# **Information Technology (402)**

#### **PART A: Employability**

- 1. Communication Skills
- 2. Self Management Skills
- 3. Information and Communication Technology
- 4. Entrepreneurial Skills
- 5. Green Skills

#### **PART B: Specific Skills**

- 1. Web Application and Security
- 2. Digital documentation(Advanced)
- 3. Electronic Spreadsheet(Advanced)
- 4. Database Management System

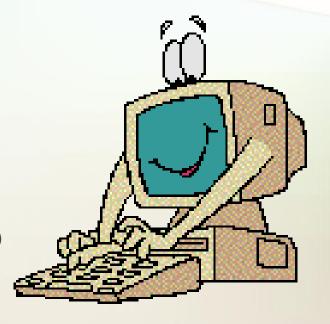
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# Operating Systems and Windows

# What is an Operating System?

•The most important program that runs on your computer. It manages all other programs on the machine.

•Every PC has to have one to run other applications or programs. It's the first thing "loaded".

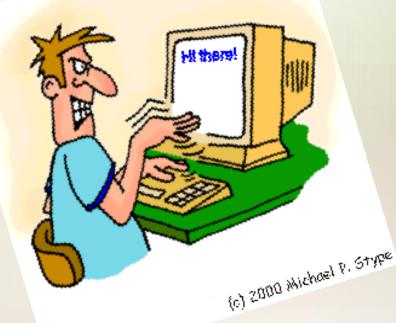


# **Operating System**

It performs basic tasks, such as:

 Recognizing input from the keyboard or mouse,

Sending output to the monitor,



# **Operating System**

 Keeping track of files and directories on the disk, and

•Controlling peripheral devices such as disk drives and printers.



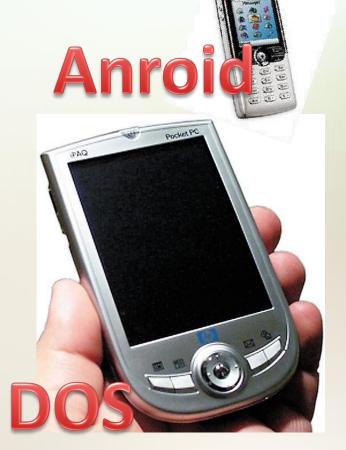
# Is There More Than One Type of OS?

•Generally, there are four types, based on the type of computer they control and the sort of applications they support.

1.Single-user, single task

This type manages the computer so that one user can effectively do one thing at a time.

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# **Types of Operating Systems**

#### 2. Multi-user, multi-task

Allows two or more users to run programs at the same time. Some operating systems permit hundreds or even thousands of concurrent users.





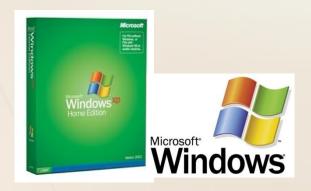


# **Types of Operating Systems**

#### 3. Single-user, Multi-tasking

This is the type of operating system most desktops and laptops use today.

Microsoft's Windows and Apple's MacOS are both examples of operating systems that will let a single user have several programs in operation at the same time.

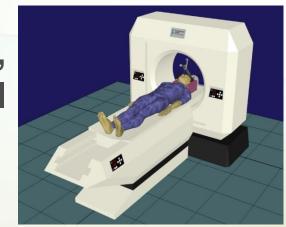




# **Types of Operating Systems**

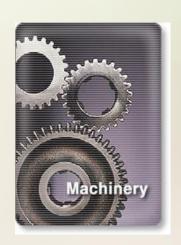
#### 4. Real Time Operating Systems

RTOS are used to control machinery, scientific instruments, and industrial systems.



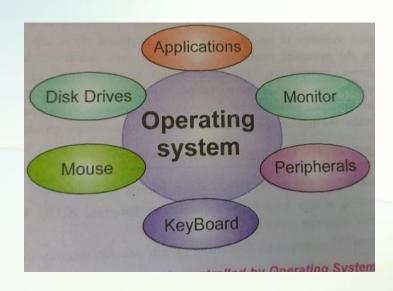
There is typically very little userinterface capability.

Resources are managed so that a particular operation executes precisely the same every time.

