

Information & Communication Technology

Reading Book Grade 6

Educational Publications Department



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The National Anthem of Sri Lanka

Sri Lanka Matha

Apa Sri Lanka Namo Namo Namo Namo Matha
Sundara siri barinee, surendi athi sobamana Lanka
Dhanya dhanaya neka mal palaturu piri jaya bhoomiya ramya
Apa hata sepa siri setha sadana jeewanaye matha
Piliganu mena apa bhakthi pooja Namo Namo Matha
Apa Sri Lanka Namo Namo Namo Namo Matha
Oba we apa vidya
Obamaya apa sathya
Oba we apa shakthi
Apa hada thula bhakthi
Oba apa aloke
Apagae anuprane
Oba apa jeevana we
Apa mukthiya oba we
Nava jeevana demine, nithina apa pubudukaran matha
Gnana veerya vadawamina regena yanu mana jaya bhoomi kara
Eka mavakage daru kela bevina
Yamu yamu vee nopama
Prema vada sema bheda durerada
Namo, Namo Matha
Apa Sri Lanka Namo Namo Namo Namo Matha

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ஆனந்த சமரக்கோன்
கவிதையின் பெயர்ப்பு.



**Being innovative, changing with right knowledge
Be a light to the country as well as to the world.**

Message from the Hon. Minister of Education

The past two decades have been significant in the world history due to changes that took place in technology. The present students face a lot of new challenges along with the rapid development of Information Technology, communication and other related fields. The manner of career opportunities are liable to change specifically in the near future. In such an environment, with a new technological and intellectual society, thousands of innovative career opportunities would be created. To win those challenges, it is the responsibility of the Sri Lankan Government and myself, as the Minister of Education, to empower you all.

This book is a product of free education. Your aim must be to use this book properly and acquire the necessary knowledge out of it. The government in turn is able to provide free textbooks to you, as a result of the commitment and labour of your parents and elders.

Since we have understood that the education is crucial in deciding the future of a country, the government has taken steps to change curriculum to suit the rapid changes of the technological world. Hence, you have to dedicate yourselves to become productive citizens. I believe that the knowledge this book provides will suffice your aim.

It is your duty to give a proper value to the money spent by the government on your education. Also you should understand that education determines your future. Make sure that you reach the optimum social stratum through education.

I congratulate you to enjoy the benefits of free education and bloom as an honoured citizen who takes the name of Sri Lanka to the world.

A handwritten signature in black ink, appearing to read "Akila Viraj Kariyawasam".

**Akila Viraj Kariyawasam
Minister of Education**

Foreword

The educational objectives of the contemporary world are becoming more complex along with the economic, social, cultural and technological development. The learning and teaching process too is changing in relation to human experiences, technological differences, research and new indices. Therefore, it is required to produce the textbook by including subject related information according to the objectives in the syllabus in order to maintain the teaching process by organizing learning experiences that suit to the learner needs. The textbook is not merely a learning tool for the learner. It is a blessing that contributes to obtain a higher education along with a development of conduct and attitudes, to develop values and to obtain learning experiences.

The government in its realization of the concept of free education has offered you all the textbooks from grades 1-11. I would like to remind you that you should make the maximum use of these textbooks and protect them well. I sincerely hope that this textbook would assist you to obtain the expertise to become a virtuous citizen with a complete personality who would be a valuable asset to the country.

I would like to bestow my sincere thanks on the members of the editorial and writer boards as well as on the staff of the Educational Publications Department who have strived to offer this textbook to you.

W. M. Jayantha Wickramanayaka,
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2019.04.10

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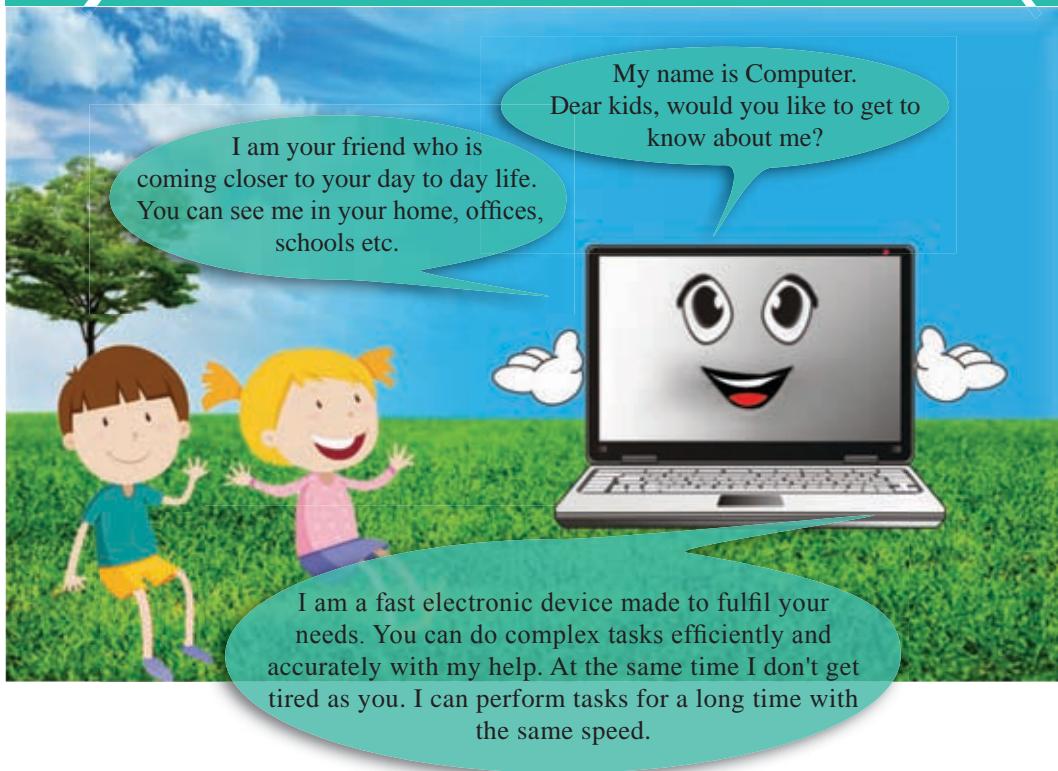
Editorial Board



1

Importance of Computers

1.1 Let's get to know the Computer



1.1.1 Functions of a Computer

The basic functions of a computer are entering data, processing them and producing processed data (information).

Input

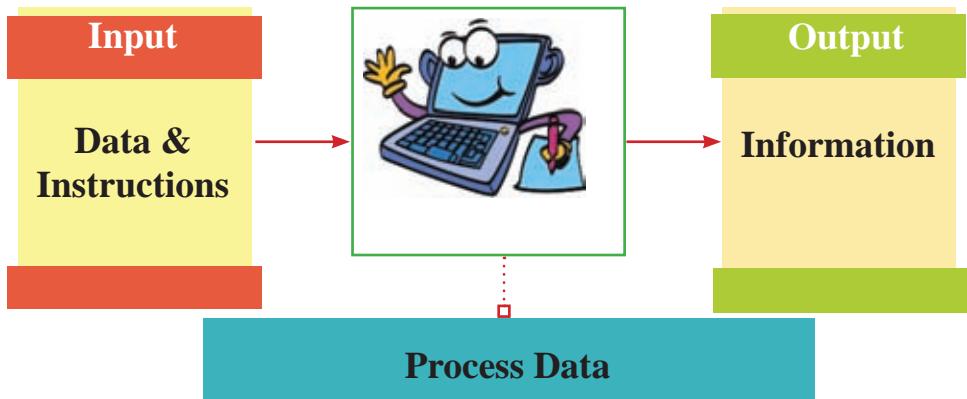


Process



Output

Figure 1.1 - Basic Functions of a Computer

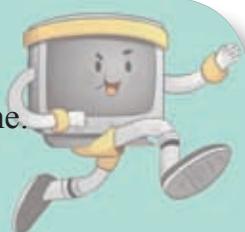


Activity 1 - See 1.1 in the Workbook.

1.1.2 / Significant Features of a Computer

Speed and Efficiency

- 💻 It can finish any given task within a very short time.
(It can perform billions of tasks in a second.)



Accuracy

- 💻 It can provide correct information when correct instructions and data are given.



Reliability

- 💻 You can rely on the process and the output.

Consistency

- 💻 It produces consistent output when the same input is given.

Storage Capacity

It can store a large amount of data. It can obtain them at any given time for any process.

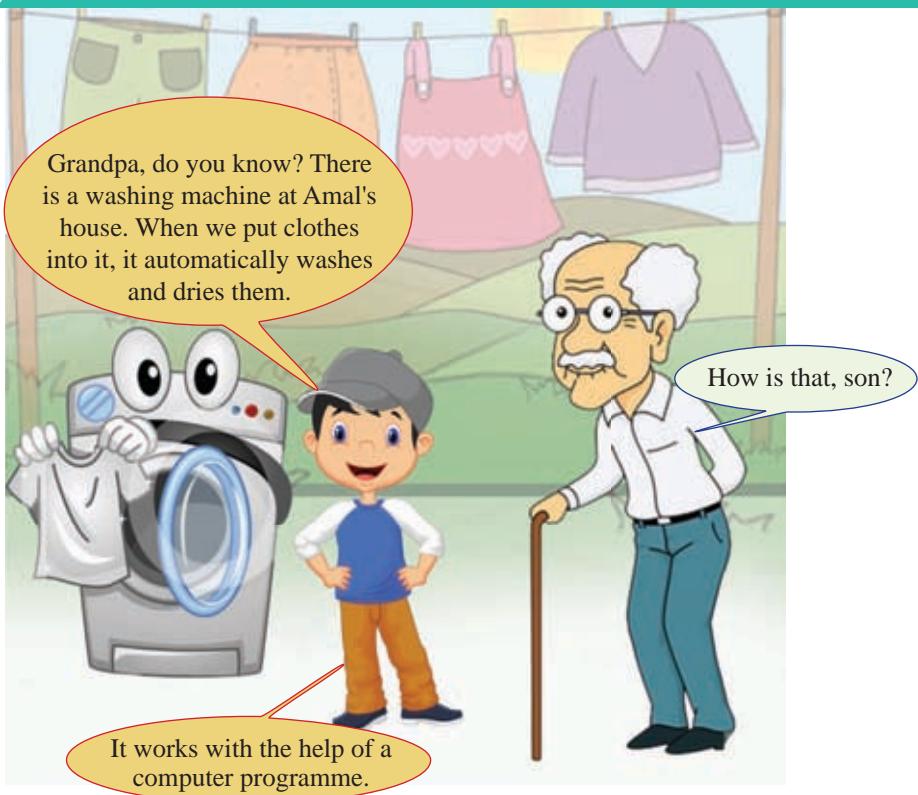
Cost

Though the initial cost is high, the maintenance cost is not so.

Intelligence

It can act according to the given instructions. But it cannot take decisions on its own like a human being.

1.1.3 / Devices with Embedded Computers



Equipment like washing machines, mobile phones, modern motor vehicles and modern televisions are operated by computer programmes. Computer programmes included in such equipment are known as Embedded Computer Systems.



Smart Phones



Washing Machines



Modern Cars



Smart Televisions

Figure 1.2 - Some Devices with Embedded Computers

1.2 / Let's identify the Components of a Computer

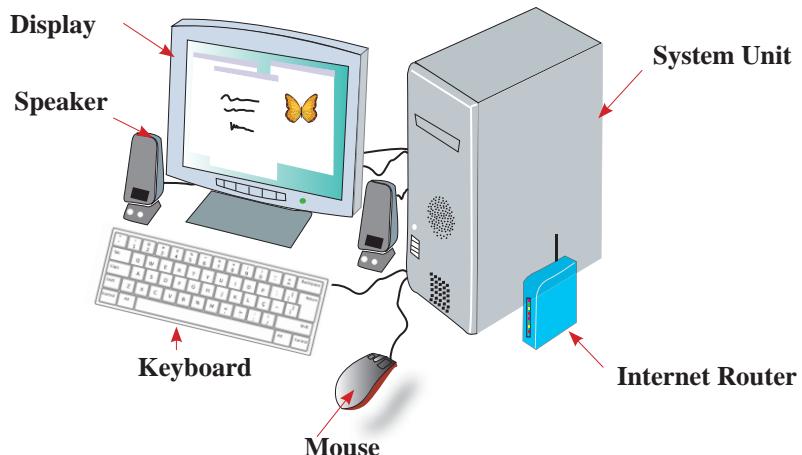


Figure 1.3 - Components of a Computer

A computer is a unit which consists of many parts. We can categorise those parts into components according to the nature of the functions they do.

- Input Devices
- Output Devices
- Central Processing Unit
- Main Memory
- Storage Devices
- Communication Devices

• **Input Devices**

The devices which are used to enter data and instructions to computers are called input devices.



Figure 1.4 - Some Input Devices

• **Output Devices**

The devices which are used to retrieve the data and information are called output devices.



Figure 1.5 - Some Output Devices

- **Central Processing Unit (CPU)**

Controlling the computer and processing data according to the given instructions are done by the Central Processing Unit.

The Central Processing Unit is located inside the system unit. It cannot be seen from outside.

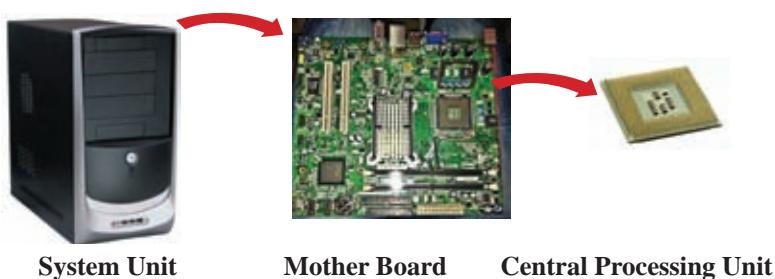


Figure 1.6 - Location of the Central Processing Unit

- **Main Memory**

The device which is used to store data, information and instructions temporarily is identified as the main memory or the primary memory. It is also called the Random Access Memory (RAM).

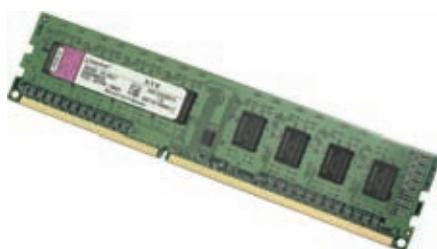


Figure 1.7 - Random Access Memory -RAM

• Storage Devices

The devices which are used to store data, information and instructions are called storage devices.

