

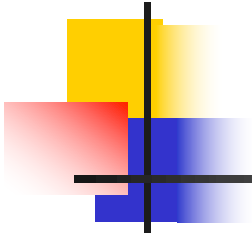
Hanoi University of Science and Technology - SOICT



# Introduction to ICT

(INFORMATION AND COMMUNICATION TECHNOLOGY)

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# LECTURE 1

## Introduction and Overview

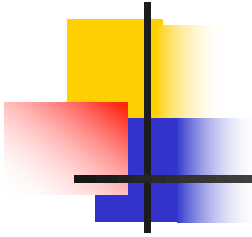
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# Contents

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1. Basic Concepts of ICT
2. Information Systems
3. People
4. Hardware
5. Software
6. Data and Information
7. Computer Network and Internet



# 1. Basic Concepts of ICT

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- *Informatics (Computer Science)*: The science of Computer and information processing on computer.
- *Information Technology – IT (or so-called Information Technology and Communication – ICT recently)* is the combination of Informatics and Communication Technology

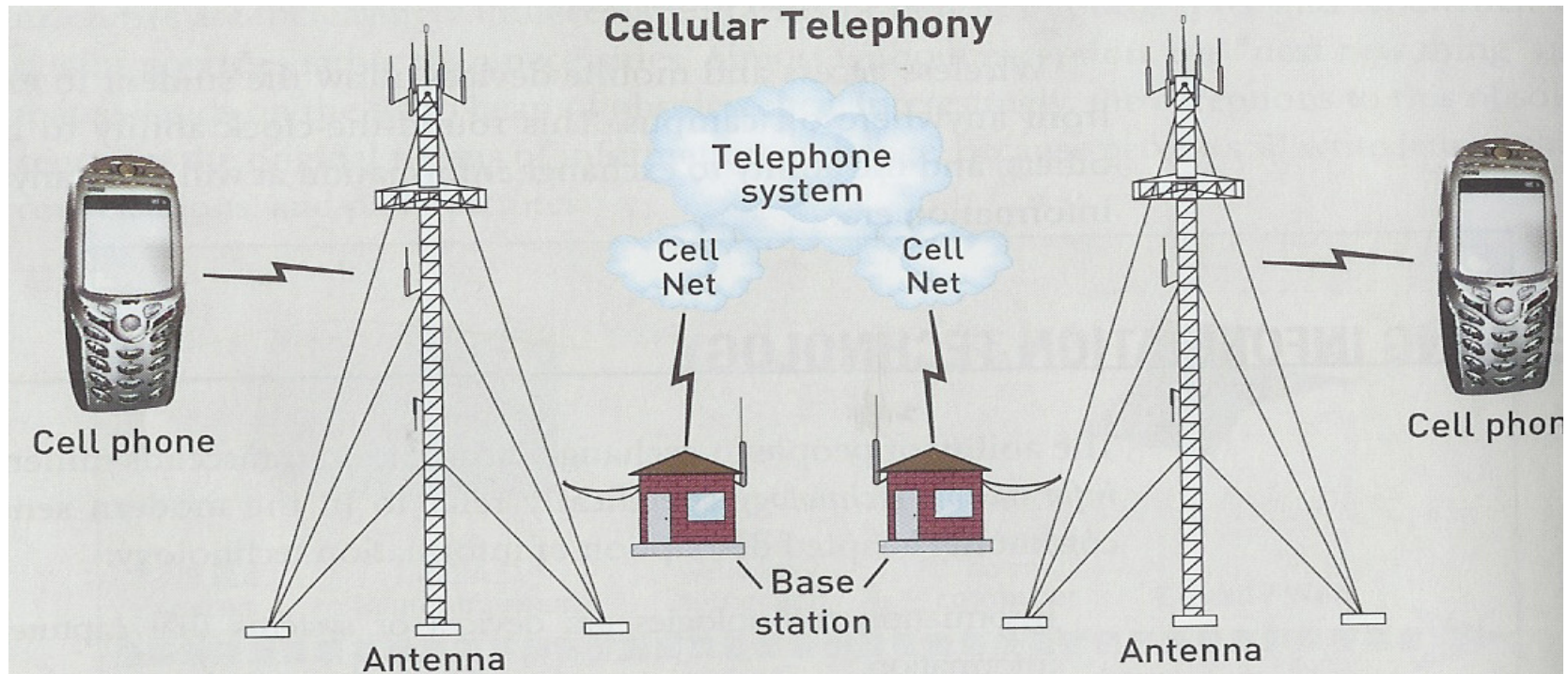


