

# Computer Basics

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There are many types of computers including:

# Types of Computers

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- ❑ Supercomputers...are used to process very large amounts of information including processing information to predict hurricanes, satellite images and navigation, and process military war scenarios.
  - ❑ Mainframes...are used by government and businesses to process very large amounts of information.
  - ❑ Mini-Computers...are similar to mainframes...they are used by business and government to process large amounts of information.
  - ❑ Personal Computers (PC)...
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# Types of Computers

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## ☐ Personal Computers (Continued)

Personal Computers...also known as PC's...are smaller and less powerful than the others. They are used in homes, schools, and small businesses.

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# Types of Computers

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There are 3 main types of PCs

- ❑ Desktop
- ❑ Portable (Notebook/Laptop)

When portable (notebook/laptop) computers were first created they were HUGE. They weighed around 100 lbs., and were carried in a large luggage suitcase. The creators of the portable (notebook/laptop) computer dreamed that one day it would be the size a notebook or pocket dictionary. With today's technology, we have been able to accomplish this goal and more..

- ❑ Hand-Held



# Networks

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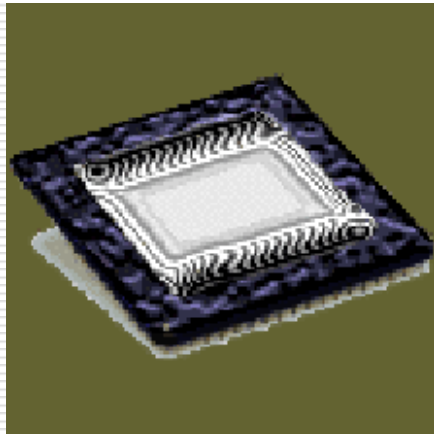
- ❑ A network is a group of computers that share information and hardware.
  - ❑ The computers are connected together using copper phone wires, fiber optic cables, or radio waves.
  - ❑ Our computers are on a network here at school...Look under the table and see the blue wires that connect your computer to the network.
  - ❑ The internet is many networks around the world that are all connected together to make 1 huge network.
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# Parts of a Computer

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- There are two basic parts that make up a computer...

Hardware



Software



# Hardware

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- Hardware is basically anything that you can touch with your fingers.

Computer Case

CPU (central processing unit...Pentium chip)

Monitor

Keyboard & Mouse

Disk Drive, Zip Drive, CD-ROM, DVD,

Hard Drive

Memory (RAM)

Speakers

Printer

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# Hardware (Continued)

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- ❑ There are three types/categories of hardware
  1. Input Devices
  2. Output Devices
  3. Storage Devices





# Input Devices

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- Input basically means getting data into the computer to be processed.

Keyboard, Mouse,  
Trackball, Touch Pad  
Light Pen, Laser Scanner,  
Pointing Stick  
Touch Screen,  
Bar Code Reader,  
Scanner  
Microphone, Joystick



# Output Devices

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- ❑ Output basically means getting data out of the computer.

Monitor

Printer

Speakers

Headphones

Modem

Fax



# Storage Devices

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- Storage devices are both input and output devices in one. A storage device is a place to keep data that has been processed so that it can be retrieved at a later time to be used again.

Hard Disk

Floppy Disk

CD's, DVD's

Magnetic Tape

Flash Memory, Jump Drive

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# Software

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- ❑ Software is the programs and applications that tell the computer what to do and how to look.
  - ❑ Computer programmers write the codes/instructions that make-up software applications/programs.
  - ❑ HTML is a type of computer programming language that allows programmers to make web pages.
  - ❑ The next 2 slides show what HTML codes look like and the web page the codes produce.
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```