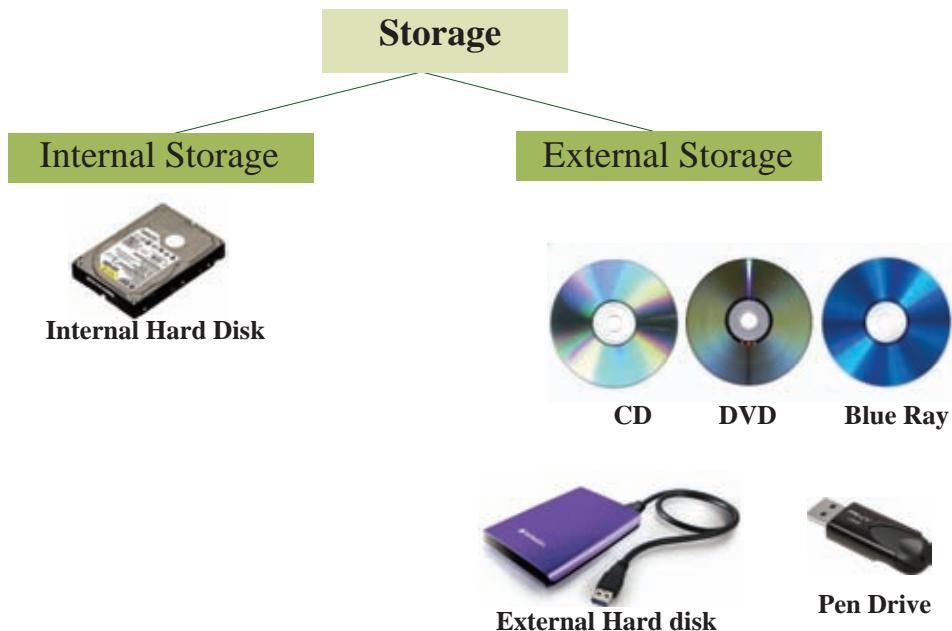


Figure 1.8 - Some Storage Devices

• Communication Devices

The devices which are used to exchange the processed data and information are called communication devices.

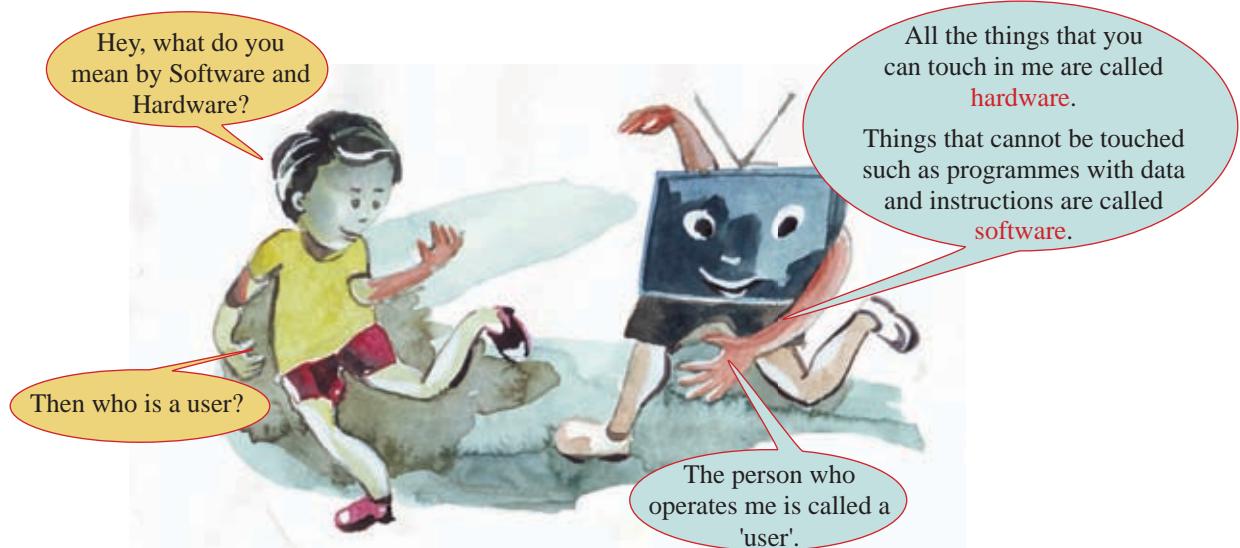


Figure 1.9 - Wired/Wireless Communication Devices

1.3 / Importance of Software

A software is a set of programmes designed to execute certain tasks by using a computer.

Activity 2 - See 1.2 in the Workbook.



A user can do different tasks by using software. There are various types of software to fulfil the needs of the user.

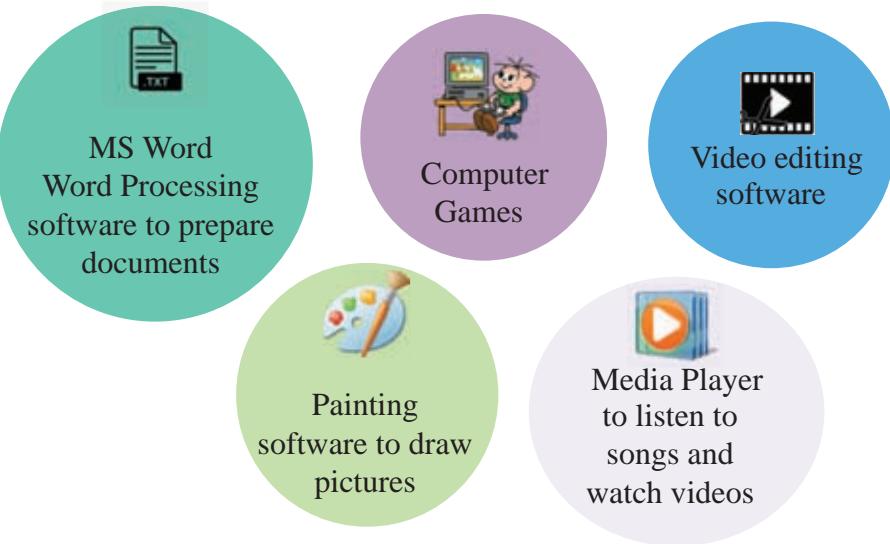


Figure 1.10 - Some Examples for Software

You can study more about software in the forthcoming chapters.

1.4 Application of Computers in Various Sectors

Activities in all sectors have become easy by the use of computers. Several examples for such sectors are given below.

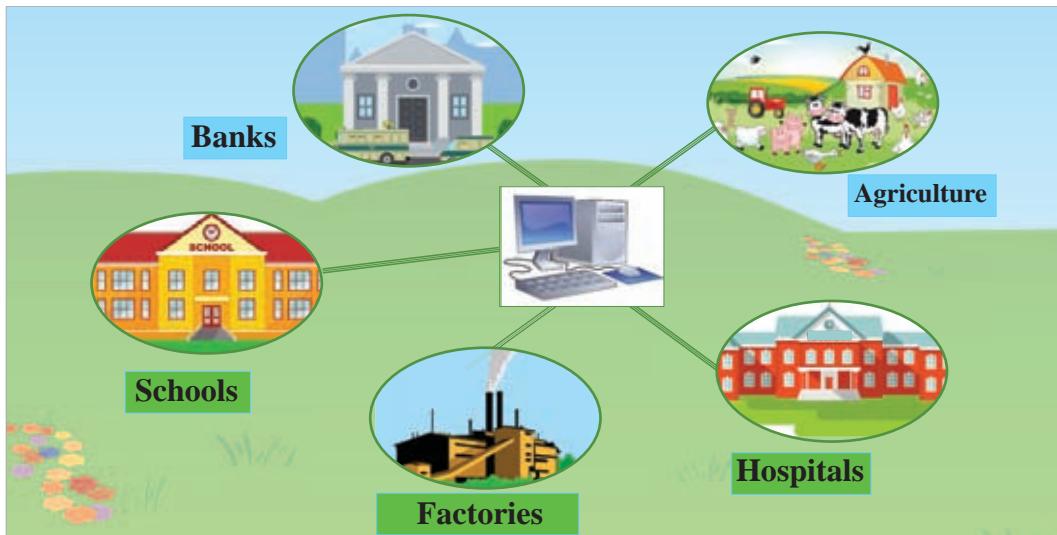
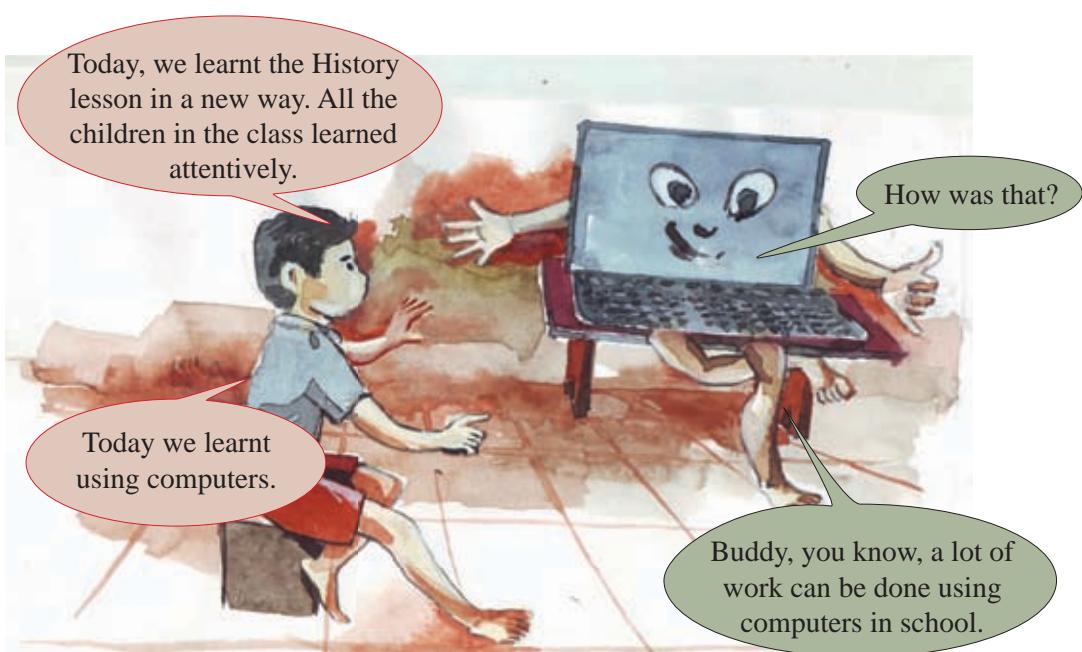


Figure 1.11 - Various Sectors that use Computers

1.4.1 / Schools



Computers simplify work and bring effectiveness to office work in the school system.

Figure 1.12 - Working in the school office using computers

Computers are used instead of blackboard and books in the learning process.



Figure 1.13 - Computer enabled Learning Situation



Obtain additional knowledge related to subjects by accessing the internet.

Figure 1.14 - Getting knowledge from the internet

1.4.2 / Banking

Computer has become an essential tool in the banking activities.



Use of Automated Teller Machine (ATM) to deposit and withdraw money.

Figure 1.15 - An ATM machine

Using electronic cards to settle bills when purchasing goods.



Figure 1.16 - Paying bills by electronic cards



Internet banking and mobile banking are latest trends in the banking system.

Figure 1.17 - Internet Banking

1.4.3 / Hospitals

There are many examples of using computer systems in hospitals.



Figure 1.18 - Thermometer

Digital thermometer is an embedded computer device which can be used at home.

Use of computer and embedded computer devices in Intensive Care Unit (ICU).



Figure 1.19 - Use of computers and computer embedded devices in ICU



Figure 1.20 - Use of computers and computer embedded devices in an operation theatre

Use of computers and computer embedded devices in an operation theatre.

1.4.4 / Factories



Figure 1.21 - Use of Robotic Technology

- Human labour is replaced by computer devices. As a result, production can be increased.
- The use of robotic technology is a latest improvement in industrial work. Activities in industrial sector have become easier by that.

1.4.5 / Agriculture



Embedded computer devices are used in various activities such as harvesting, weeding and water supplying. Thus, the productivity can be increased by minimising expenditure.

Figure 1.22 - Supplying Water and Fertilizer using Modern Technology in Agriculture

Activity 3 - See 1.3 in the Workbook.



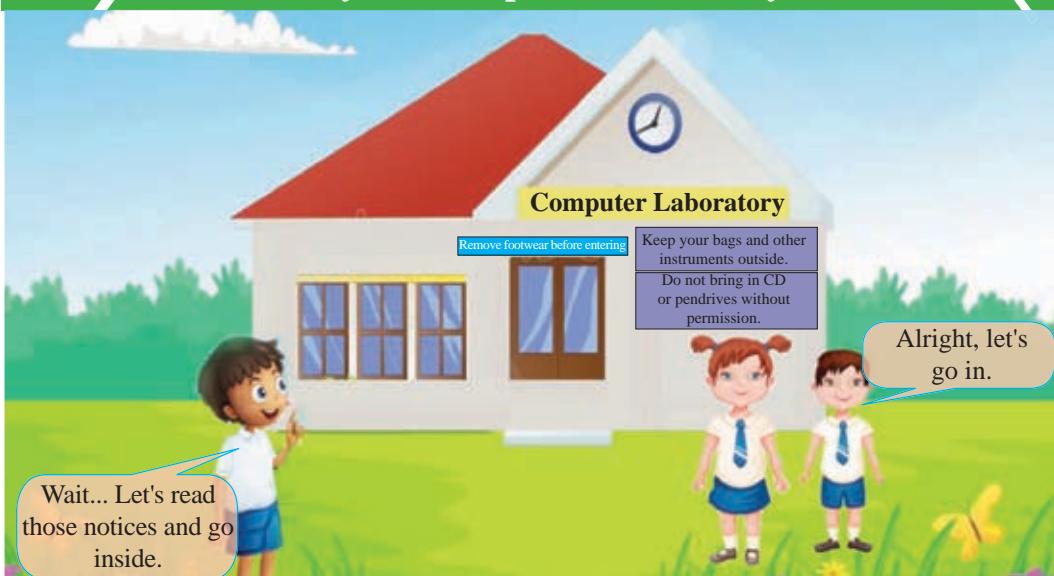
Summary

- ★ The main tasks of the computer are input, processing and output.
- ★ Input devices, memory, CPU, output device, communication devices are identified as the main parts of a computer.
- ★ Software is essential to do different tasks of the user.
- ★ Computer is used for various activities of day to day life.
- ★ Smart phones, modern televisions and washing machines can be identified as equipment with embedded computer systems.

2

Use the Computer Laboratory Safely

2.1 Let's Identify the Computer Laboratory



I welcome all of you to the computer lab. This computer lab is a valuable resource in our school. Since you all are new to this place, you need to know about this computer lab and how to use it well.

Computers and other accessories have been installed in the computer laboratory. Printers, scanners, multi-media projectors are some of them.

Computers and other accessories in a lab are expensive and valuable. A large amount of money have to be spent to repair a device, if it is damaged or to replace a new one. Therefore, it is your responsibility to use them properly and keep them safe.



Figer 2.1 - A Computer laboratory

2.1.1 / Let's use the Computer Laboratory Correctly

Using the computer laboratory correctly and safely

Guidelines for your safety

Guidelines for the safety of the devices

For your safety



Be careful when you touch devices such as wires and sockets that are connected to electricity.



Should be aware of the exit doors of the laboratory.



Should be aware of fire extinguishers if any.

Avoid running and playing inside the computer laboratory.



For the safety of the devices



Do not supply power to devices without correct instructions.



The laboratory and all the equipment should be kept clean and dust-free.



All the equipment must be switched off properly after use.



The used equipment should be placed in the proper place.



Footwear should be removed and placed outside the laboratory.



Avoid taking food, water or other liquid into the laboratory because they may damage the equipment.



Virus scanning should be done when connecting external storage devices such as flash drives to the computer.



Activity 1 - See 2.1 in the Workbook.

2.2.1 / Let's operate the Computer

We must practise to operate the computer correctly from our childhood. For that follow the guidelines given below.

1

First, supply electricity to the computer by turning on the switch connected to the computer.



2

If the computer is connected to an uninterrupted power supply (UPS), turn it on.



3

Next, the system unit should be switched on.