## Defining Information Technology

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- **Information Technologies (IT)** are systems of hardware and/or software that capture, process, exchange, store and/or present information using electrical, magnetic and/or electromagnetic energy.

# IT Example: Cellular Telephony



**Capture:** A cell phone captures the sound of a human voice and converts it into electrical signals.

**Process:** Network equipment determines where to route the call.

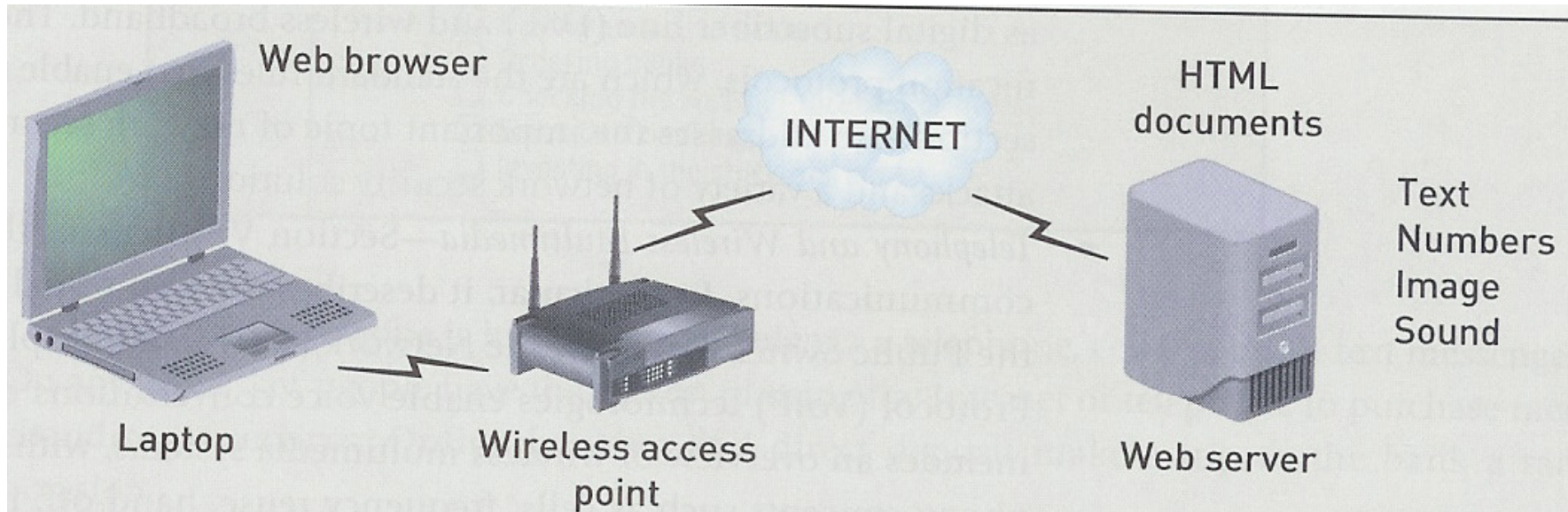
**Exchange:** A network routes the call from origination to destination.

**Store:** A voice mail system stores information for later use.

**Present:** A cell phone translates information from electrical signals to sound waves the recipient can understand.



# IT Example: Wireless Internet



**Capture:** A Web designer captures multimedia information in HTML format.

**Process:** A Web server processes information like reservations or transactions.

**Exchange:** Information is exchanged from the Web server over the Internet to a wireless access point and to a Wi-Fi enabled laptop.