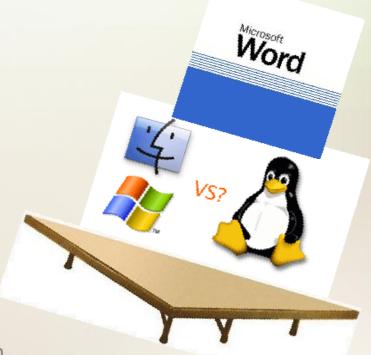


# **OS's Manage Applications**

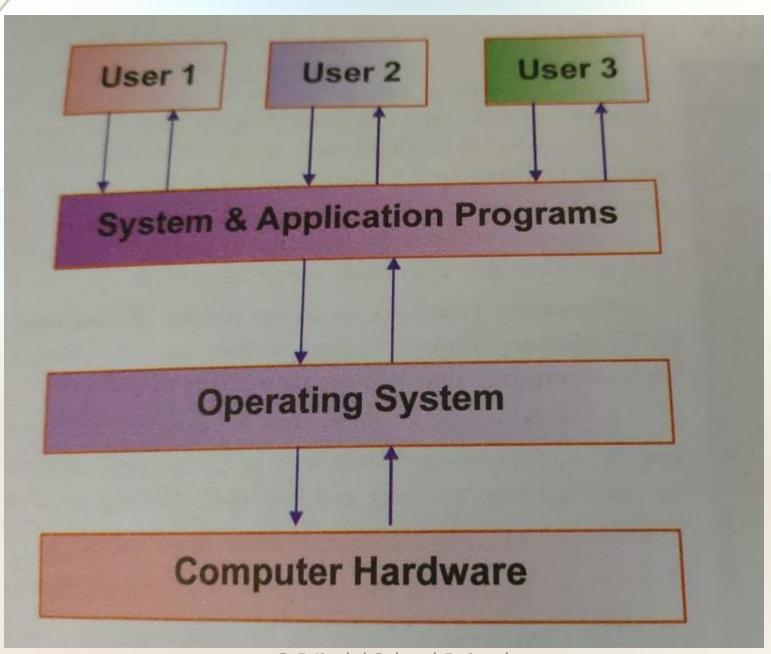
 Operating systems provide a software platform on top of which other "application" programs can run.



- •The application programs must be written to run on a particular operating system.
- •So, your choice of operating system determines what application software you can run.



# **Logical Structure of OS**



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# **Function of Operating System**

- 1. Making computer system convenient to use
- 2. Processor Management
- 3. Provide User Interface

4. Managing resources

# **Advantages of Operating System**

- **1. Provide User Interface- GUI/CUI**
- 2. Processor Management
- 3. Memory Management
- **4. Device Management**
- **5. File Management**
- 6. Security

# Okay - So Now What?







# **OS - Wake up call**

•When you turn on the power to a PC, the first program that runs is a set of instructions kept in the computer's read-only memory (ROM).





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# **OS - Wake up Call**



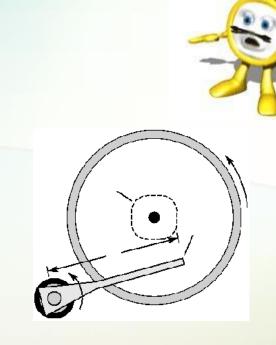
 It checks to make sure everything is functioning properly.

 It checks the CPU, memory, and basic input-output systems (BIOS) for errors.



# OS – Wake up Call

•Once successful, the software will begin to activate the computer's disk drives.



•It then finds the first piece of the operating system: the bootstrap loader.



# **OS - Booting the PC**

•The bootstrap loader is a small program that has a single function: It loads the operating system into memory and allows it to begin operation.

# **OS - Booting the PC**

•The bootstrap loader sets up the small *driver* programs that interface with and control the various hardware.

- ·It sets up the divisions of
  - memory
  - user information, and
  - applications.







#### **Enter Commands**

- Commands can be entered several ways:
  - Through a keyboard.
  - Pointing or clicking on an object with a mouse.
     (Graphical User Interface or GUI)
  - Sending a command from another program.





#### **GUI – Standards**

 GUI interfaces have standards that are usually the same or similar in all systems and applications.

