

**FINAL EXAMINATION**  
**Spring 2020**

<b>Course No:</b>	CSE 101 (Sec: 6)
<b>Course Title:</b>	Introduction to Computer Studies

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<b>Obtained</b>	<b>11</b>
<b>Total</b>	<b>25</b>



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**Signature of the  
Examiner**

### Task 1

• A computer is used around the world in almost all the private, government and home-based business and organizations. Without a computer, it's impossible to conduct, run and grow the business. That's why the computer is important to use in business organizations and company companies. Computer help business to collect manages, calculate, arrange, and visualize customer data and information by computer applications such as Microsoft word, excel, powerpoint etc. A computer helps to communicate faster with the customer by using the internet, online communication tools. So overall the usage of computer is significant in business.

• It should come as no surprise that the use of computer in education has been steadily increase increasing and in many ways has revolutionized traditional education. Computers in the classroom have multiple benefits for both students and their teachers. Computers are one of the most valuable resources in the classroom because they serve so many useful functions. With computers and internet, students today have a wealth of information at their fingertips that can help them develop their research and communication skills. One of the most common applications of computers in education today involves the ongoing use of education software and programs like google classroom. Google classroom is an app for communication between the teachers and students. By the help of this app our teacher can provide

us the nes-necessary information and we can ask them anything related to the study.

So overall the use of computer is very ser significant in terms of business and education.

## Task 2

The Altair 8800 is a microcomputer designed in 1974 by MITS and based on the intel 8080 CPU. The Altair is widely recognized as the spark that ignited the microcomputer revolution as the first commercially successful personal computer. The Altair 8800 had a huge impact on people and computers. Without the Altair we probably wouldn't have the computer, we use today. The Altair gave ideas to make better and advanced computers. The Altair was the beginning of PC/computer. kids were even able to take multiple Altairs to school.

The first Macintosh Computer was introduced by Steve Jobs on January 24, 1984. Apple sold 70,000 units within the first few months on the market. The Macintosh was the first commercially successful ~~persol~~ personal computer to feature a mouse and a graphical user ~~inf~~ interface. A key distinguishing factor in the understand of "personal" for Mac fans is that it doesn't imply ~~ower~~ "ownership", but it represents personal expression, the freedom to do things that they could not easily do before or on other computing platforms.

- Abacus is a latin word. Derived from the Greek word ABAX which means A calculating Table. The abacus itself doesn't calculate, it's simply a device



for helping a human being to calculate by remembering what has been counted. An abacus is a manual aid to calculating that consists of beads and disks that can be moved up and down on a series of sticks or strings within a usual wooden frame.

### Task 5

• Ergonomics is about designing for people. Defined as the science of fitting a workplace to the user's needs, ergonomics aims to increase efficiency and productivity and reduce discomfort. Think about the angle of the computer monitor and height of the desk. Many computer ~~with~~ users spend hours a day in front of a computer without thinking about the impact on their bodies. They physically stress their bodies daily without realizing it by extending their wrists, slouching, sitting without a proper foot support and straining to look at poorly placed monitors. These practices can lead to cumulative trauma disorder or repetitive stress injuries, which might create a lifelong impact on health.

• First we need to arrange our workstation. Everytime a user work, take time to adjust workstations that aren't quite right in order to minimize ~~at~~ awkward and frequently performed movements. If a user sits in front of a computer for a longer time then he or she should keep their elbow at a  $90^\circ$  angle, with elbows close to the body and forearms parallel to the floor. Keep wrists straight, supported by a foam pad or chair armrests. Also tilt the monitor or adjust lighting to avoid glare. Use a keyboard and mouse that is designed to be ergonomically correct. Keep the mouse close to the keyboard (or on the keyboard, using an elevated mouse pad) to minimize reaching.

This I think will reduce or exterminate the (RSI).

## Task 6

a). Egocentric is the inability to differentiate between self and other. A person who is egocentric believes they are the center of attention, like a narcissist, but does not receive gratification by one's own admiration. Our behaviour towards the environment depends on our beliefs about the environment. ~~Beliefs~~ Beliefs, however, are a subject of change, particularly during important life transitions such as the transition to adolescence, because this is a period when an individual develops the ability of complex and abstract reasoning. The current study aimed to collect empirical data to explore the origins of our beliefs about the environment related issues. We devised a picture association test and used it to compare children's and ~~adolescence~~ adolescents' beliefs about our environment. The data supported the claim that children's beliefs about the environment share egocentric properties.

- In a field of user interface, an exocentric environment refers to virtual reality or some other immersive environment which completely encompasses the user, e.g. by placing the viewer in a room made up entirely of rear projection screens.

System which merely display a virtual reality directly to the user (e.g. using a head-mounted display). They are exocentric environments.



Q. 2.

## Task 6

### b) Push and Pull Technology

• Push technology stems from a very simple idea. Rather than requiring users to explicitly request (i.e. pull) the information that they need, data can be sent to users without having them specifically ask for it. The advantage of push are straightforward. On the other hand pull approach requires that users know a priori where and when to look for data or that they spend an inordinate amount of time polling known sites for update and/or hunting on the network for relevant sites. Push relieves the users of these burdens. The problems of the push are also fairly obvious. Push transfers control from the users to the data providers, raising the potential that users receive irrelevant data while not receiving the information they need. These potential problems can arise due to issues ranging from poor prediction of user interests to outright abuse of the mechanism, such as spamming.



• Push technology has been around in various forms for as long as people have been communicating. Ex: range from newspapers, to telephones, to radio and television, to E-mail.

Pull technology specifically requesting information from a particular source. Downloading web pages via a web browser is an example of pull technology, if the user initiates a request to retrieve it.

c) Software as a service (saas) is a software licensing and delivery model in which software is licenced on a subscription basis and is centrally hosted. It is sometimes referred to as "on demand software", and was formerly referred to as the software plus service by Microsoft.

Saas applications are also known as Web-based software. The term software and hosted software. The term "software as a service" is considered to be part of the nomenclature of cloud computing, along with ~~infrastructure~~ infrastructure as a service (IaaS), platform as a service (PaaS), and ~~dest~~ desktop as a service (DaaS).

Saas examples: Big Commerce, Google Apps, Drop box etc.

d) Virtual reality is the term used to describe a three dimensional, computer generated environment which can be explored and interacted by a person. That person becomes part of this virtual world or is immersed within this environment and whilst there, is able to manipulate objects or platform a series of action.

- Simulation: Giving objects in a VR environment texture and shading for a 3D appearance
- Immersion: Giving users the feeling of being part of an environment by using special hardware and software