**Store:** The Web server stores information content.

**Present:** Information is conveyed to a user via a Web browser on a laptop.

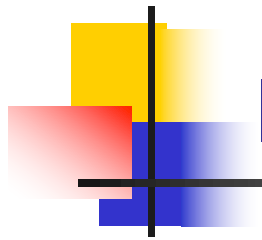


# IT in Society (people)

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- Personal Communication
  - Conversations (phone, cell)
  - Messaging (E-mail, SMS)
  - Video Coms
- Entertainment
  - Web surfing
  - Downloading video and audio files
  - Interactive gaming
- Day-to-Day living
  - Buying airline tecket
  - Ordering books
  - Electronic banking/ stock market





# IT in Society (business)

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- Internal Communication
  - Computer network
  - Corporate website
  - Video teleconferencing
  - Messaging (SMS, email)
- Electronic Commerce
  - Call Centres
  - Electronic transactions
  - Online sales
- Business operations
  - Factory operation systems
  - Databases



# Examples on IT Careers

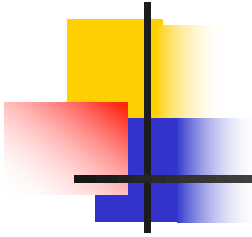
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- Information Security Jobs
  - Address information security
- IT Analyst
  - Translate business requirement into technical specification
- Network Administration
  - Configure and operate computer network
- Management Consulting
  - Provide consulting for government and organizations
- Database Administration
  - Managing corporate database
- Computer Forensics Expert
  - Extracts computer evidence for detecting/preventing /prosecuting crimes
- IT Sales:
  - people on frontline to sell products
- Software development:
  - develop software solutions



# ICT IN DIFFERENT SUBJECTS

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## A) ICT IN NATURAL SCIENCE

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- Spread sheet to tabulate calculate results
- To see visual effect of manipulating variable
- To draw charts
- Composing documents & presentation

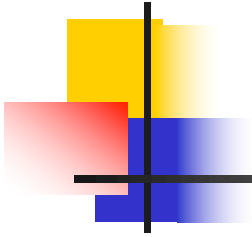


## B) ICT IN MATHS

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- Students can use applets available on internet for performing mathematical problem
- Can use modelling packaging like mathematacia
- Suitable statistical software tools (ex. Excel) to eliminate hours of calculation

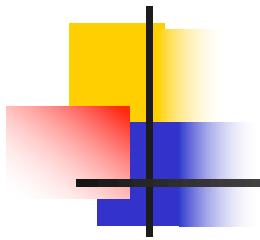




## C) ICT IN SOCIAL SCIENCE

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- For presentation of topic using graphics
- Use spreadsheet for listing dates, events, countries & person involved
- Report making on Social & ethical issues via Internet