<HTML>
<!--This file created 11:48 AM 11/27/01 by Claris Home Page version 3.0-->
<HEAD>
  <TITLE>CMS Home Page 2001</TITLE>
  <META NAME=GENERATOR CONTENT="Claris Home Page 3.0">
  <X-CLARIS-WINDOW TOP=0 BOTTOM=463 LEFT=0 RIGHT=788>
  <X-CLARIS-TAGVIEW MODE=minimal>
</HEAD>
<BODY LINK="#000000" VLINK="#FF8020" BACKGROUND="0bckgrnd.gif">
<P><!-- BANNER --> <TABLE BORDER=0 WIDTH="100%" align=DEFAULT>
  <TR>
    <TD WIDTH="20%">
      <P><IMG SRC="0run.gif" WIDTH=85 HEIGHT=41 X-CLARIS-USEIMAGEWIDTH X-CLARIS-USEIMAGEHEIGHT
BORDER=0 ALIGN=left></P>
    </TD>
    <TD ALIGN=center WIDTH="70%">
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X-CLARIS-USEIMAGEHEIGHT ALIGN=bottom><BR>
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ALIGN=bottom></P>
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      Music</FONT></A><FONT SIZE="-1"><BR>
      </FONT><A HREF="/dept/foreignlg.htm"><FONT SIZE="-1">Foreign
      Language</FONT></A><FONT SIZE="-1"><BR>
      </FONT><A HREF="/dept/lang.htm"><FONT SIZE="-1">Language
      Arts</FONT></A><FONT SIZE="-1"><BR>
      </FONT><A HREF="/dept/MATH.HTM"><FONT SIZE="-1">Mathematics</FONT></A><FONT
SIZE="-1"><BR>
      </FONT><A HREF="/dept/media.htm"><FONT SIZE="-1">Media &

```



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# Clayton Middle School

1471 SOUTH 1800 EAST

SALT LAKE CITY, UTAH

VOICE: (801) 481-4810

FAX: (801) 481-4884

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Welcome to Clayton Middle School...

Clayton Cougars Care....

# Two Types of Software

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- Application Software



- Operating System Software



# Operating System Software

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- ❑ Directs all the activities and sets all the rules for how the hardware and software will work together.

Examples would be:

DOS, Windows 95, 98, ME, NT,  
XP, 2007, 2008, 2010

Unix, Linux,

MAC system OS 6,7,8,9,10

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# Command Line Operating Systems

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DOS is an example of a command line operating system.

On the next slide, Notice that there are no:

- ☐ Icons (pictures)
  - ☐ Colors
  - ☐ Mouse Pointer
  - ☐ Buttons
  - ☐ You have to memorize commands in order to use this text based operating system.
-

```
C:\WINDOWS>dir h:
```

```
Volume in drive H is USERS  
Directory of H:\TLC FILES
```

```

      <DIR>
      <DIR>
.
..
HUMANRES SHW      317,952  09-14-01  8:12a Human resources Activity 2.shw
HUMANRE0 SHW      196,608  09-17-01  2:08p Human Resources Activity 5.shw
HUMANRE1 SHW      135,680  09-18-01  1:46p Human Resources Job Application.shw
CASHIER1 SHW      126,976  09-20-01  9:00a Cashiering Lesson 1.shw
THELORAX WPD        3,862  08-29-01  2:56p The Lorax.wpd
TLCDISCL SHW      167,424  09-19-01 10:57a TLC Disclosure.shw
KASH      SHW      105,472  09-19-01  1:32p KASH.shw
ETHICS    SHW       94,208  09-19-01  1:44p Ethics.shw
CASHIER0 SHW      200,192  09-20-01  3:26p Cashiering Lesson 2.shw
COMPUTER  SHW      140,800  09-21-01 11:05a computer basics.shw
      10 file(s)      1,489,174 bytes
      2 dir(s)       12,395.44 MB free
```

