

**CSCI-UA-4-005** 

# Intro to Web Design + Computer Principles

Operating Systems + Unix

Professor Emily Zhao M/W 12:30PM – 1:45PM



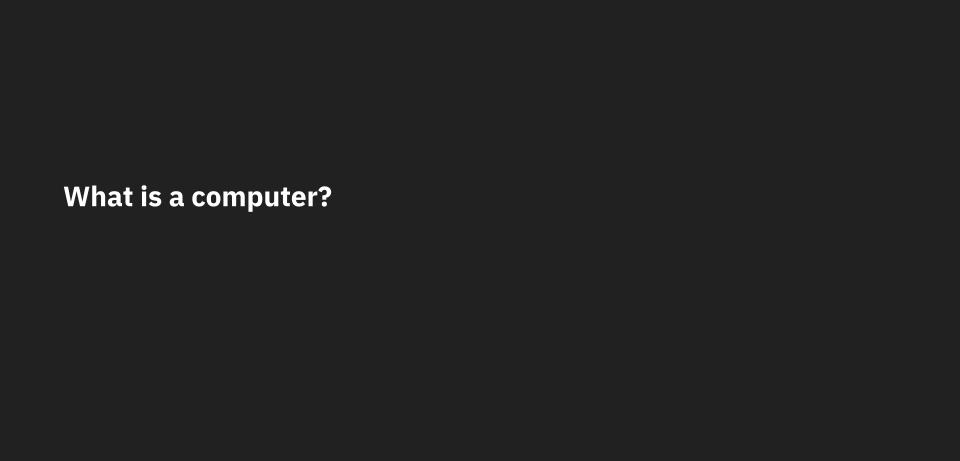
# **Class Website**

bit.ly/web-with-emily



# Agenda

- What is a computer?
- Operating Systems
- Unix
- Visual Studio Code
- Setting up i6 accounts



A machine that processes information based on a program

What is a computer?

## **Computers:**

- Laptops
- Smartphones
- Smart watches
- Cars
- Gaming devices
- Toasters
- Calculators

# What is a computer?

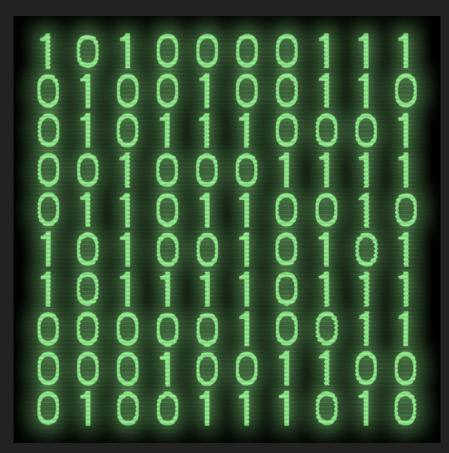
A machine that processes information based on a program

What is a program?

Instructions written to accomplish certain tasks

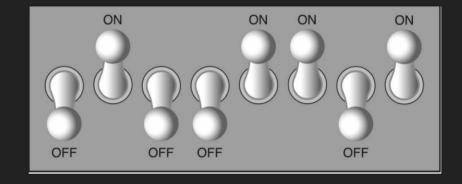
### It's all ones and zeros

- Everything that communicates with a computer "speaks" the same language (binary)
- Binary language: "0" and "1" (which really correspond to electrical impulses +5v / -5v)

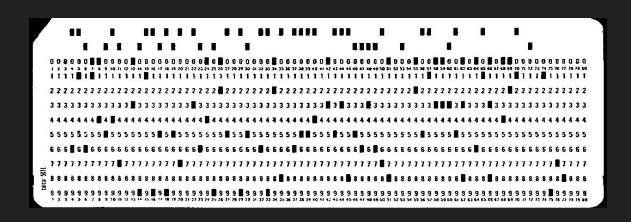


### It's all ones and zeros

- Bit: 1 | Byte: 01001011
- 1 byte has the possibility of 256 unique "states"



# Early programming



# Punch Card in Punch Card Machine





## **Bits + Bytes**

- 1 Bit = Binary Digit
- 1 Byte = 8 Bits
- 1 Kilobyte (KB) = 1024 Bytes
- 1 Megabyte (MB) = 1024 KB
- 1 Gigabyte (GB) = 1024 MB
- 1 Terabyte (TB) = 1024 BG