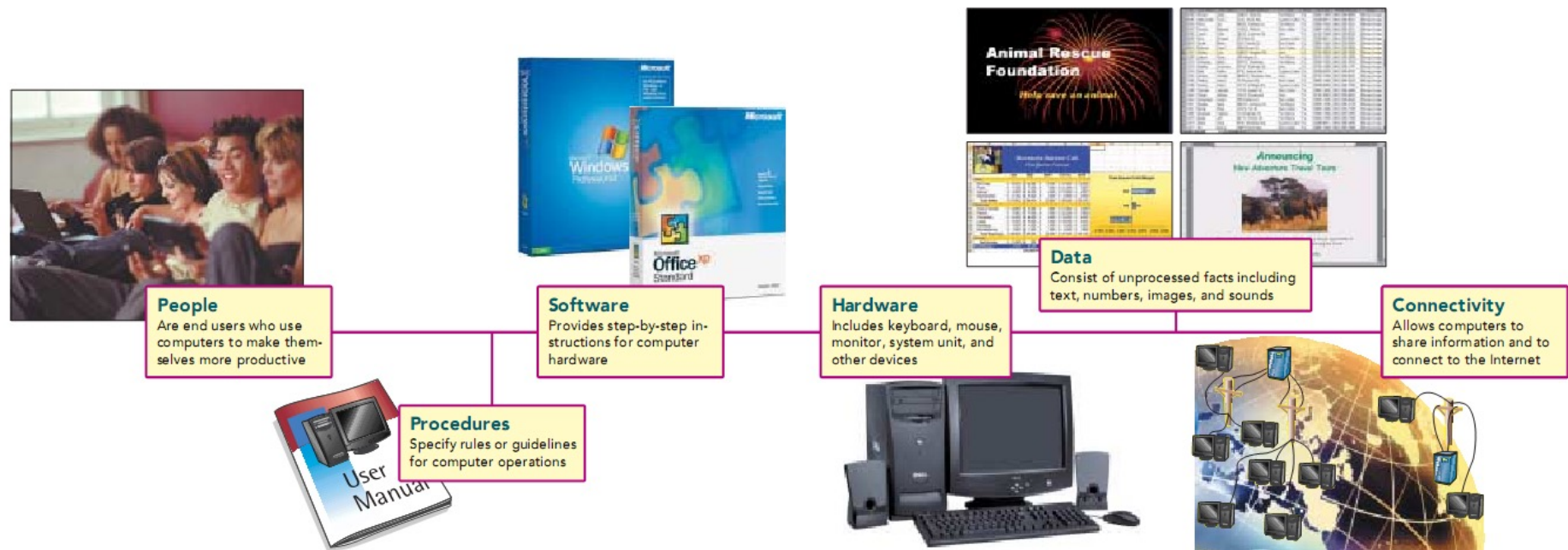


## 2. Information System

### Five main parts of an Information System (IS):

- **People (end users):** the most important factor that contribute to the success of an Information System. Computers are all to make people more productive.
- **Procedures:** rules or guidelines for people to follow when using software, hardware, and data, always need to be well-documented.
- **Software:** so-called Computer Programs, consists of the step-by-step instructions that tell the computer how to do its work to convert data into information of vice versa.
- **Hardware:** The equipment that processes the data to create information, is controlled by software.
- **Data:** The raw, unprocessed facts, including text, numbers, images, and sounds. Information is made by Data Processing Procedures in Computer.

# Five main parts of an Information System



An additional factor: **Connectivity** is becoming more and more important, provide a shared collaboration environment to enable network applications.

### 3. People



#### People

Are end users who use computers to make themselves more productive

- The key and most important factor of any Information System.
- Computer was designed to meet people's need, to serve people.
- Requirement:
  - Competent skills with Computer.
  - In-depth know-how of Computer and Information Technology.