4

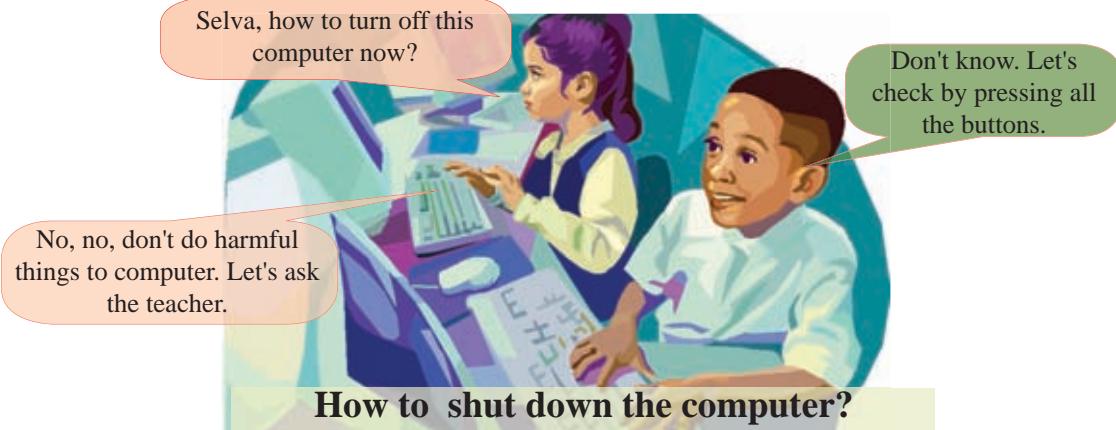
Finally, the monitor should be turned on.



Anyhow, the above steps may differ in modern computers (like laptop computers) which come with a single power button.



Please follow your teacher's instructions at all times since the above steps might be different in your laboratory.



The functioning computers should be shut down in a proper way. Otherwise, the life span of the computer may be shortened.

First, we should close any programmes that we have opened.



Then, select the command "Shutdown" and click on it.



Switch off the power on/off button of the monitor when its screen becomes dark.



Then, switch off the UPS and the wall switch respectively.

2.2.2 / Let's learn Computer Ethics

"මහත් සෙන් වචවන
සිරිත් මලදම් බලමින
සිරිත් හොඳ දැනගෙන
මහත් යසසිරි ලබනු දෙලොවින"
- සිරිත් මලදම

"Mahath seth wadawana
Sirith maldam balamina
Sirith honda denagena
Mahath yasasiri labanu delowina"
- Sirith Maldama

Meaning : Read Sirith maldama. It brings you peace. Learn and practise good values from it and it will bring you good fortune in this life and lives to come.

Dear children, you always get advices to be a good child at home and at school. These advices are called ethics, values, or good customs.

Good practices help to lead a good life. Similarly, there is a set of ethics that should be followed to use the computer properly. They are identified as 'computer ethics'.



Activity 2 - See 2.2 in the Workbook.

This code of ethics can be considered as a set of guidelines that help you to use the computer properly.



When we use the computer laboratory...

Software which should be used by paying money should not be fakely used or copied.

we must refrain from accessing computer files and articles of others without permission.

we must not access the internet without the supervision of teachers.

we should not uninstall/ change/ delete any programmes without the permission of the teacher.

we must avoid hacking computer activities of others.

we must not repair any computer devices without proper instructions.

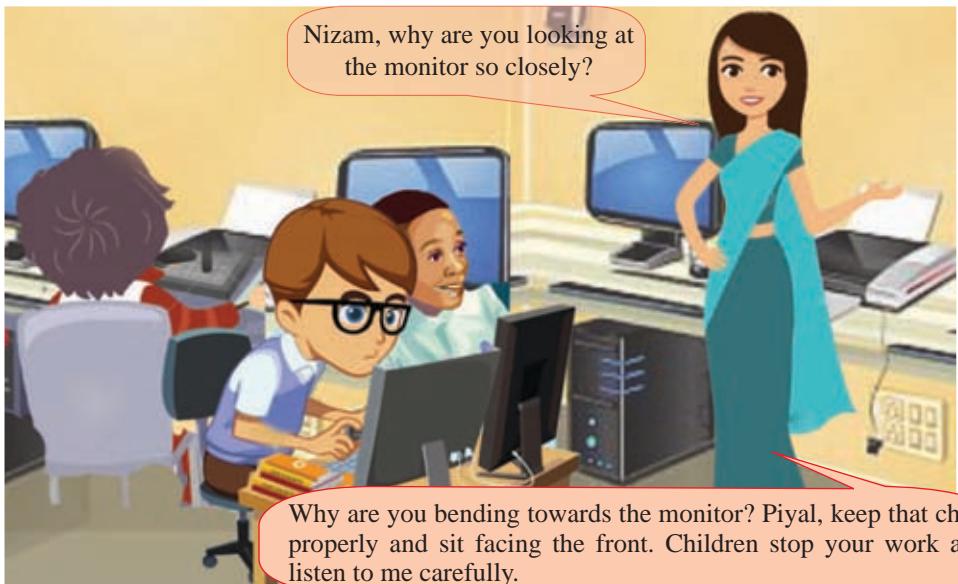
In addition, there can be some other rules and regulations related to your laboratory.

The above regulations are for grade 6 students like you. You will learn more on computer ethics in the forthcoming grades.



Activity 3 - See 2.3 in the Workbook.

2.2.3 / Let's use Correct Postures when using Computers



It is common for various health problems to occur when using computers constantly. Most of the illnesses occur due to the lack of maintaining a correct posture. So we need to practise maintaining a correct posture from our childhood.

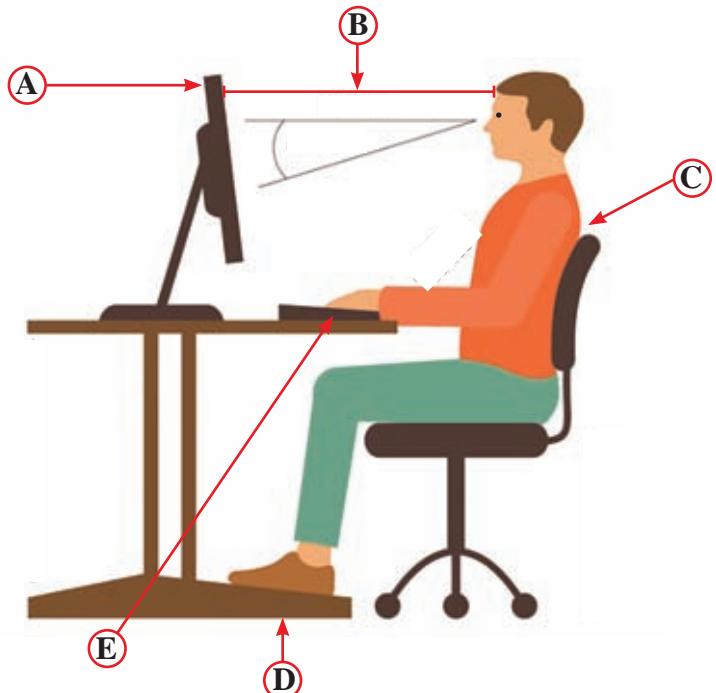


Figure 2.2 - Maintaining a Correct Posture when using a Computer

| Correct postures to be followed | When correct postures are not maintained |
|---|---|
| A. Always keep the computer screen at the level of your eyes or little below. | Pain in the eye, problems in eyesight and tearful eyes can occur. |
| B. The distance between your eyes and the computer screen should be between 18 and 28 inches. | |
| C. Sit straight by leaning on to the back of the chair. | Pain in backbone. |
| D. Keep your legs vertically and place your feet on the ground. | Strain in feet. |
| E. Keep the keyboard and the mouse at the level of your elbow. | Pain in fingers and elbows. |

In addition, adjust the brightness and the contrast of the computer screen to suit your eye. Often give a rest to your eye if you are working on your computer for a long period of time.

Although an incorrect posture can cause health issues, the computer is not a device that can be discarded. Therefore, we must use the computer properly to avoid such problems.



Activity 4 - See 2.4 in Workbook.

2.2.4 / Let's dispose Electronic Waste Safely

All computer hardware is considered as electronic waste when they become out of use or when the user discards them.

When we dispose these tools improperly to the environment it can cause great damage to the environment as well as to human beings, since they have been manufactured from various harmful metals such as Copper, Aluminum and Lead as well as from plastic.

When these harmful substances enter the human body. They can cause various diseases. They can cause various day-to-day inconveniences and gradually lead to develop various long-term non-curable diseases such as cancers and kidney diseases.



●Lead

Damage the brain, kidneys and disorders in blood circulation

●Barium

Brain swelling, muscle weakness, damage to heart

●Mercury

Damage to kidneys and nervous system

●Beryllium

Lung Cancer

Figure 2.3 - Illnesses that can be caused due to electronic waste



Since, these hazards can cause damages for generations, they must be disposed properly. For that, the 3R system can be used.

Figure 2.4 - 3R Method

1. Reduce

It is not necessary to upgrade to new equipment periodically if we maintain existing equipment properly as to use them for a long time.

This reduces the amount of waste that is released to the environment.



One day, there was a problem in our computer. My sister told father to buy a new one. But he brought necessary parts and repaired the computer.



2. Reuse

When purchasing new equipment, consider donating or selling the old equipment if they are in working condition, without discarding them.



If it is not in working condition, then it can be utilized for other purposes.

For instance, as shown in the picture, an empty monitor can be used as a flower pot and a casing of the system unit can be used as a garbage bin.

Figure 2.5 - Uses of Discarded Computers

The amount of waste that is released to the environment is therefore minimal.

3. Recycle

Equipment which are not repairable or reusable, should be recycled without discarding them. It should be handed over to a electronic waste recycling company.



Recycling is a process of transforming the waste to a new product. Waste is separated into small parts and new material is produced through machinery.

Activity 6 - See 2.6 in the Workbook.



2.2.5 / Let's use Passwords to protect Computers

Computers should be safeguarded physically as well as logically.





You must have read in fairy tales that a door is opened with a secret word. Also, there is a key to open main door of your house. Can you open the door without a key?



To protect the information stored in the computer from outsiders, a secret word can be set in the computer. That is known as a password.

Then you must enter the password before entering the computer. If the password is incorrect, the computer does not allow you to enter.

Follow the guidelines given below when setting a password

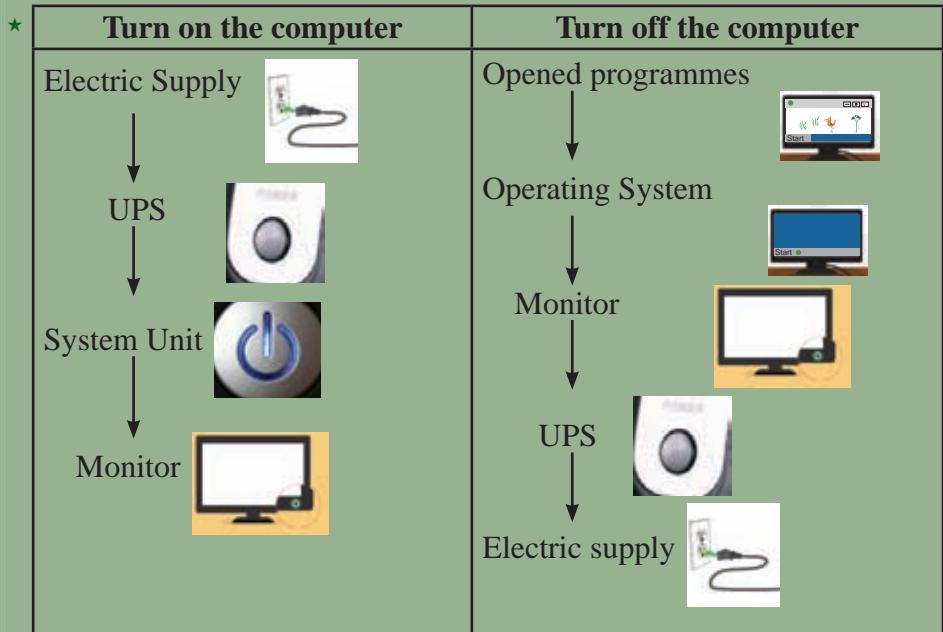
- ☞ The password must be a collection of letters (A-Z), numbers (0 - 9), and symbols (@, #, \$). It should have a minimum of 8 characters including at least one of the above types.
- ☞ The password must not include some simple information like your name, birthday, etc. which can be easily guessed.
- ☞ You can give a password hint.
In case you forget the password, you can give a word or a statement as a hint that will help you to recall it again.
- ☞ By giving an e-mail address, the password can be restored.



Activity 7 - See 2.7 in the Workbook.



Summary

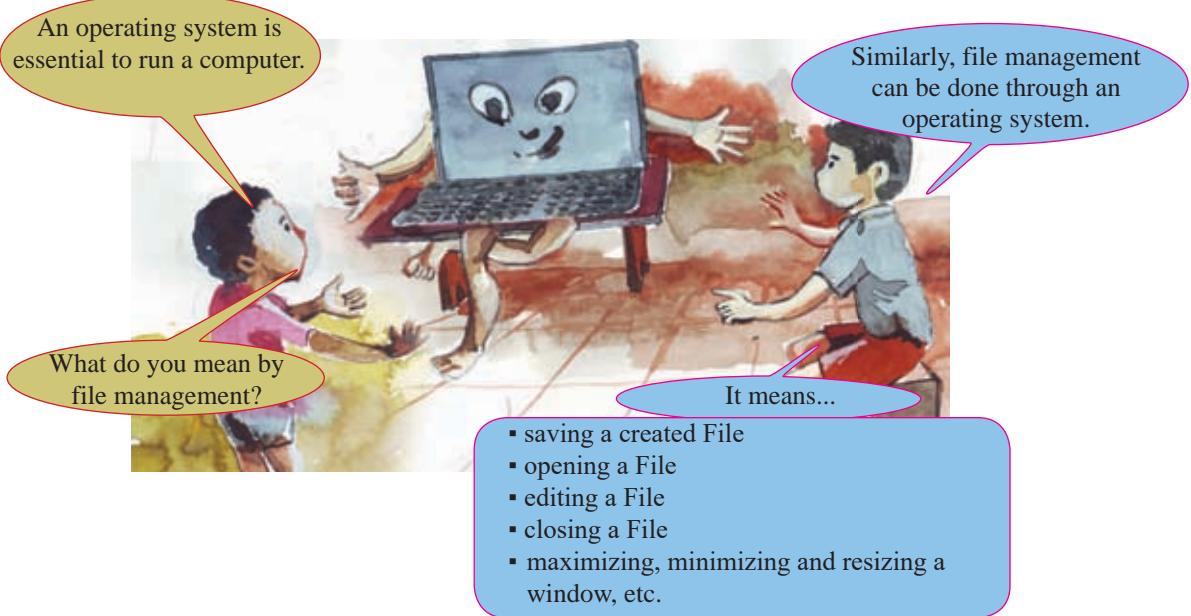


- ★ It's our responsibility to avoid damaging any equipment in the laboratory.
- ★ Passwords can be used to protect the computers.
- ★ Electronic waste should be disposed properly without harming the environment.
- ★ When using the computer, maintain a correct posture to prevent from physical difficulties that occur on a daily basis and from long term health issues.



3

Operating System and File Management



3.1 / Operating System

You have learnt in the first chapter that an operating system is a software. That means, it is a computer programme. It establishes a relationship between the user and the hardware. It also helps to manage other software in the computer.

