

Unit 1- Computer Users- Introduction

- ❖ A **computer** is a device that processes data according to a set of instructions called a program.
- ❖ The equipment →
- ❖ Programs and data →
- ❖ A special set of programs that provides an interface for the user and allows applications programs to communicate with the hardware.

Hardware

Software

Operating System

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❖ Common applications programs include

Word processors

- For creating and editing texts

Spreadsheets

- For calculating mathematical formulas

Databases

- For storing data in a way that allows the data to be stored and searched

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- ❖ Anti – virus programs are used to detect and remove viruses
- **Viruses** Harmful programs that can reproduce themselves and attach themselves to other programs.

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- ❖ Some operating systems have **graphical user interfaces** that allow the computer user to select items from **menus** and to start programs using an input device called a **mouse**. This is done by **clicking** the mouse.
 - **menus** → lists of choices
 - **clicking** → Pressing a button on the mouse

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- ❖ The main device for inputting data is a typewriter-style **keyboard** and the output is commonly displayed on a monitor screen that looks like a small television screen.
- ❖ There is a range of sizes and types of computer such as **personal computers (PCs)** → Those designed for use by one person at a time

- ❖ Personal computers (PCs) include
 - **Desktop** computers → Computers for use on an office desk
 - **Handheld** computers → Can be carried around by the user
- ❖ Electronics can be added to desktop computers by plugging in **expansion cards**
 - **expansion cards:** Electronic circuit boards that can be plugged into special sockets called **expansion slots.**

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- ❖ **Computer on a chip** is to build all the main parts of a computer into one electronic integrated circuit packaged as a single small electronic **chip**.
- ❖ This enables computers to be built into other devices including household devices such as washing machines and fridges and to be incorporated into plastic cards (**smart cards**), which are able to store information such as health records, drivers licenses, bank balances ... etc.

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- ❖ **Smart devices** are devices that include a computer circuit.
- ❖ A **multimedia computer** can process different forms of data including text, graphics, audio (sound), animation and video.
- ❖ This enables computer systems to be used for a combination of education and entertainment (**edutainment**)

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- ❖ Computers do not have a fixed purpose. They are multi-purpose tools. They can be used in a very wide variety of situations and are found in a wide range of systems including security systems, cars and phones.
- ❖ **Expert systems** are advanced systems that enable computers to think like experts. Medical expert systems, for example, can help doctors diagnose an illness and decide on the best treatment.

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- ❖ As computer systems are developed, they are becoming more common and are gradually being used for more and more purposes.
- ❖ How they are developed, and for what purposes they are actually used in the future, can be influenced by computer users.

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- ❖ **Peripherals** are a variety of devices that can be added externally to a computer.
- ❖ One of the most common peripherals is a **printer** used for printing the computer **output** on paper.
 - **Output**: the processed data or signals that come out of a computer system

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- ❖ A **digital camera** allows photographs to be input to a computer for editing.
- ❖ Not all computer systems are **compatible** (they cannot use the same programs and data).
- ❖ Connecting computers together to form a network can provide the **connectivity** required to enable computers and software to communicate and to share resources.
- ❖ Networks connected together form an **internet**.

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- ❖ The **Internet** or the Net is the connection of networks through out the world.
- ❖ Various communication services are available on the Internet such as:
 - **Email** (electronic mail) for sending and receiving messages

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- ❖ **Uploading** → copying data from the client to server
- ❖ **Downloading** → copying data from a larger server system to a client
- ❖ **The World Wide Web (WWW)** or the Web contains interlinked documents called **webpages**

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- ❖ A **website** is a set of related webpages stored together on a server computer. Websites such as AskJeeves and Yahoo give the user access to special programs called **search engines** that allow the user to find relevant webpages on the Web.
- ❖ An **information superhighway** is an Internet system designed to provide free, interactive access to vast resources for people all over the world.

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- ❖ Computer uses mentioned in this unit include:
 - producing greeting cards
 - learning using three dimensional graphics programs called "Splat the Cat" and "Pets 3"
- ❖ using the Ms Word wordprocessing program including features such as **clipart** (ready drawn graphic images that can be inserted into documents).
- ❖ Communicating on the Internet using email and chat programs including the use of **email attachments** (other types of files such as video files attached to simple email text messages)

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- ❖ Distance learning
- ❖ **Videoconferencing**: a form of communication over a network that uses video cameras so that the people taking part can hear and see each other
- ❖ Electronic classrooms or boardrooms
- ❖ **Browsing** the Web: moving from webpage to another using a browser program
- ❖ Selling using a website
- ❖ painting

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- ❖ Scanning pictures
- ❖ Downloading music and creating **CD-ROMs** (compact disk read only memory commonly referred to as **CD's**). CD-ROM's are storage devices that use laser light for reading and writing data.
- ❖ The most common storage device is the **hard disk** (a set of aluminum disks coated in a magnetic material and enclosed in a vacuum-sealed case) used for storing the operating system and applications programs as well as the user's data.

Assignment

❖ Writing

- Describe how you use computers in your study and in your free time.