### 3. People

#### Computers in Medicine and Education



*...human must be the central factor !*



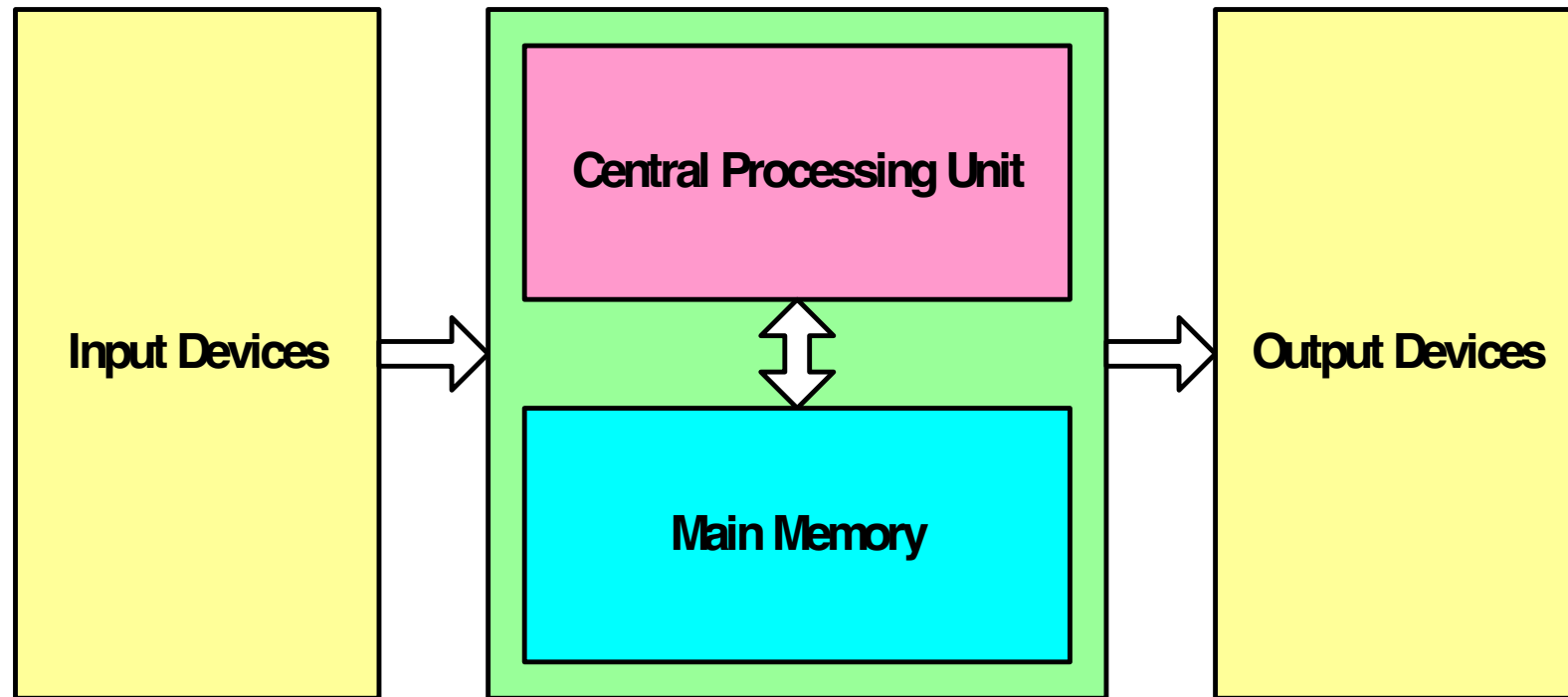


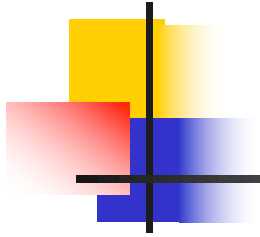
## 4. Computer Hardware

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- Computers are **electronic devices** that can follow instructions to accept input, process that input, then produce information.
  - **Computer program** is a sequence of instructions stored in memory which is used to guide the computer to manage a specified task
- Working principle: **follow instructions from a stored-program (software).**

# Fundamental model of Computer





# Computer classification

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- Supercomputer
- Mainframe Computer
- Minicomputer
- Microcomputer



# Supercomputers & Mainframe Computer

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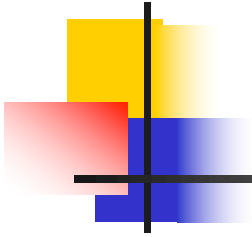
- Super fast and expensive
- Suitable for big problem/application which require a huge amount of data processing
- Examples: Deep Blue, Blue Gene
- Typical applications:
  - Earth simulation
  - Weather forecast, earth quakes, tsunamis...
  - Geological simulation to locate oil-fields
  - Nuclear explosion simulation

# Supercomputer



The Earth Simulator running simulations of global climate (NEC, Japan 2002)