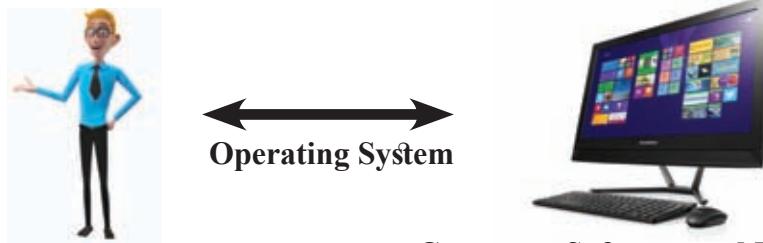


Figure 3.1 - Functions of an Operating System



According to my brother, computer is like a cricket team. Then, the captain is the operating system. Other players are like software and hardware.

The captain leads the players by giving instructions according to the needs of the match. Just like that, software and hardware are managed by the operating system according to the given set of instructions.

Sometimes, captains are changed. Likewise, the operating system also can be changed. Windows, Linux, Ubuntu are some other types of operating systems. It is like changing a captain.

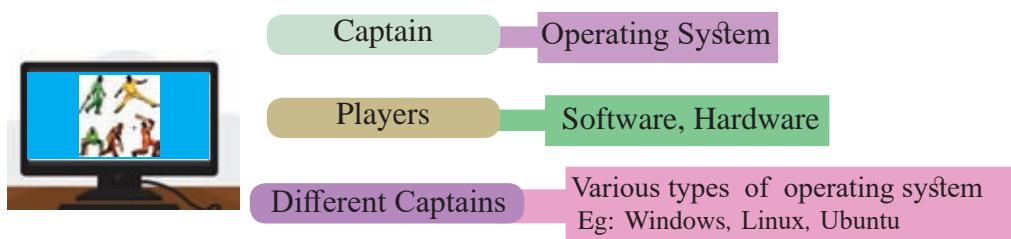


Figure 3.2 - Explaining of Operating System through an Example



Figure 3.3 - Examples for Operating System

3.2 // User Interface



A user interface is given to a user by the operating system to do his tasks. This interface is displayed on the screen when the computer is turned on.



Activity 1 - See 3.1 in the Workbook.

3.2.1 / Let's learn about File





Activity 2 - See 3.2 in the Workbook.

Given below are several files which are stored in a computer.

- List of term test marks in a particular class
- A video of the school play presented at the all island drama competition
- The agenda of the sportsmeet
- The National Anthem
- Images of the sportsmeet

These different types of files are shown with unique symbols. A few examples are given below to give you a basic understanding and you will get a broader knowledge about them in higher grades.

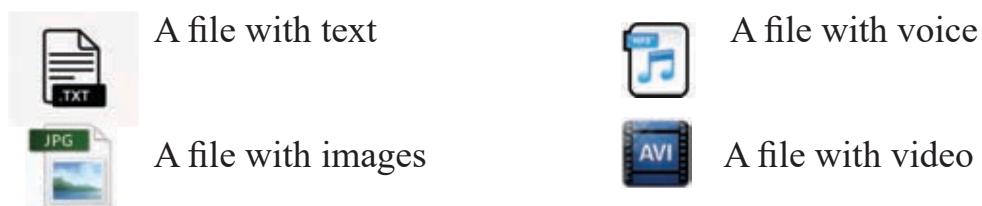


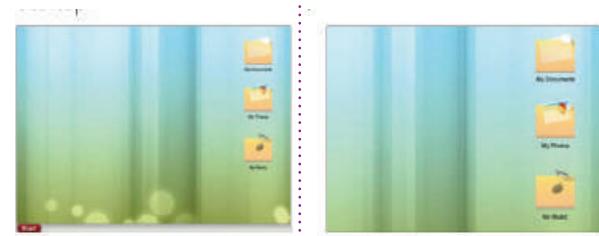
Figure 3.4 - Examples for File Symbols

User Interface

When you open a file or a programme, it is displayed on the user interface.

You can use the icons which are shown on the user interface to open a file, a folder or a programme.

An icon represents a file, a folder or a programme.



File

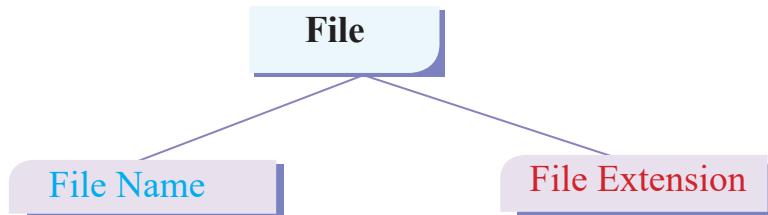


Folder



Activity 3 - See 3.3 in the Workbook.

A file contains two parts.



It is used to identify the file

It is used to find the application software to which the file belongs.

This file is created by a word processing software and it is named as "Kamal".

kamal.**docx**
File Name File Extension



Let's see how certain tasks are done using a graphic software to learn more about files. A graphic software is used to draw images, charts, shapes, diagrams, figures and building plans.



Some Graphic Software



3.2.2 / Let's Identify the Working Window

The working window is displayed once you open a software.

Let's imagine that you drew an art on a working window. (For that, tools in the menu provided in the opened software should be used).

The working window can be maximized , minimized , resized and closed .

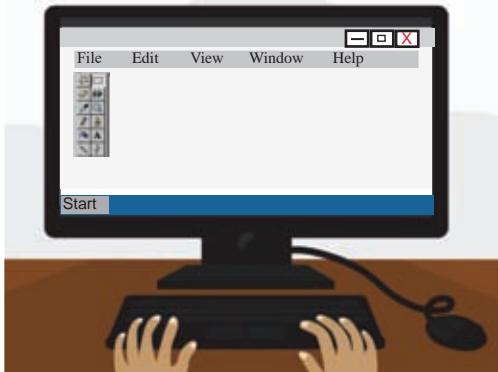


Figure 3.5 - Working Window

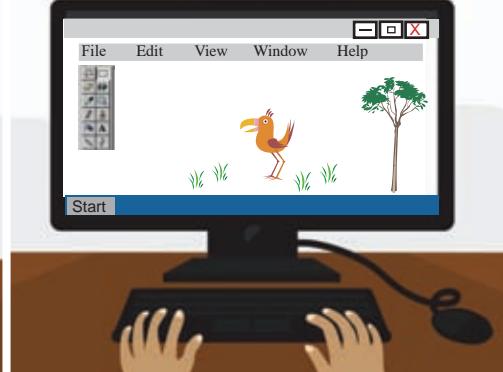


Figure 3.6 - A Working window of an Art

Minimizing the Working Window

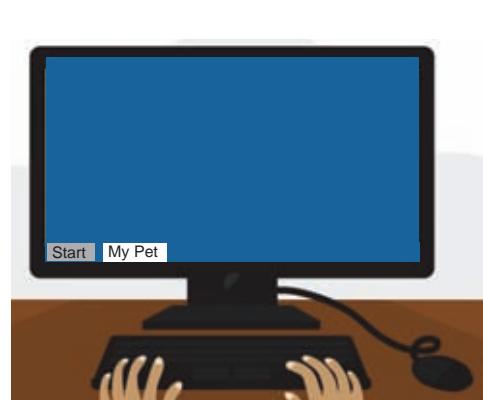
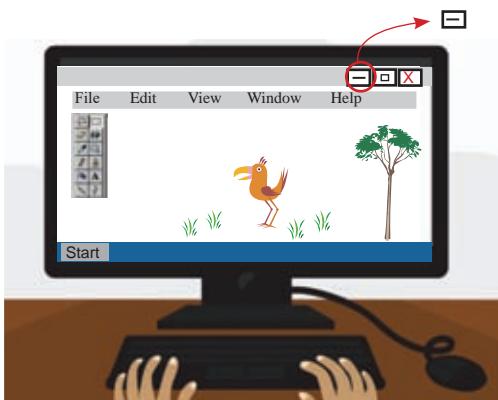


Figure 3.7 - Hiding a Window

Here the window is hidden. The window you opened disappears and is kept on the task bar. It is shown by words or an icon.

Eg:  or 

By clicking on the button shown by the word or the icon, you can restore the working window.

Maximizing the Window

The working window can be enlarged by clicking on the maximize button so that the screen fits into the entire screen.

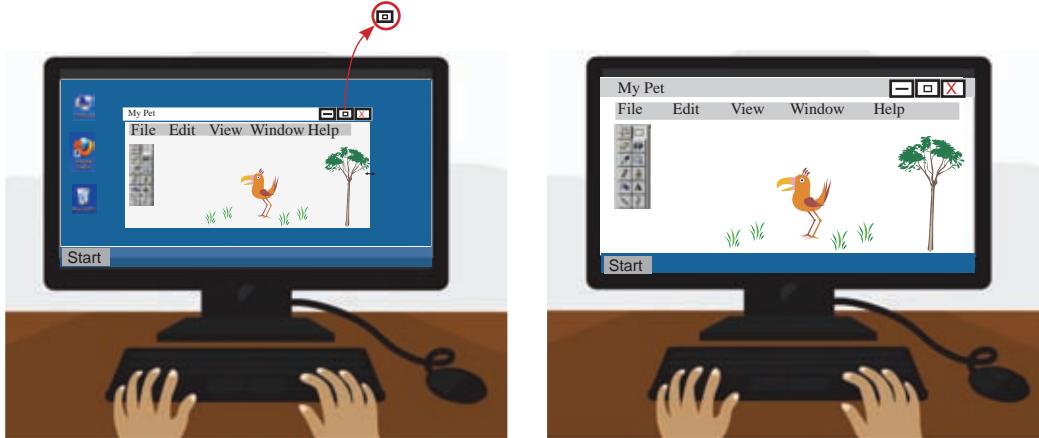


Figure 3.8 - Maximizing a window

It will shrink when you re-click the button again.

Resizing the Window

There is also the opportunity to change the size of the working window that appears on the screen. When the mouse pointer is brought to the edge of the window, arrow shapes are shown. By dragging these arrow shapes you can change the size of the window.

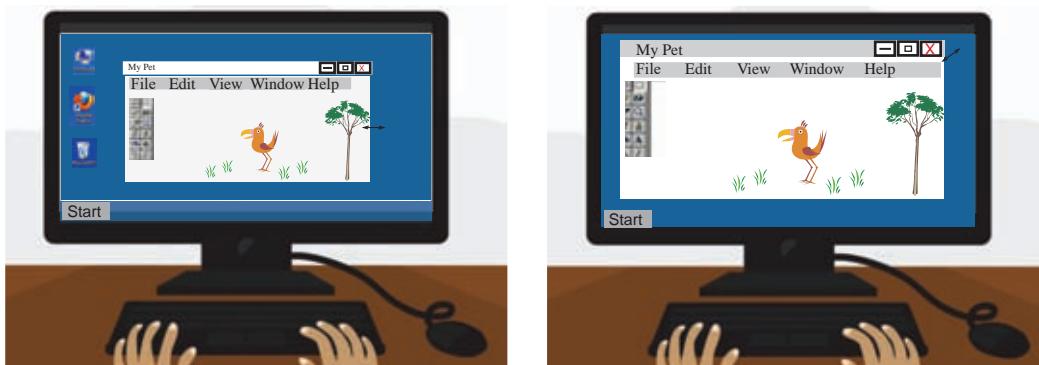


Figure 3.9 - Resizing a Window

Closing the Window

Click the  button on the top right hand corner to close a window.

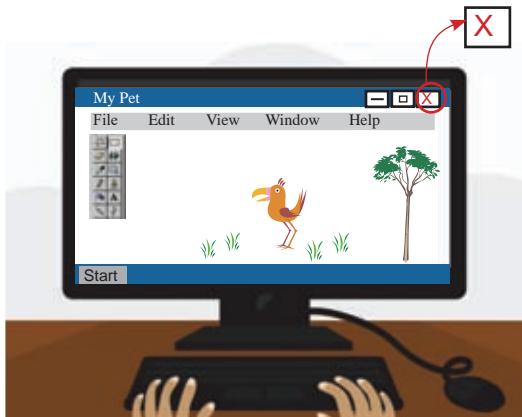


Figure 3.10 - Resizing a Window

When you click the  button, you will see a query window asking whether to save the document or not.

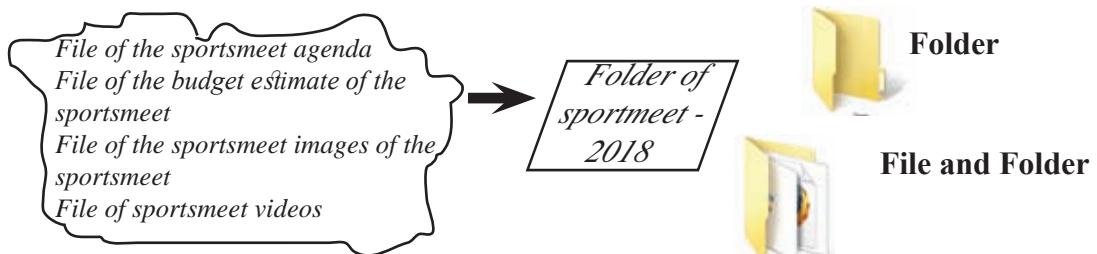
If you want to save the document, to use it later, Select 'Yes' command or if you do not want to save it, click the "No" command.



Figure 3.11 - Saving a Document before closing a Window

3.2.3 / Let's learn about File Folder

Folders are used to keep files in order.



Following facts about folders and the working window will be useful to you.



Symbols like ; < > ... can be used to name a file or a folder.

Folder and Working Window



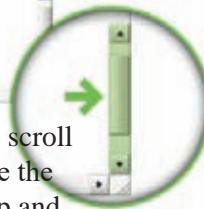
A folder contains files like documents, images, etc.



When you double click on a file or a folder, its content is displayed on a working window.



You can use scroll bars to move the document up and down as well as from left to right.



Menu Bar

Title Bar

The name of the file, document or the programme will be shown on the title bar.



The menu bar contains commands to carry out tasks in a folder, a document or a programme.

Tool Bar

The tool bar contains several commands that are derived from the menu bar.





Multiple working windows can be opened simultaneously.

The active window is visible in front of the other windows and its title bar is highlighted.



To switch between windows, click on the relevant window or the button on the task bar.



The opened windows are displayed as buttons on the task bar. The button related to the active window is displayed in another colour.

Create a File

Consider the simple art drawn above. When you close the window, if you give a command to save it, it creates a file and saves the document.

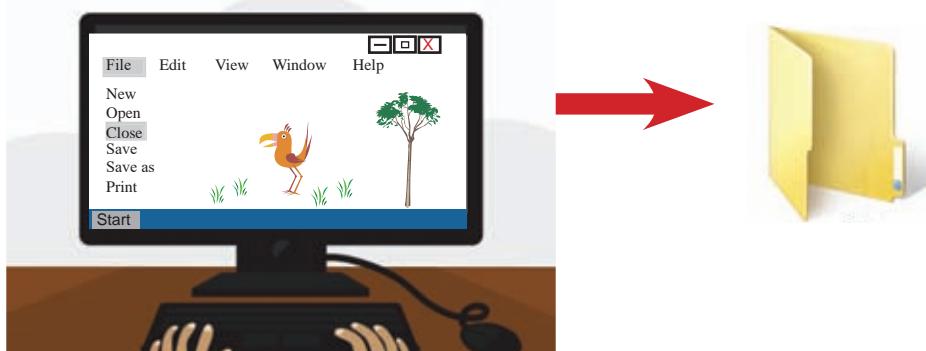


Figure 3.12 - Creating a File

Activity 4 - See 3.4 in the Workbook.