- Standards apply to:
  - Pointers and pointing devices
  - Icons, desktops, windows and menus

# Windows - GUI Pointers

GUI uses pictures, symbols, or icons rather than words to represent some object or function. For example:

•A pointer or mouse pointer is a small arrow or other symbol that moves on the screen as you move a mouse.





 An I-Beam pointer is used by many desktop publishing systems and word processors to mark blocks of text and move the insertion point.

#### **GUI – Cursors / Pointers**

The term
"cursor" typically is used to show where your typing will appear.
Otherwise, the term "pointer" is the better choice.

	Pointer Shapes						
	Normal Select	B	Vertical Resize	1			
	Help Select	<b>∖</b> ?	Horizontal Resize	↔			
	Working In Background	<b>₹</b>	Diagonal Resize 1	5			
	Busy	X	Diagonal Resize 2	~			
	Precision Select	+	Move	- ♣			
	Text Select	Ι	Alternate Select	1			
	Handwriting		Drag- make copy				
	Unavailable	0	Drag - make shortcut	A.			
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#### Windows - GUI Icons

 Icon - A small picture that represents a command, object, file, or window.









- Point and click with a mouse to execute a command or convert the icon into a window.
- Icons are moveable around the display screen, just like moving things around on your desk.

# **Object Icons & Shortcut Icons**

One type of icon is an object icon. It allows you to open applications and documents on your PC.







 You can create and use a shortcut icon to open any application quickly. You don't have to use the Start Menu to access a program or document.



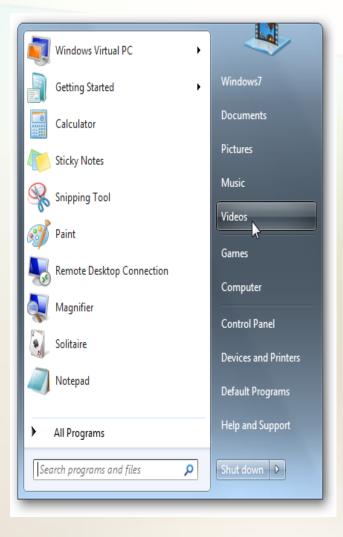




#### Windows - GUI Menus

•Menu - is an on-screen list of options for using a program. It can also be a list of categories with many other menu options under it. Menus can "pop up" or "pull down."





# Parts of the Desktop

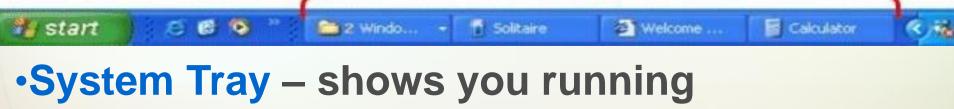


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#### Windows - Taskbar

•Taskbar – shows you the windows or programs that are currently open on the desktop. You can switch between windows by clicking on the applicable button.

Each taskbar button represents an open program (a "task in progress")



automatically by the operating system, like anti-virus programs, the clock and volume controls. These programs are running in the

ackground

background.

# Windows - Quick Launch Toolbar

•Quick Launch Toolbar – contains one-click buttons, or shortcuts, which open programs. You can customize this toolbar however you like.

start

**Start Button** 



•The start button allows you to easily access your computer programs or configure Windows. By default the start button is located at the bottom left side of the screen.