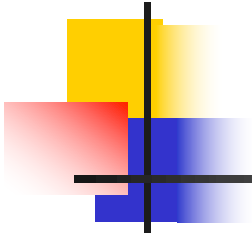




# Mainframe



**IBM eServer zSeries 990 (2003)**



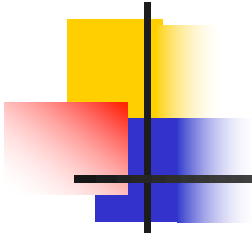
# Minicomputer



Sun Fire V490 Server



Sun Fire E4900 Server



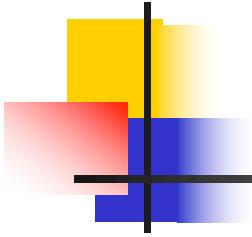
# Microcomputers

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- Desktop Computers
- Notebook Computers, Laptop Computers
- Handheld Computers, Palmtop Computers, PDA - Personal Digital Assistants

# Microcomputers





# Microcomputer hardware

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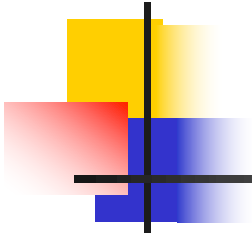
- System Unit: Chassis, Mainboard, Microprocessor, Memory, I/O Cards, Power Supply.
- Input/Output devices: keyboard, mouse, monitor, printer ...
- Storage devices: Floppy / Hard disk drives, Optical drives (CD/DVD), Flash drives.
- Communication and Network devices: Modems, NICs...



## 5. Computer Software

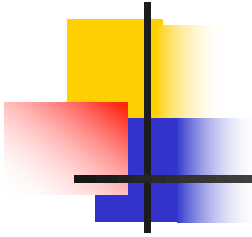
- Software are all computer programs.
- Program is a sequence of instructions to tell the computer how to process data and produce output information following user requirement.
- 2 major kinds:
  - System software
  - Application software





- **System software** enables the application software to interact with the computer hardware – background software.
  - **Operating systems:** programs that control computer resources, provide users-computer interface, and run applications.
    - Windows XP, MacOS, Linux, ...
  - **Utilities:** specific tasks like Disk Defragment, Compress/Decompress files
  - **Device drivers:** control I/O devices

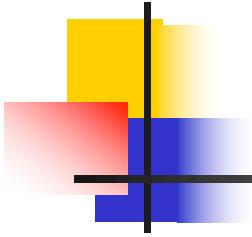
- **Application software:** end-user software, including *general-purpose and special-purpose applications*.
- There are many types of application software:
  - Office software
  - Management software
  - e-Learning software
  - e-Commerce software
  - e-Library software
  - Graphics & Image Processing software
  - Multimedia software
  - CAD – Computer Aided Design software
  - Communication software
  - Entertainment software
  - Web Pages
  - ...



## 6. Data and Information

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- Data are raw, unprocessed facts, including text, numbers, images, and sounds. Processed data will become information.
- Information is the data processed with people's requirement.
- All the data must be represent in binary format to be stored and processed by computer.
- Data is stored in computer in files: document, music, video, spreadsheet, database...



# Basic data types

- Numbers
- Text
- Sounds
- Images
- ...



## Unit of information

- **Bit** (**B**inary **D**igit): basic unit of information in computer, taking a value of either 0 or 1 .
- **Byte**: a combination of 8 bits, can represent 256 different values ( $2^8$ )
- **KB** (Kilobyte) =  $2^{10}$  bytes = 1024 bytes
- **MB** (Megabyte) =  $2^{10}$  KB =  $2^{20}$  bytes ( $10^6$ )
- **GB** (Gigabyte) =  $2^{10}$  MB =  $2^{30}$  bytes ( $10^9$ )
- **TB** (Terabyte) =  $2^{10}$  GB =  $2^{40}$  bytes ( $10^{12}$ )
- **PB** (Petabyte) =  $2^{10}$  TB =  $2^{50}$  bytes
- **EB** (Exabyte) =  $2^{10}$  PB =  $2^{60}$  bytes



## 7. Computer Network and the Internet

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- **Connectivity** is the capability to share information between microcomputer over distance or space.
- Computer Network: multiple computers are connected to share data and resources.
- Internet: world-wide computer network.
- World Wide Web (www): a service provides standardized interface to access multimedia resources on the Internet.