Saving a File

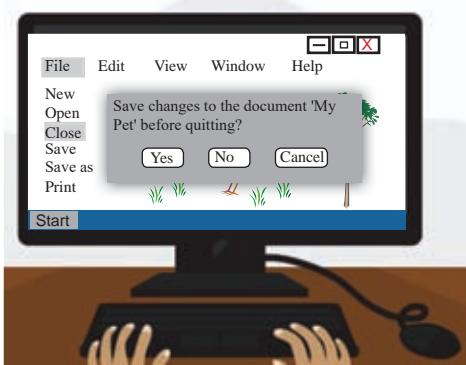


Figure 3.13 - Saving a File

Created files should be saved for reuse. These can be stored in a folder for convenience and order. Here you can use the 'Save' or 'Save as' command to save the file.

When saving the file for the first time, despite the selected command, the "Save as" command window will be opened.

Here, the operating system suggests a name for the file. The user can change it and give a suitable name. Also, determining the location of the file to be stored can be done in the same manner.

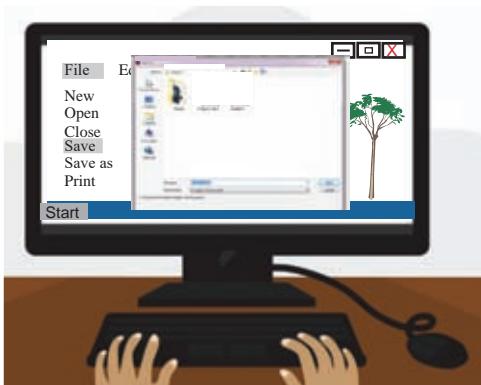


Figure 3.14 - Selecting a Location and giving a Name to save a File

When giving a name to a file, give a name that hints the content of the file. It makes it easier to find the file easily.



It is not allowed to save two files with the same file name which are created by the same software in the same folder. The operation system gives an identity to the file by doing that.

It's also difficult for you to identify several friends who have the same name. Similarly, the same problem affects the operating system. Therefore, it does not allow multiple files to be saved under the same file name in the same folder.

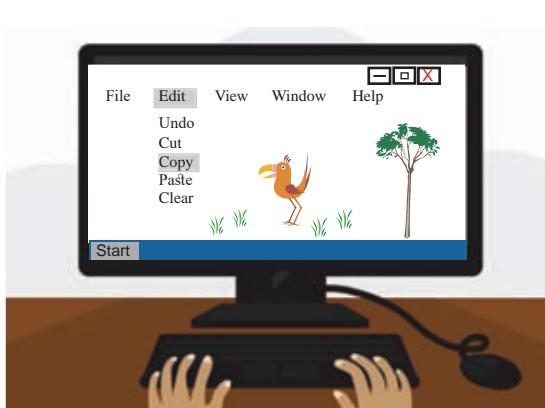
Open a File



To open a saved file, find the file location and the name. Then, click on it.

Figure 3.15 - Opening a File

Edit a File



You will be able to edit the saved file after opening it.

Here, it should be saved once you edit it. For that, 'Save' command can be used. If you want to save the file in a different location, then use the 'Save as' command.

Figure 3.16 - Editing a File



Activity 5 - See 3.5 in the Workbook.



Summary

- ★ The operating system is a bridge that connects the user and the computer.
- ★ File manipulation is a major function of the operating system.
- ★ Creating a file, editing and closing a file can be done through an operating system. In addition, it is possible to maximize, minimize and resize a window.
- ★ A file is a collection of data and information whereas a folder is a collection of files.
- ★ A file name contains a name and an extension whereas a folder contains only a name.

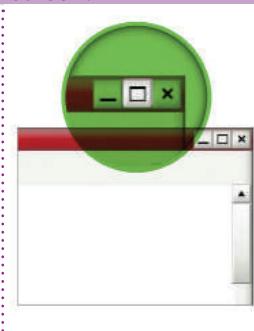
To minimize the screen click the minimize button on the top right hand corner of the screen.



To restore the window, click the relevant button on the task bar.



Click the maximize button to enlarge the screen and to fit the window to the entire screen.



To close the window, click the close button.





4

Using Mouse and Keyboard to use Application Software

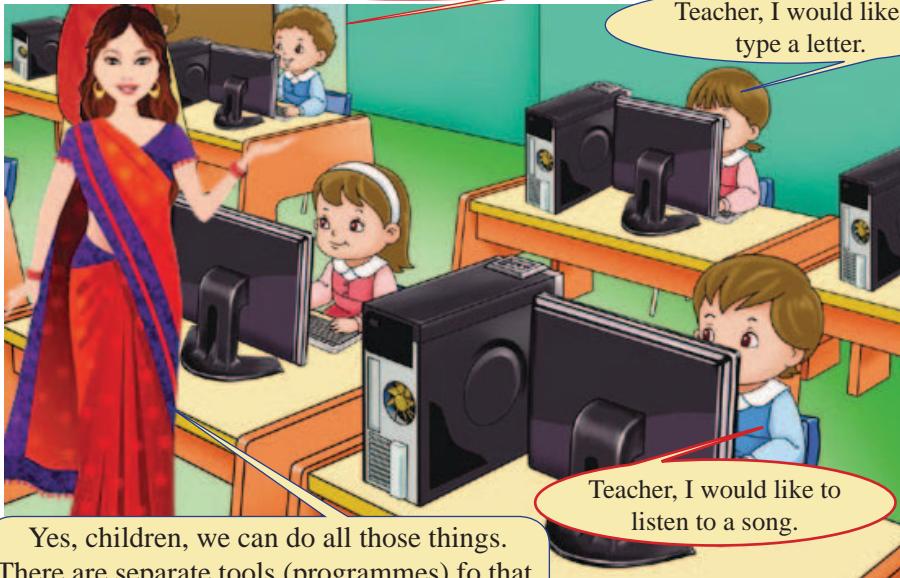
There's a computer.
to listen a song,
to type a letter,
to draw a picture,
what else
do you need?



4.1 Application Software

Teacher, I would like to draw a picture.

Teacher, I would like to
type a letter.



Yes, children, we can do all those things.
There are separate tools (programmes) for that.
We should know about the keyboard and the
mouse to do those things.

4.1 Examples for Tasks that can be done by a Computer

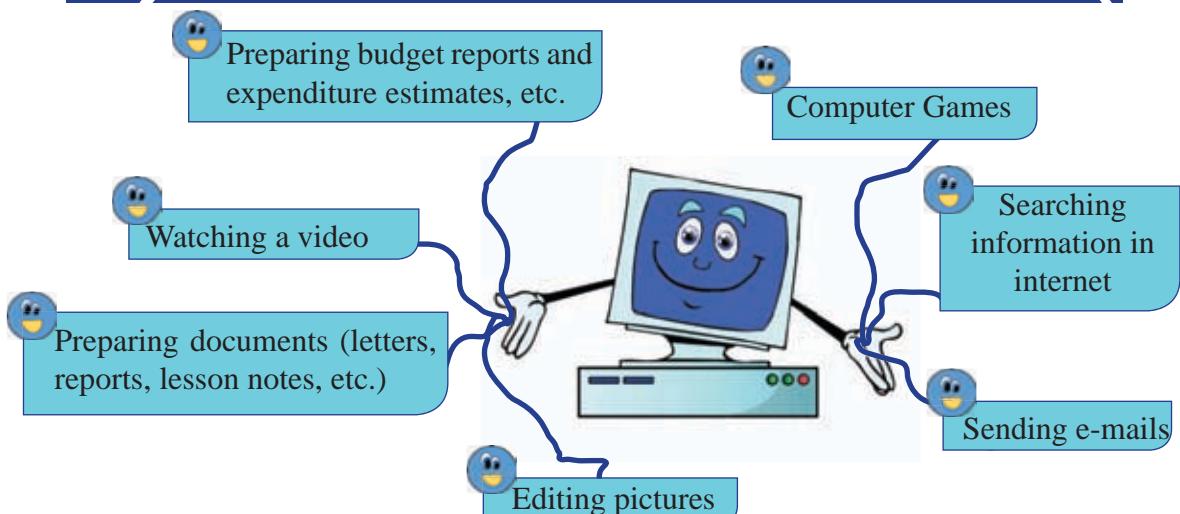


Figure 4.1 - Several Tasks that can be done through a Computer

Various programmes which execute such requirements of the user are called application software.

4.1.1 Types of Application Software

Application software is mainly divided into two parts. They are;

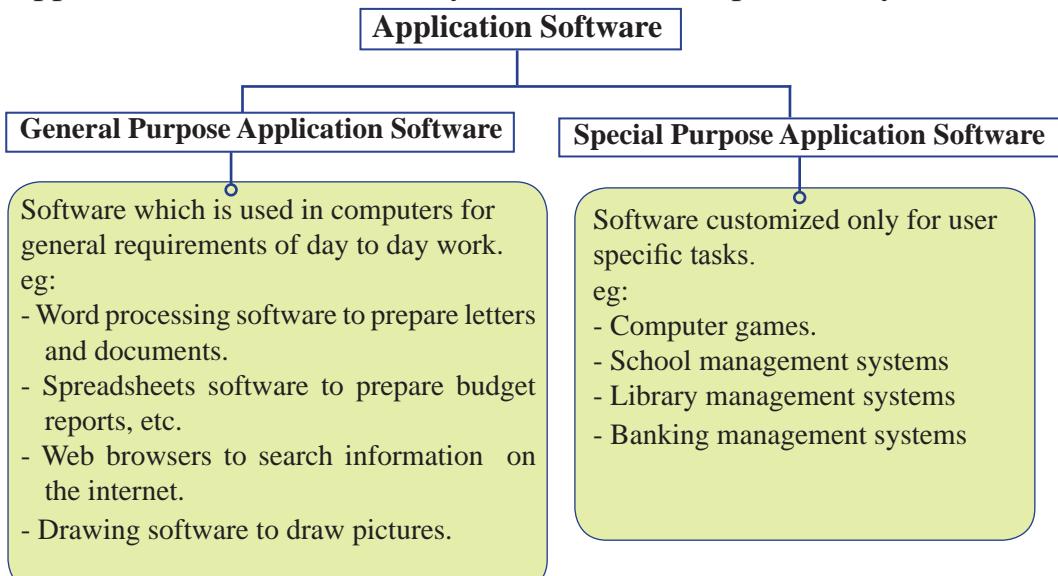
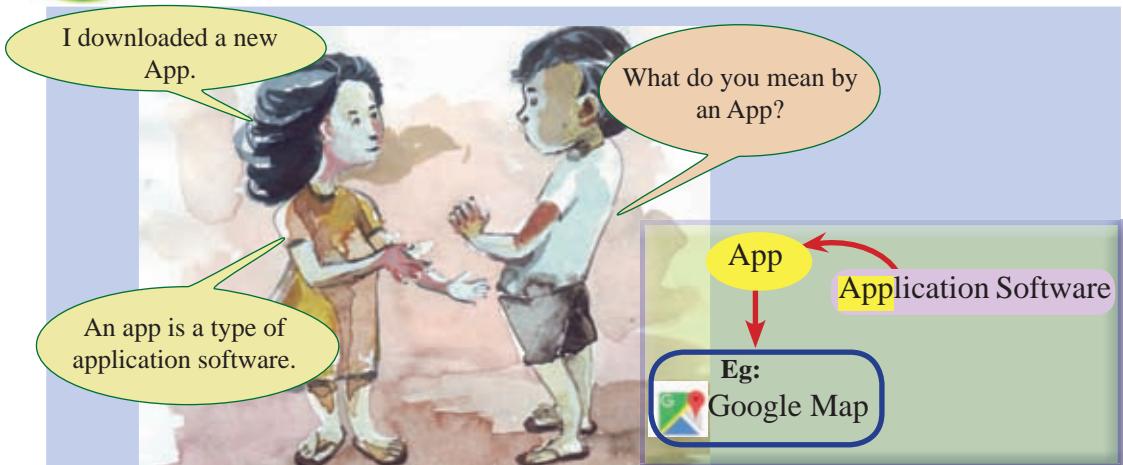


Figure 4.2 - Categorizing Application Software

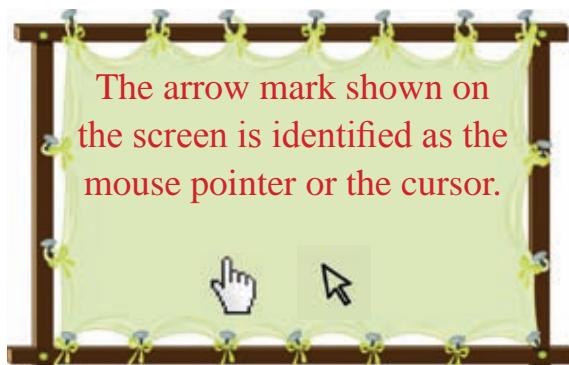


4.2 / Basic Tools needed to use Application Software

When using application software, basically the keyboard and the mouse are used. Therefore, first of all, you need to get a clear understanding of the mouse and the keyboard to accomplish various tasks using application software. You should properly train yourself to use them.

4.2.1 / Using the Mouse

Controlling the pointer on the screen can be done by moving the mouse. Also, opening a file, folder, menu and selecting commands can be done by clicking the buttons on the mouse.





Activity 1 - See 4.1 in the Workbook.

Main Parts of a Mouse

Normally, the mouse has a left and a right button and a small wheel in the middle.

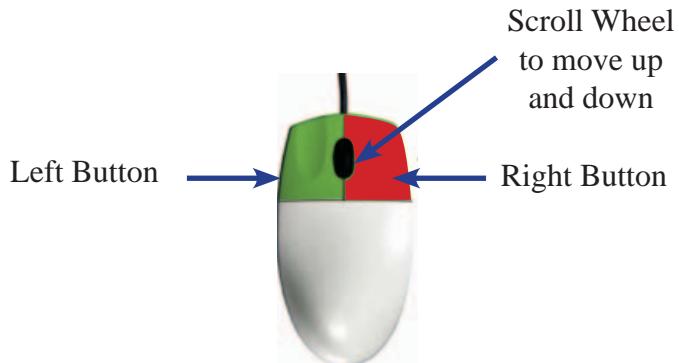


Figure 4.3 - Main Parts of a Mouse



Activity 2 - See 4.2 in the Workbook.

Let's identify several types of mouse that are in use.



Mouse



Wireless Mouse



Touch Pad

Figure 4.4 - Examples for Mouse Types

Functions of the Mouse

Many tasks can be performed on the computer screen with a mouse. They can be divided into following three categories.

- Eg:
- Selecting necessary items
 - Opening necessary items
 - Moving necessary items

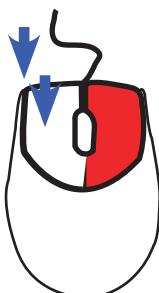
Selecting necessary items



To do this, bring the cursor on to the item and click the left button once. Then the item is highlighted.

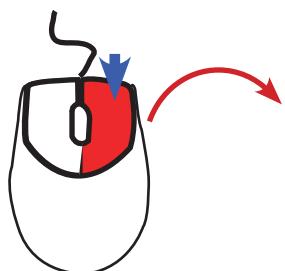
Opening necessary items

Method I



By double-clicking the left button, you can open the application or file that represents a corresponding icon.