```
C:\WINDOWS>_
```

# Operating Systems: GUI

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## □ GUI stands for Graphical User Interface

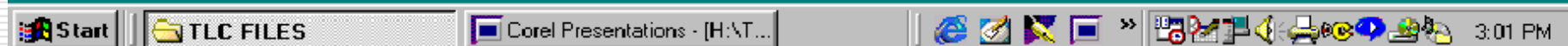
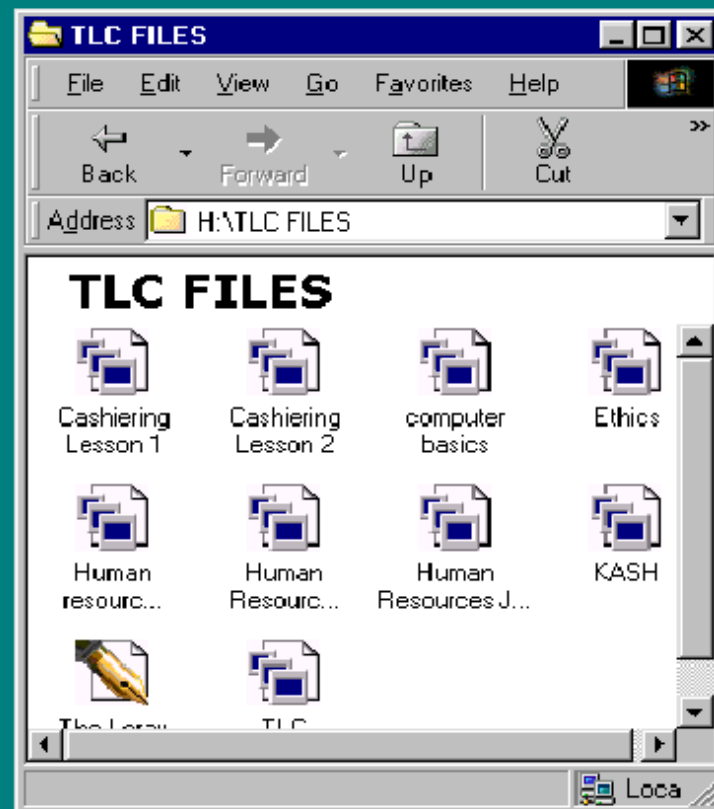
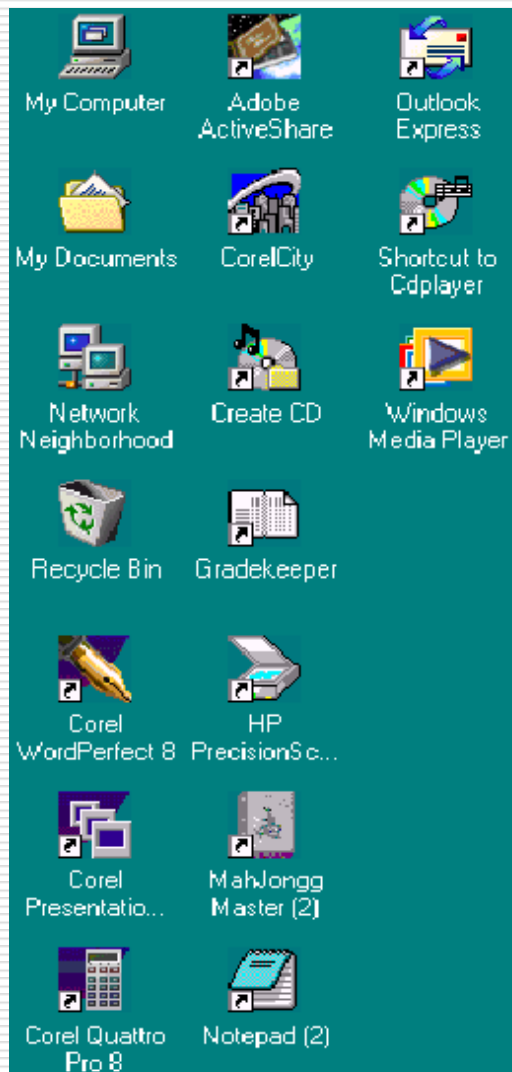
Uses pictures (icons) to represent files, folders, disk drives, modems, printers, etc.

GUI's were created to make using a computer easier, more interesting, non-threatening to inexperienced users.

A mouse allows users to point at something and click to make it work. With command line you have to have all of the commands to make your programs work.

Here is an example of a GUI

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# Application Software

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- Programs that work with operating system software to help the computer to do specific types of work.
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# Application Software

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- There are six basic types of application software...

# Application Software

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1. Business software: word processors, spreadsheets, and database programs.
  2. Communication software: allows computers to communicate with other computers: fax software, Novell NetWare, AOL, Modem Software.
  3. Graphics software: software that allows users to create and manipulate graphics...Photoshop, Print Shop, etc.
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# Application Software

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4. Education and Reference software: Programs that help teach new material and ideas, and programs that can be used to find information...Encarta, Worldbook Encyclopedia, Jumpstart Kindergarten, MicroType.
  5. Entertainment and Leisure software...Warcraft, Age of Empires, Barbie Design Center, Mrs. Pacman, Solitair
  6. Integrated software: Combines several types of software into one program or package...Quicken (Spreadsheet/data base/communications/reference) or Print Shop (Graphics/Word processor).
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# Expectations from this Course

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- ☐ History of computers
  - ☐ Microsoft word
  - ☐ Microsoft excel basic
  - ☐ Power point presentations
  - ☐ Networks and Internet
  - ☐ Google Apps
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# Registration and Group presentations

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- ☐ Fill and Submit your SRF at the ICT
  - ☐ Collect your processed Course form
  - ☐ Sign with the various lecturers
  - ☐ Submit signed forms to your department
-

# CMP103 GROUP PRESENTATIONS

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- ❑ 30%
  - ❑ Every student must be in a group and prepare for their presentations from next week
  - ❑ Put your names down with CMP103 rep for your dept
  - ❑ CMP103 Certificate fee of N500 is a requirement
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