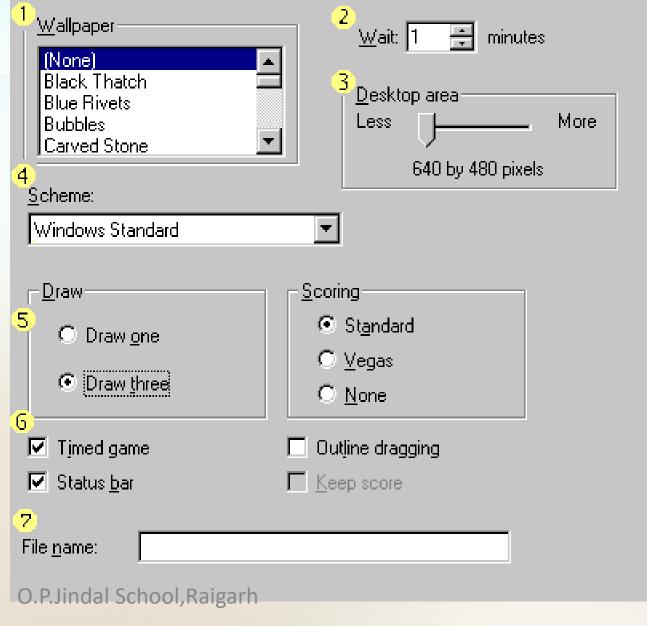
Ouicklaunch Toolbar

### **Parts of a Window**



# **Dialog Boxes**

- 1. List box
- 2. Spin control box
- 3. Slide
- 4. Drop-down list
- 5. Radio button
- 6. Checkbox
- 7. Text box



#### **Folder**

Folder is a named location on the disk of computer in which you can files and sub folders.











# Windows - Recycle Bin

•Recycle Bin – Deleted files and folders go here first, where they wait to be permanently deleted by you, or by rules that you set up. This is a temporary storage area on your hard drive.



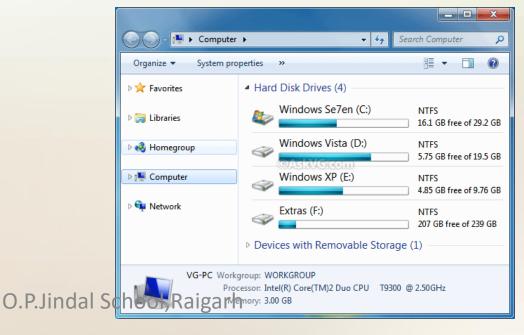
# **My Documents**

•My Documents – a place to store the documents and files you create.



# My Computer or This PC

•My Computer Shows all the content of computer.



# Logoff

•If your have multiple users on a PC with separate "profiles" or user logons, use the *logoff process* to close out of your profile or to switch users.

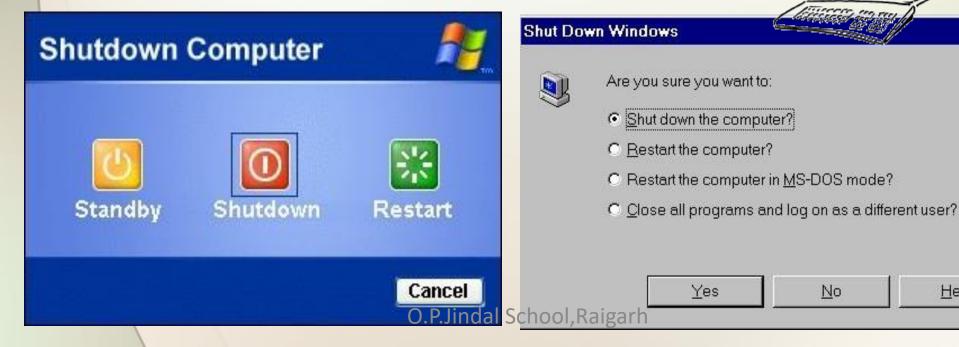


#### **Shutdown Windows**

There is a "graceful" way of shutting down your PC that will save your program settings and files.

 This shutdown process basically puts the operating system to bed.

Help



# **File System**

FAT (File Allocation Table)
NTFS (New Technology File System)
ReFS (Resilient File System)

Feature	FAT	FAT32	exFAT	NTFS	ReFS
Maximum volume size	4 GB	32 GB	128 PB	256 TB	4.7 ZB (zettabytes)
Maximum file size	4 GB	4 GB	16 EB (exabytes)	18 EB (exabytes)	18 EB (exabytes)
Maximum filename length	8.3 characters	255 characters	255 characters	255 characters	255 characters
Maximum cluster size	64 KB	32 KB	32 MB	2048 KB	64 KB
File compression	Ho	No	No	Yes	No
File encryption	No	No	No	Yes	No
Permissions	No	No	No	Yes	Yes

**WINDOWS 8,10** 

# SESSION-2 MAINTENANCE OF COMPUTER

- 1. Cleaning computer component
- 2. Cleaning computer temp files
- 3. Backup regular basis
- \*Full backups \*Differential backups\*Online/Cloud Backup\*Mirror Backup
- 4. Update antivirus and scan regularly