Method II

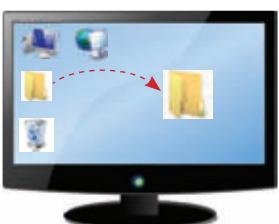


- Open
- Cut
- Copy
- Paste
- Delete

Once you click the right button on the icon, select the 'open' command from the sub menu.

Moving necessary items

Click the left button, then drag and drop it.



In addition, a mouse scroll is used to move the working window up and down. Here, a wheel in the mouse is rotated to move the page up and down.

Let's use the Mouse Properly



When we use the mouse, we need to learn to hold it properly. Holding the mouse improperly can cause pain and difficulty in our hands.

Figure 4.5 - Using the mouse properly



Figure 4.6 - Using the mouse improperly

4.2.2 / Keyboard

There are various keyboards such as wired keyboards, wireless keyboards and touch keyboards.



Figure 4.7 - Keyboard



Figure 4.8 - Wireless Keyboard

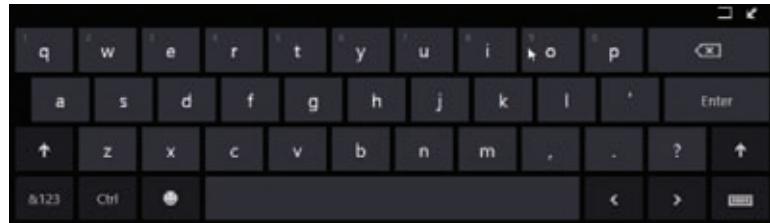


Figure 4.9 - Touch Keyboard

Types of Keys in the Keyboard and Their Functions

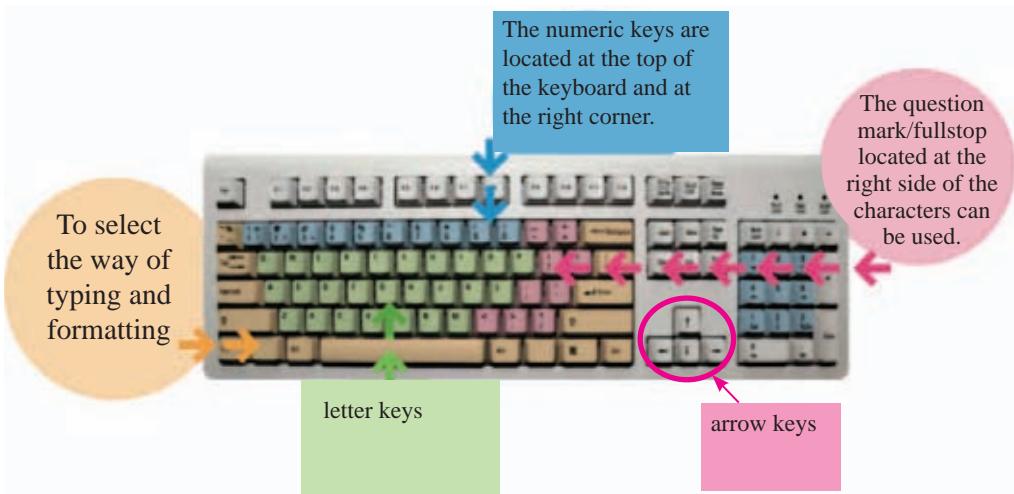


Figure 4.10 - Parts of the Keyboard

There is a vertical line that appears and disappears when you are about to start typing on a document or a box. It is the cursor.



Letter keys are used to type letters. Letter-keys are not located in the order of the English alphabet. The manner in which the letter keys are located on the keyboard is known as 'QWERTY' layout.



The cursor shows the location where the typing starts.

Use the Caps Lock key

After pressing the Caps lock key once, you can type in capital letters. When you need to type normally, press the Caps lock key again.

- Pressing Caps Lock key once
A, C, D
- When you press Caps Lock again a, c, d



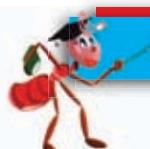
Use the Shift key

There are two Shift keys on the right and left hand on a keyboard. When letter keys are pressed while pressing on the shift key, letters are typed in capital letters. Similarly, while pressing the Shift key, if you press other keys, the symbol at the top of the key is typed.

 +  → A

 +  → ?

Activity 3 - See 4.3 in Workbook.



Space bar - It is used to insert space between words. By pressing this key once, you can get one space and by pressing it twice, you can get two spaces. Likewise, you can press it several times to get the needed space.

Eg:- Pressing once. Thank You
Pressing twice. Thank You

Tab key - It is used to insert a large space between words. If you press it once, one space is kept and by pressing it twice, two spaces can be kept.

Eg:- Pressing once. Thank You
Pressing twice. Thank You

Enter key - This key is used to take the cursor one line below.

Eg:- Pressing once Thank You

Arrow keys - These keys are used to move the cursor up and down and from right or left.

Backspace key - By pressing this once, one letter, space or a number on the left side is deleted.

Let's use the Keyboard Correctly

When we fail to use the keyboard correctly, it will cause inconvenience and pain in fingers as well as in the wrists.

The way you should keep your fingers on the keyboard is shown below.



Figure 4.11 - The method of keeping hands on the keyboard correctly

4.3 / Let's learn how to use the Application Software

It is intended to provide an understanding about some of the application software and we look forward to discuss audio and video software in the forthcoming chapters.

Graphic Software

At first, art was drawn manually by man.

Later, software was produced to draw pictures using the computer.



Figure 4.12 - A hand drawn painting



Figure 4.13 - An art drwan using a computer

Activity 4 - See 4.4 in the Workbook.



Different software is used to create graphics and to draw arts. This software is known as graphic software.



Adobe Illustrator

Microsoft Paint

Figure 4.14 - Examples for Grapic Software

Activity 5 - See 4.5 in the Workbook.



Word Processing Software

The software we use to create and store documents that are needed in everyday life is called word processing software.

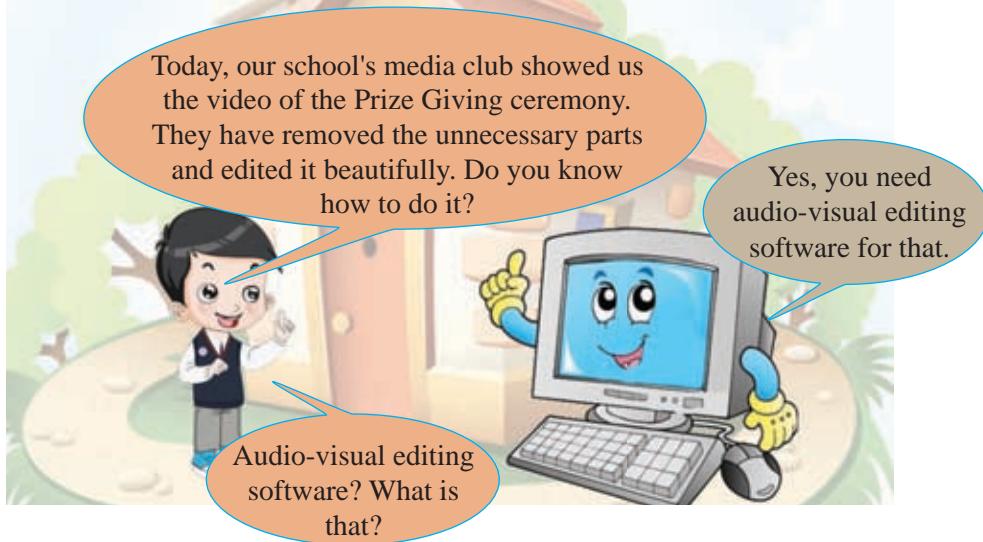


Figure 4.15 - Examples for Word Processing Software

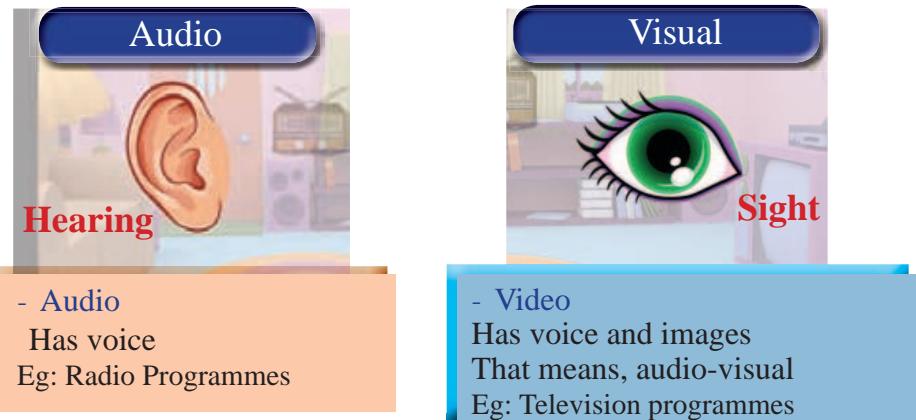


Activity 6 - See 4.6 in the Workbook.

Audio and Video Editing Software



Software has been developed to edit audio and video recordings. Many tasks can be done using this software.



Among several software which is designed to create and edit audio-video material, software created to edit audio recordings is known as audio editing software and software created to edit video recordings is known as video editing software.



Figure 4.16 - Examples for Audio Editing Software

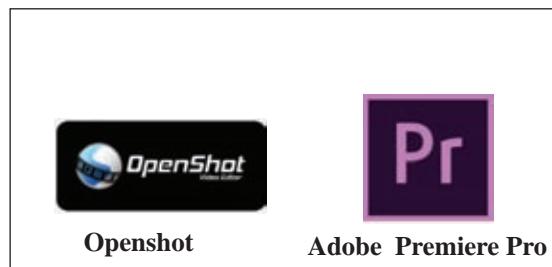
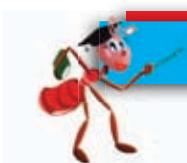


Figure 4.17 - Examples for Video Editing Software



Activity 7 - See 4.7 in the Workbook.

Creating Audio-Video Files

Do you mean that by using a software we can record what we are talking now and edit it as required?

Yes, we can edit it using suitable software.

But, we have to think about a lot of things when we edit the sound tracks and videos. We cannot do it as we wish.

It is very important to comply with the ethics in editing audio and video recordings.

When we record voices and images of others, their permission must be obtained. (In case of small children, the permission of their parents or school must be obtained.)

When editing recordings of voices and images of others, they should not be done in a manner as to make them uncomfortable.

Editing should not be done in a manner as to give a false idea or a message.

You should not use the knowledge of editing software for fraudulent purposes.

If edited audio or video files are made available, it must be done by protecting the identity of you or relevant people.

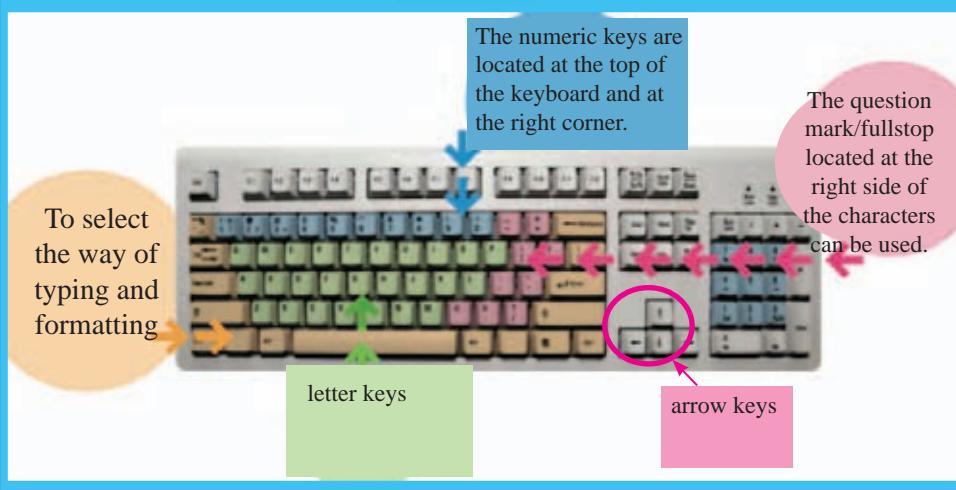
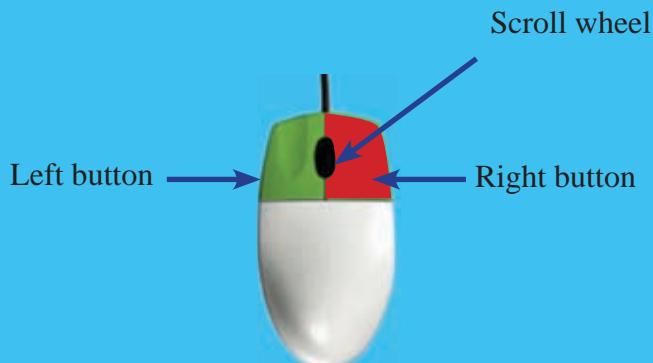


Activity 8 - See 4.8 in the Workbook.



Summary

- ★ Software which is designed to fulfil user requirements is called application software.
Eg: graphics software, word processing software, audio-video software
- ★ Knowledge of the keyboard and the mouse is important to use application software.
- ★ Right button, left button and scroll wheel are the main parts of a mouse.





5

Algorithm and Flow Charts

5.1 / Process of Solving Practical Problems

Imagine that a group of relatives have arrived when you were alone in the house. You need to serve them some tea. Here, you should prepare a cup of tea by following different steps.

On another occasion, you will have to make a fruit salad for a dessert or make a birthday cake. On all these occasions, you need to solve problems. Compare it with calculating the area of a rectangle during your mathematics lesson.

When we have a certain aim, we do certain activities to achieve it. In our day to day life, we often solve problems.

5.1.1 / Problem Solving

The problem needs to be analyzed well before solving it. Then you can get a good understanding of how to solve the problem. The process of problem solving has an input, an outcome and a process.

| | |
|---------|---|
| Input | - Things to be included to solve the problem. |
| Process | - Guidelines to be followed to solve the problem. |
| Output | - The result you get after solving the problem. |

Thus, you will understand that processing content according to a recipe is known as solving problems.

Example: 1

The input, process and output of preparing a fruit salad is as follows.

Input - a variety of fruits

Process - washing fruits, cutting fruit, mixing

Output - Fruit salad

Example: 2

The input, process and output of finding the area of a rectangle are as follows.

Input - the length and the width of the rectangle

Process - length x width

Output - area of the rectangle



Activity 01 - See 5.1 in the Workbook.

5.2 / Algorithm

If you are able to prepare a cup of tea, tie the shoe lace correctly, or put on the school uniform correctly, then you know how to use an algorithm.



Figure 5.1 - Some instances in daily life where we use algorithms

5.2.1 / What is an algorithm?

Algorithm

A method that includes all the steps of solving a problem in order is known as an algorithm.

Example 1

Steps to create a fruits salad are as follows.

Step 01



Finding various kinds of fruits

Step 02



Washing all the fruits well

Step 03



Cutting fruits into small pieces

Step 04



Putting the pieces of fruit into a bowl

Step 05



Add sugar and mix

Step 06



Serve the fruit salad in bowls

It's important to write the steps sequentially in an algorithm. Think about what will happen if the sixth step is done as the second step. All the fruits mixed with sugar should be washed again.

Therefore, it is important to write the steps of an algorithm sequentially.

