Topic: Overview of Computer Systems

Lesson Objectives

By the end of this lesson, students should be able to:

- Define a computer and a computer system
- Identify and describe the components of a computer
- Explain the characteristics of computers
- Compare **computers** to other machines

1. What is a Computer?

Definition:

A computer is an electronic machine that can:

- Accept data (input)
- Process the data based on instructions
- Produce information (output)
- Store data and information for future use

Simple Meaning:

A **computer** is a fast, automatic problem-solving machine that helps in processing data into meaningful information.

2. What is a Computer System?

A **computer system** refers to a **complete set of components** that work together to perform computer operations effectively.

A computer system is made up of:

- Hardware (the physical parts)
- **Software** (the programs or instructions)

• **Humanware (Peopleware)** (the users and operators)

3. Components of a Computer System

a) Hardware

These are the **physical parts of a computer** you can see, touch, and handle.

Examples:

- Input devices Keyboard, Mouse, Scanner, Joystick
- Output devices Monitor, Printer, Speakers
- System unit Central Processing Unit (CPU), Motherboard, Power supply
- Storage devices Hard drive, Flash drive, CD/DVD, Memory card
- **Communication devices** Modem, Network cables

b) Software

These are the **programs and instructions** that tell the hardware what to do.

Types of Software:

Туре	Examples	Purpose
System Software	Windows OS, macOS, Linux	Manages computer hardware and system processes
Application Software	Microsoft Word, Excel, CorelDraw	Allows users to perform specific tasks
Utility Software	Antivirus, Disk cleaner	Helps maintain the computer
Programming Software	Python, Java, C++	For writing computer programs

c) Humanware (Peopleware)

This refers to the people who design, operate, and maintain computers.

Examples:

- Users (students, office workers)
- Computer engineers
- Programmers
- Technicians
- Teachers

4. Input, Process, Output, and Storage (IPOS)

Stage	Function	Example			
Input	Enter data into the computer	Typing on a keyboard			
Processing	The CPU performs calculations	Data manipulation			
Output	Displays the result	Seeing text on a monitor			
Storage	Saves the data permanently or temporarily	Saving a file to a flash drive			

5. Characteristics of a Computer

Feature	Explanation			
Speed	A computer can process millions of instructions per second. For example, adding large numbers quickly.			
Accuracy	Computers provide accurate results if the input is correct (GIGO: Garbage In, Garbage Out).			
Automation	Once programmed, computers work without further human involvement.			
Storage	Computers can store large amounts of data in memory or storage devices.			
Diligence	Unlike humans, computers do not get tired or bored. They can work continuously.			
Multitasking Can perform multiple tasks at the same time, e.g., playing music while typing.				

Feature Explanation

Computers can connect to other devices and the internet for communication and Connectivity

sharing.

Versatility Can be used in various fields such as education, business, medicine, etc.

6. Differences Between Computers and Other Machines

Feature Computer Other Machines (e.g.,
Typewriter, Calculator)

Speed Extremely fast Comparatively slower

Accuracy Very accurate May need correction

Memory/Storage Can store large data permanently Limited or no storage

Functionality Multi-purpose (typing, calculations,

Fully automatic

graphics, communication)

Mostly manual operation

Usually single-purpose

Decision Making Can follow complex instructions Cannot

7. Applications of Computers in Everyday Life

Field Uses of Computers

Automation

Education e-Learning, research, examinations

Business Record keeping, accounting, online transactions

Health Storing patient records, medical research

Communication Sending emails, chatting, video conferencing

Entertainment Watching movies, listening to music, gaming

Science Data analysis, weather forecasting

Field U

Uses of Computers

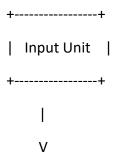
Engineering

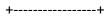
Designs, simulations

8. Simple Block Diagram of a Computer System

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| Processing Unit |

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| Output Unit |



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| Storage Devices |

9. Summary of Key Points

Topic Details

Computer An electronic device for data processing

Computer System Hardware + Software + Humanware

Hardware Physical parts (keyboard, mouse, CPU)

Software Programs and applications

Humanware People who operate or maintain computers

Characteristics Speed, accuracy, storage, automation

Difference from Machines Computers are versatile, faster, and programmable