ka use karti hai.

Y Python Conversion Examples:

```
# Decimal to Binary
print(bin(10))  # Output: 0b1010
```

□ Why 0b appears?

- It means the value is in **binary** format.
- Prefixes:

```
    0b = binary
    0o = octal
    0x = hexadecimal
```

```
# Other conversions:
print(oct(10))  # 0o12
print(hex(10))  # 0xa
print(int("1010", 2))  # Binary to Decimal = 10
print(int("2C", 16))  # Hex to Decimal = 44
```

Hinglish Examples:

- 0b1010 = 10 (Binary)
- 0x2C = 44 (Hex)

■ Chapter 2: Practice Questions with Answers

*** MCQs:**

- 1. Which number system uses only 0 and 1?
 - a) Decimal
 - b) Binary
 - c) Octal
 - d) Hexadecimal
 - **Answer:** b) Binary
- 2. What is the base of hexadecimal number system?
 - a) 2
 - b) 8
 - c) 10

***** Fill in the Blanks:

1.	Hexadecimal uses letters from to represent numbers 10 to 15.
	♦ Answer: A to F
2.	Binary number system has base
	♦ Answer: 2
3.	In Python, the prefix for hexadecimal is
	♦ Answer: 0x
4.	Unicode assigns a code to each character.
	✓ Answer: unique

***** Assertion & Reasoning:

- Assertion (A): UTF-8 can store characters using variable number of bytes.
 Reason (R): UTF-8 uses 1 to 4 bytes depending on character.

 ✓ Answer: Both A and R are true, and R is the correct explanation.
- **⊘** Next Step: Chapter 3 notes + practice coming next!