5.2.2 / Writing Algorithm

When writing an algorithm in a standard way, every algorithm must have a start and an end. Therefore, it is compulsory to include an initial step and a final step in writing an algorithm in addition to the normal steps.

Example 1

The algorithm for making a chocolate cake

| | |
|----------------|---|
| Step 01 | Start |
| Step 02 | Clean and wash the baking tray and other bowls |
| Step 03 | Dissolve chocolate |
| Step 04 | Mix wheat flour and baking powder |
| Step 05 | Beat butter until it gets creamy. While beating, add sugar little by little |
| Step 06 | Add the eggs one by one to the sugar and butter mixture and beat it. Then add the flour mixture little by little. |
| Step 07 | Add the dissolved chocolate |
| Step 08 | Add milk |
| Step 09 | Put the mixture into the baking tray and bake it |
| Step 10 | Let it cool after baking |
| Step 11 | Decorate as you wish and serve it |
| Step 12 | End |

Example 2

Algorithm to find the area of a rectangle.

| | |
|-----------------|---------------------------------|
| Steps 01 | Start |
| Steps 02 | Get the length of the rectangle |
| Steps 03 | Get the width of the rectangle |
| Steps 04 | Area = length x width |
| Steps 05 | Get the area of the rectangle |
| Steps 06 | End |



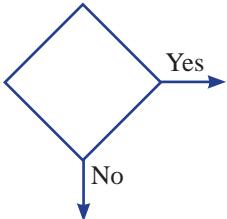
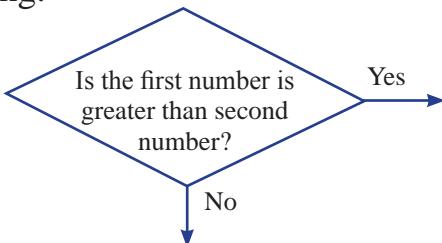
Activity 02 - See 5.2 in the Workbook.

5.3 Flow Chart

A flow chart is a graphical representation of the algorithmic steps.

Here, standard symbols are used to show each action.

| Symbol | Usage |
|------------------------|--|
| An oval shape. | Used to indicate the start and the end. Eg: End |
| A parallelogram shape. | Used to indicate the input and the output. Eg: Entering student's marks Serving Fruit Salad |

| | |
|---|--|
| | <p>Used to show an action/a process</p>  |
| | <p>Eg:</p> <p>Adding eggs one by one to the mixture of sugar and butter and beating it.</p> <p>Area = length x width</p> |
|  | <p>Used to indicate an instance of decision making.</p>  |
|  | <p>It is used to indicate the direction of data flow.</p> |

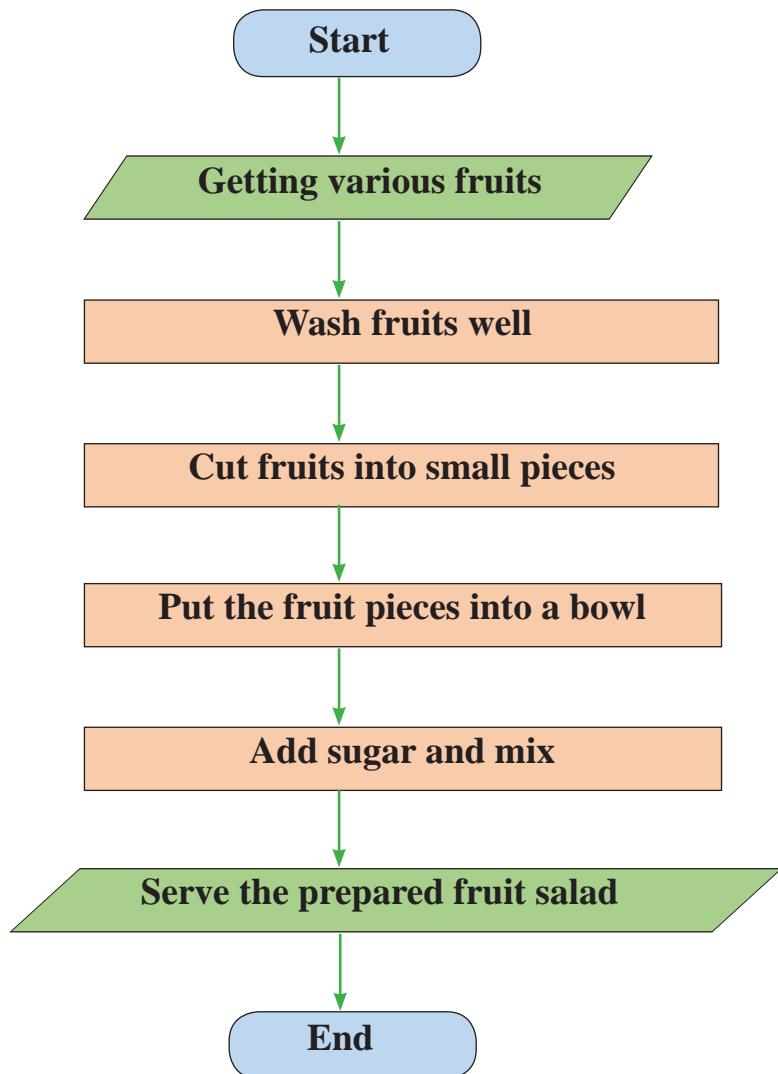
Activity 03 - See 5.3 in the Workbook.



Example 01

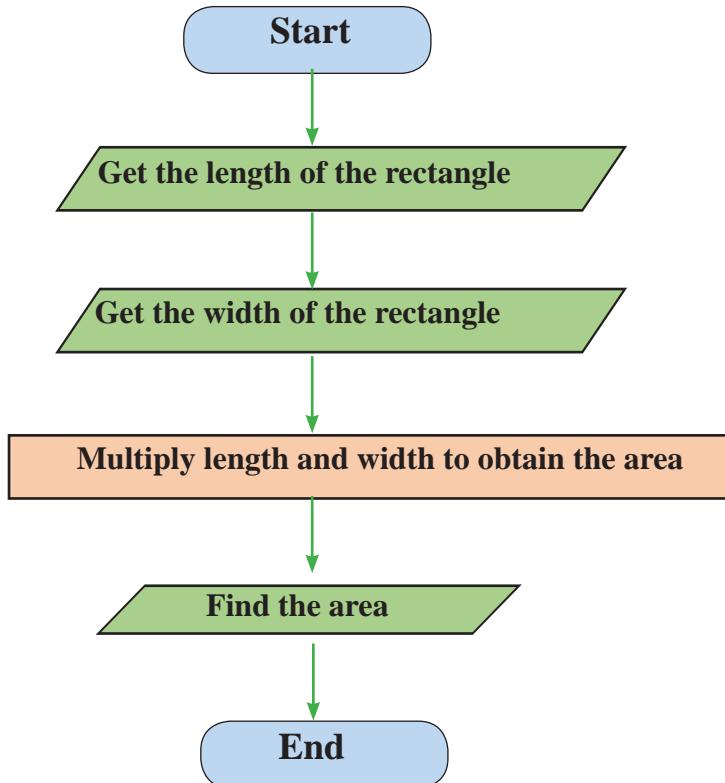
Drawing the flow chart for making a fruit salad using the above symbols is given below.

Here the symbols related to start, end input out and process are used.

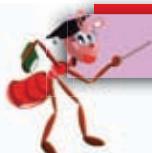


Example 02

The flow chart for finding the area of a rectangle is given below.



Activity 04 - See 5.4 in the Workbook.





Summary

- ★ Before the problem is resolved, it needs to be analyzed well.
 - ★ There is an input, output and a process when solving a problem.
 - ★ Things we feed to solve the problem are identified as the 'input', the steps to be followed when solving a problem are identified as the 'process', and the result we get after solving the problem is named as the 'output'.
 - ★ A method set out in order including all the steps needed to solve any problem is identified as an algorithm.
 - ★ A standard algorithm must have a start and an end.
 - ★ A flow chart is a graphical representation of the algorithmic steps. Specific symbols are used to indicate each action.
-
- ★ shape is used to indicate the start and the end.
 - ★ shape is used to indicate the input and the output.
 - ★ shape is used to indicate the process.
-
- ★ shape is used to indicate the decision taken.



6

Using the Internet for collecting Information and Communication

6.1 / Let's learn about the Internet

Brother, our teacher said that we can find information on sea creatures from the internet.
What do you mean by the internet?

The internet is a large collection of computer networks.



The internet is made up of a large number of computers and computer networks around the world.

Two or more interconnected computers



Computer Network

A large number of interconnected computer networks



Internet

There are a wide range of services available on the internet reading such as reading newspapers, bill payments, online shopping, exchange of letters and watching television.



6.2 / Accessing Internet



6.2.1 / Web Browser

You open a website or a web page in a web browser. The software used to open websites and webpages on the internet is the web browser.

Eg:



Google Chrome



Internet Explorer



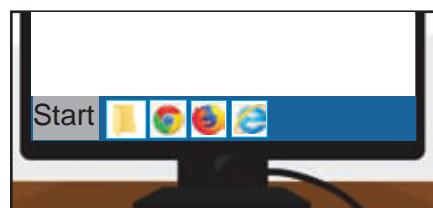
Mozilla Firefox

6.2.2 / Use of Web Browsers

To use a web browser, the computer should be connected to the internet.

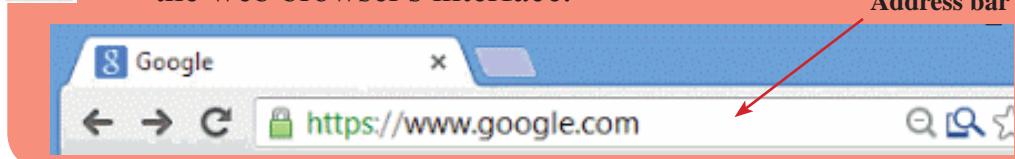


Normally a web browser can be opened via a shortcut on the desktop.



The address bar can be seen on the top of the web browser's interface.

Address bar



If you want to open a website, you need to enter an address in the address bar.

Bring the cursor on to the address bar and click on it. Then enter the address directly. Then press the enter key.

Eg: Accessing the website of the Ministry of Education



Figure 6.2 - Website of the Ministry of Education

If you have typed the address previously, it will be displayed. Hence, bring the cursor and click on it.



Figure 6.3 - Address Bar

There is a toolbar in the web browser. These toolbars can be used to change websites and update web pages.

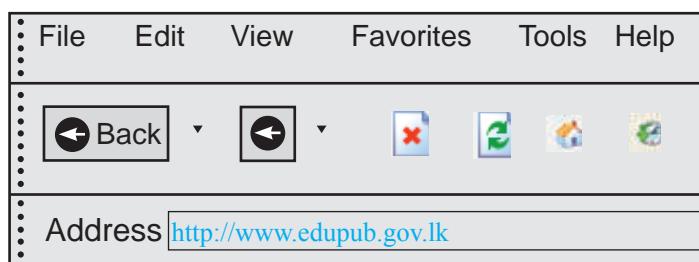


Figure 6.4 - Web Address of the Educational Publications Department

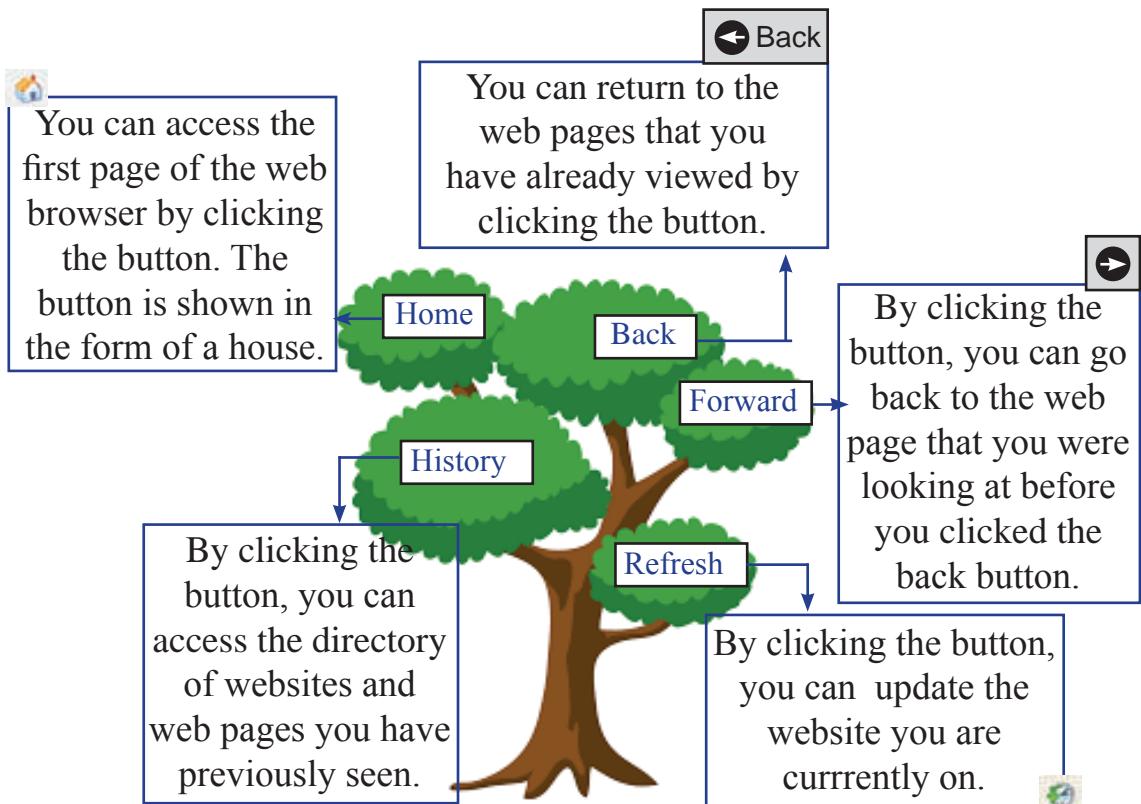
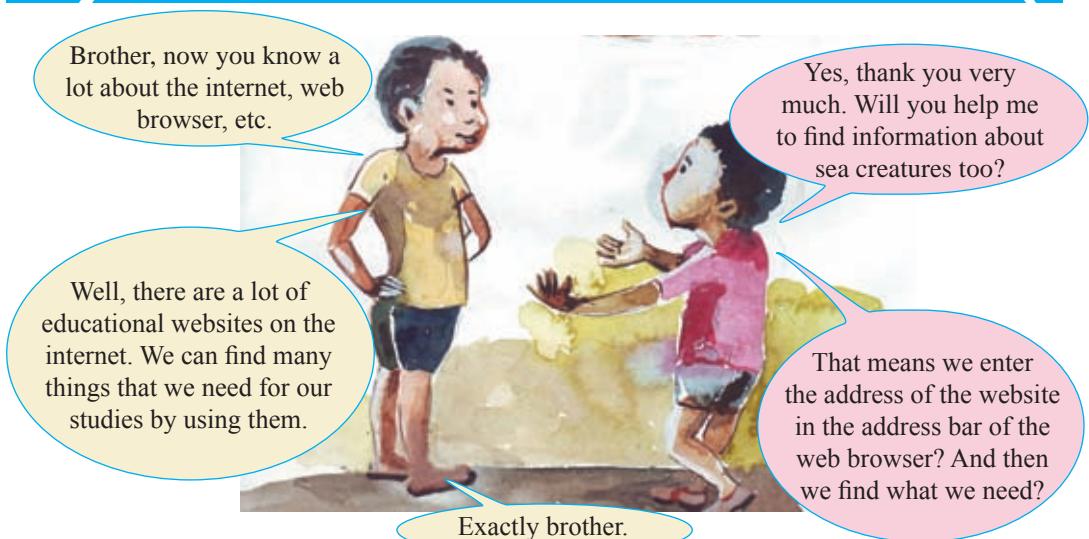


Figure 6.5 - Some Buttons in a Web Browser

6.3 / Obtaining Information from Educational Websites



There are a lot of educational websites on the internet and we can get many information regarding our studies. In order to enter a website the address of the web site should be entered in the address bar of the web browser.