#### **Images**

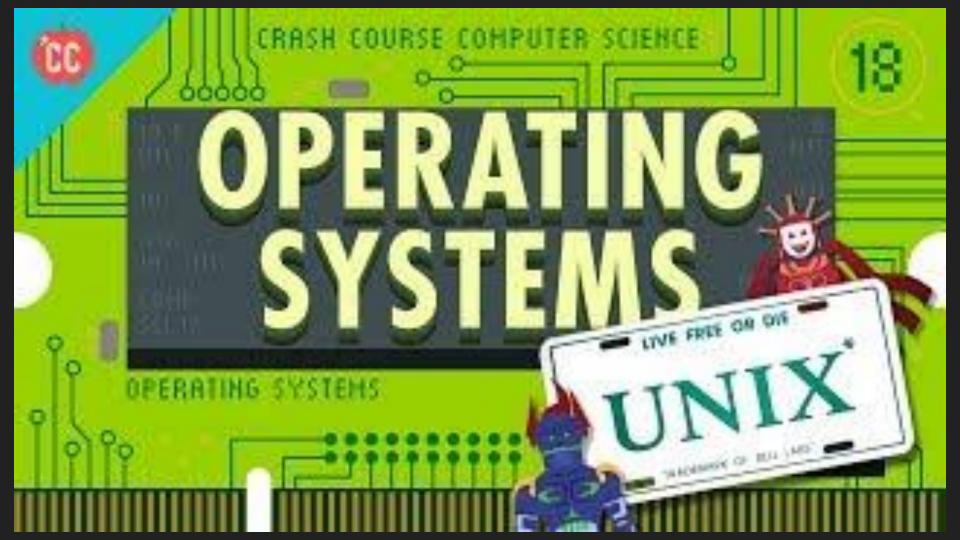
PNG 2 - 4 kB GIF 6 - 8 kB JPG 9 - 12 kB

#### Documents

DOCX 4 – 8 kB PDF 18 – 20 kB

#### **Media Files**

- eBook 1 5 MB MP3 song 3 – 4 MB DVD Movie 4 GB
- HD Movie 5 8 GB Blu-Ray 20 – 25 GB



## **Early computers**

- Ran on punch cards
- One program at a time
- Not user friendly
- Limited resources
- No standardization
- Minimal security + protection

## **Hardware**

the tangible, physical parts of a computer responsible for executing and performing the actual physical operations

- → central processing unit (CPU)
- → memory (RAM)
- → hard drive
- → monitor, keyboard, mouse
- → peripheral devices (printers + scanners)

#### Software

the programs, data, and instructions that tell the hardware what to do

- → operating systems
- → applications (like word processors, web browsers, and games)
- → system utilities



# **Operating Systems**

Intermediaries between software programs + hardware peripherals

# **Operating Systems**

- Abstract the hardware
- Better resource management
- Multi-programming
- User interfaces (CLI, GUI)
- Security + protection

#### The User Interface

Portion of system software that allows you to interact with data

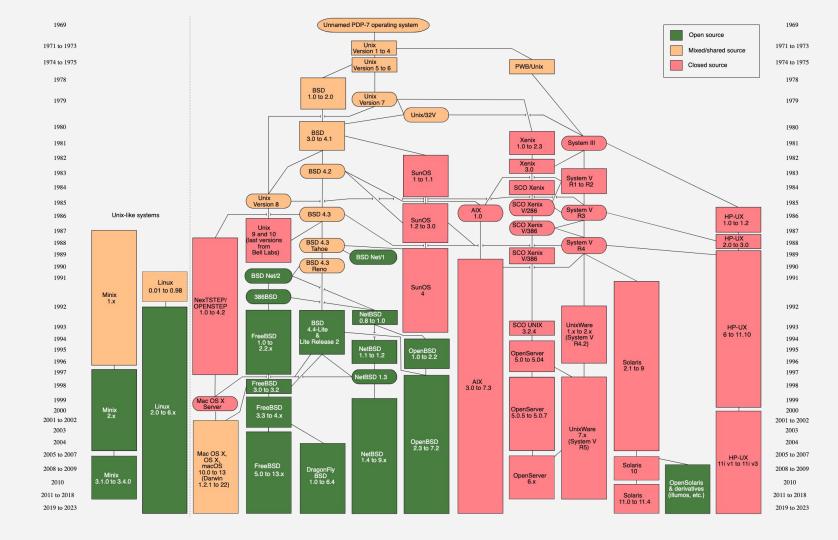
#### Two types

- Graphical (GUI)
- Command Line (CLI)
- \* GUI is more user-friendly, but command line is faster



### Unix

- An open source OS produced by AT&T Bell Labs
- Originally developed in 1969
- Command line interface
- Portable, multi-tasking, multi-user
- Free distribution, open system
- Servers (including i6), workstations, mobile devices
- Basis of Linux and MacOS



# Operating System Lineage

#### **Unix-Based:**

MacOS

Android

iOS

Linux

#### **Non-Unix:**

Microsoft OS

# **Common Unix Commands**

% ls	list directory files
% pwd	show current directory
% cd % cd ~ % cd	change directory go to home directory go to parent directory
% touch	create, change, modify timestamp of file
% mkdir	create directory

# Set up i6 accounts

#### chmod

Every file and directory has nine permissions associated with it

The Unix chmod command sets permissions of files and directories

Files and directories have three types of permissions (or none):

- r (read)
- w (write)
- x (execute)
- (no permission)

The above permissions occur for each of the following classes

- or users:
- u (user/owner)
- g (group)
- o (other/world)

#### **Standard Web Permissions**

Permissions G rwx rwx rwx rwx rwx r-x rwx r-x r-x rw- rw- r--

**Unix Commands** 

% chmod 777 filename

% chmod 775 filename

% chmod 755 filename

% chmod 664 filename

% chmod 644 filename

Standard **file** permission: 644

Owner can read and write file; group can read file; others can read file

Standard **directory** permission: 755

Owner can read, write and execute file; group can read and execute file; others can read and execute file

## For next time

- Finish Assignment #1
- Read Chapter 4: Creating a Simple Page