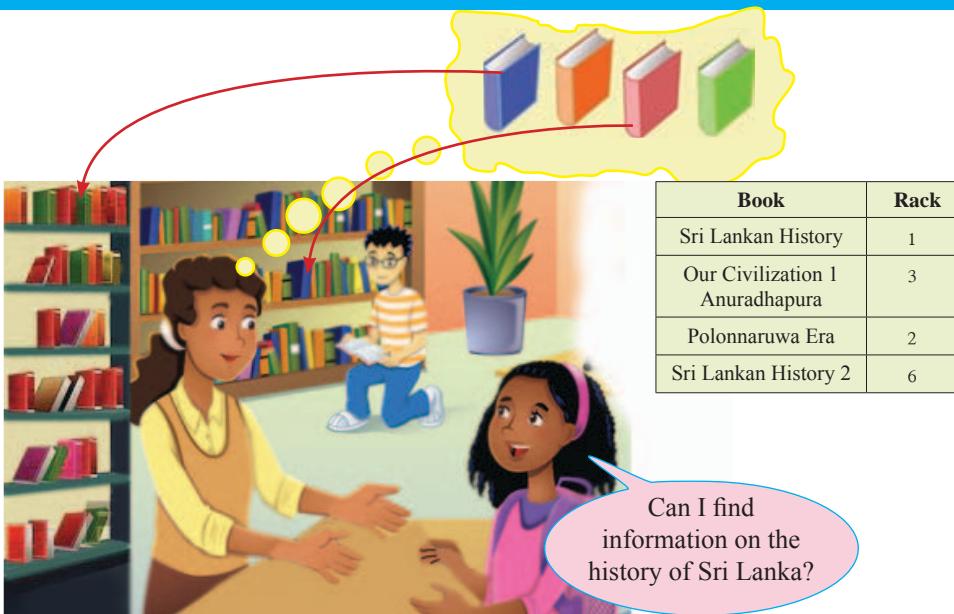
Example : www.bbc.com/bitesize

6.4 / Let's learn about Search Engines



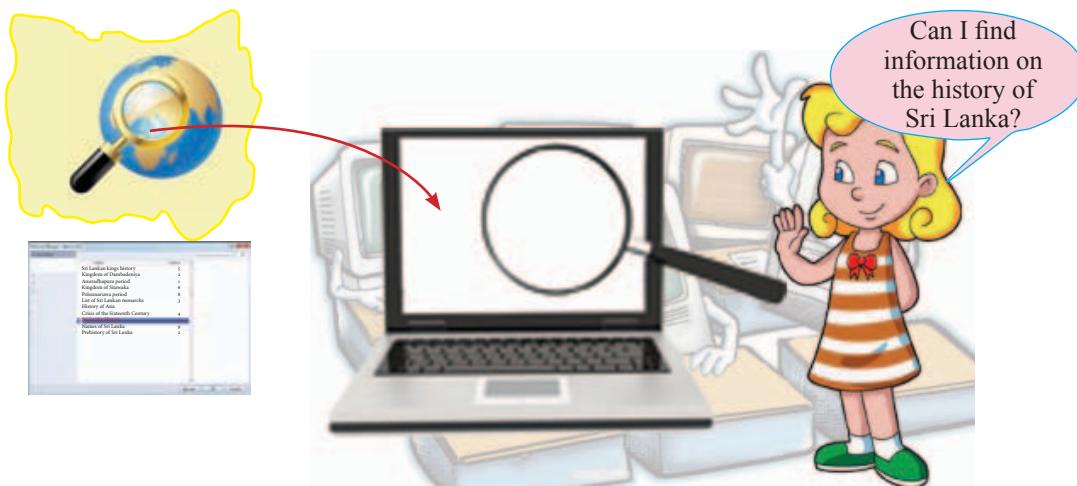
A search engines is a software that can be used to find information on the internet.
This gives you a list of websites related to the facts that we are searching for.

Use of Search Engines



To assist Yalini to find information, the librarian should know the books about the history of Sri Lanka and know the location of books.

In the end, a list of names of the books and the place where the books are placed will be provided.



To help Anne to find the information, the search engine should know about websites or web pages that contain information on the history of Sri Lanka and they should also know the location of websites or webpages.

In the end, a list of names and addresses of websites will be available to help you find relevant websites or web addresses.

There are a large number of websites and web pages on the internet. Search engines can search anything such as recipes, news, history, science, education, etc. on those sites.

Search engines are needed to find what is most productive on the internet.

A search engine efficiently scans thousands of websites and web pages and process them.

- Examples for search engines;

| | |
|--------|--|
| Google | - www.google.com |
| Yahoo | - www.yahoo.com |
| Bing | - www.bing.com |

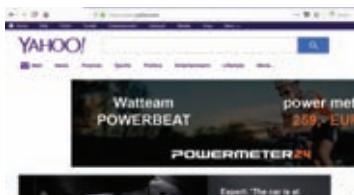


Figure 6.6 - Search Engines

Opening and Using Search Engines

To use search engines, you need to open the web browser that is installed in a computer.



The address of the search engine must be entered in the address bar.



You can enter the search engine by clicking the **Search** key on the address bar or by pressing **Enter** key on the keyboard.



There is a search box or a search field in a search engine.



Enter the key words relevant to the information and click the search button.

Your search results are shown as a list of websites and links. It will show a list of the most popular or the most suitable websites or links on the top. From that, you need to select the relevant site and click on the link to view it.

The keywords are the simplest and straightforward terms of what you are looking for.

For example,

Think that you need to search about the history of Sri Lanka. You can use

'History Sri Lanka' as a key word.

Tips for making Search Results more effective

The following short tips can be used to make your search more effective:

- Use keywords. Do not use complete sentences/questions.
Eg: 'I need the history of Sri Lanka'.

You should type 'Sri Lankan History' or 'History Sri Lanka' instead of 'I need the History of Sri Lanka'.

- If you cannot find what you require, try using a different word or a different expression.

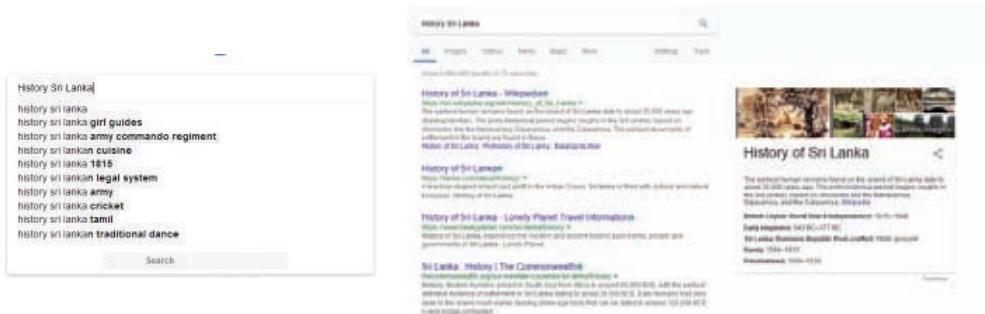


Figure 6.7 - Search Information using a Search Engine



Activity 1 - See 6.1 in Workbook

In some searches, it will show hundreds of web pages irrelevant to your search. Be careful when selecting your search terms to avoid that. Your search engine will give an accurate result when your word is more appropriate.

1. Use inverted commas (" ") for a clause with several words.

2. Removing unnecessary words

Do not use words that are not relevant to your search. Do not use words like " how, and, in, to, as". Use the names of people, places or things you want to find.

3. When you want to use more than one main word. Connect the words with '+'. For example, when you need to see the beautiful places in Kandy,

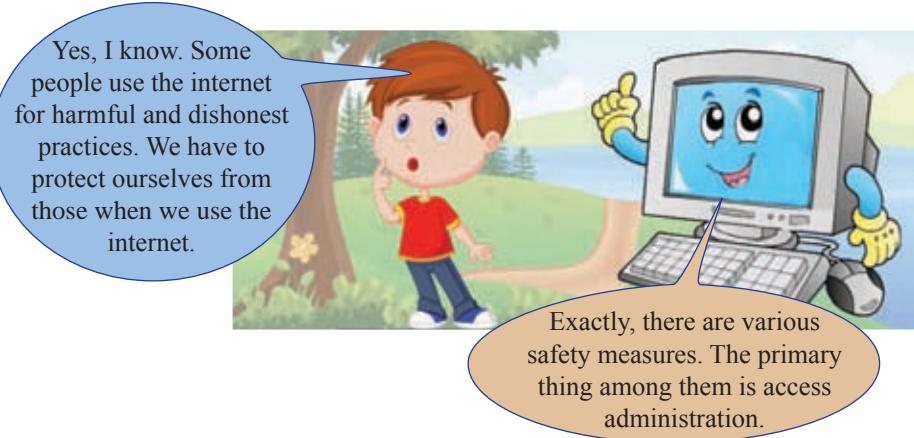
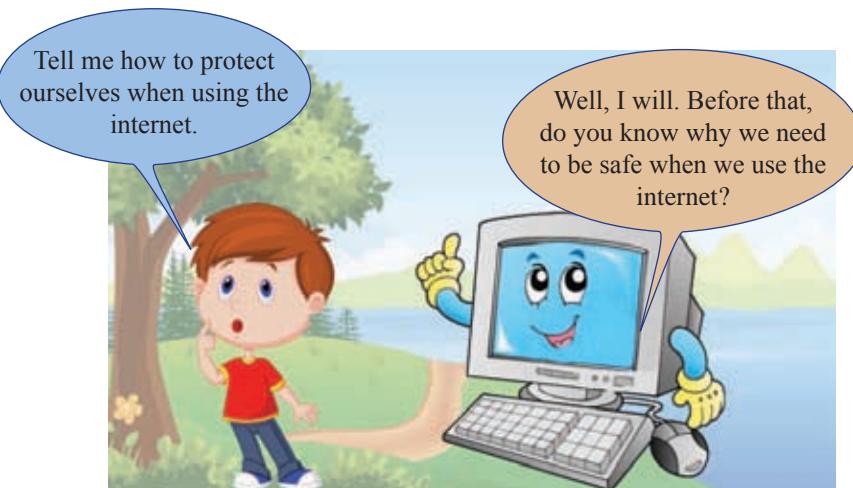
It is better to use

- 4) To remove unnecessary facts

Use '-' in front of the unwanted word. For example, when you are searching for information about Wimbledon, it would show information on tennis too. So to remove details about tennis, use;

5. When looking for an image about something, select the 'image' command of the search engine to search what you need.

6.5 / Let's use the Internet Safely



The access administration is following different measures to access the internet safely and with a control. When we are using the internet, we interconnect with various computer networks and various websites around the world. Thus, it can influence our computer in many ways.

6.5.1 / Provide Usernames and Passwords when Accessing Websites

In some cases, it is necessary to register usernames and passwords when accessing certain websites to obtain specific information.

Your username should not be your name. You can safeguard your identity by giving another word as the username. It should be memorable and shouldn't be easy for someone else to guess.

For a better password, use a password with letters and numbers. It's identified as a strong password.

| | |
|-------------------------------|-------------------------|
| Eg: Not a suitable password - | password saman 123 |
| Suitable password - | be220mmb* Sama89agu@ |



- It's safer to use different passwords for different websites.
- It is important to log out when you leave a website after using the username and password to log on.
- Do not give your password to anyone else.

6.5.2 // Use E-mail Safely

Individuals can send e-mail messages in order to access personal information, such as bank account details. We can also receive e-mails containing advertisements that are sent to thousands of people for commercial purposes.

Here are some steps you can follow to safeguard e-mails.

- Be careful when opening e-mails sent by unknown people.
- Avoid replying those e-mails and prevent from accessing links in them.
- Avoid providing information to any institution who request them through e-mails without inquiring about them.

6.5.3 // Doing Safe Online Transactions

One of the important uses of the internet is that we can do online transactions and purchase goods.

But, you should be very careful. In order to purchase goods, you must use most reliable websites and you must do payments through safe methods.



It's important to follow the directions and instructions of those who have good knowledge about using the internet. At present, there is an increase in the fraudulent acts on the internet.

Be sure to get the help and guidance of your teachers, parents, or adults whenever you access the internet. It will make your browsing time more productive, satisfying and safe.



Activity 2 - See 6.2 in the Workbook.



Summary

- ★ The internet is a collection of a large number of computer networks.
- ★ There are a number of internet services that can be used to exchange information and web is one of the services.
- ★ Documents, pictures, videos and sounds can be exchanged through web and they are stored as webpages.
A website is created using web pages. A web address is used to identify a website.

- ★ The software used to look up web pages is the web browser.
- ★ Search engines are used to find information.
- ★ The service used to send messages via the internet is e-mail.
- ★ You can use the internet to make transactions and use secure web addresses only.
- ★ Differences between a web browser and a search engine:

| Web Browser | Search Engine |
|---|---|
| It is a software used to access websites through the internet and view the web pages. | It is a programme used to find information needed from a vast collection of information on the internet. This requires a web browser. |
| The web address is used to access the website. | The words or phrases are used to find information. |
| Related website is opened. | Provides a list of relevant websites. You must select the suitable website to find the relevant information. |

English-Sinhala-Tamil Glossary

| No | English | Sinhala | Tamil |
|-----|--|---|---|
| 1. | abstract model | විශ්වාසී ආකෘතිය | கருத்தியல் மாதிரி |
| 2. | acceptance testing | ප්‍රතිග්‍රහණ පරිභේදව | ஏற்புச் சோதனை |
| 3. | access privilege | ප්‍රවේශනීම් වර්ප්‍රකාදය | அணுகல் உரிமை |
| 4. | agile model | සුච්‍ච ආකෘතිය | சுறுக்குப்பு மாதிரி |
| 5. | alternate key | විකල්ප යෙළ | மாற்றுச் சாவி |
| 6. | American Standard Code for Information Interchange (ASCII) | තොරතුරු තුවමාරුව සඳහා මූල්‍ය අක්‍රෝකානු සම්මුඛ කේතය | தகவல் இடைமாற்றுக்கான அமெரிக்க நியம விதிக்கோலை |
| 7. | amplitude | විස්තාරය | வිෂ්චம் |
| 8. | amplitude modulation | විස්තාර තුරුණාව | வිෂ්චப் பண்பேற்றம் |
| 9. | analog | ප්‍රතිසම් | ஒப்புமை |
| 10. | anchor | யැදුම | நிலை நிறுத்தி |
| 11. | application layer | අනුප්‍රයෝග දේරිය | பிரயෝக அடுக்கு |
| 12. | architecture | தිරිමිය | கட்டமைப்பு |
| 13. | arithmetic and logical unit (ALU) | අංක வளிம ஹ தூர்க்கிக ரේக்கය | எண்கணித மற்றும் தர்க்க அலகு |
| 14. | array | அரාவி | அணி |
| 15. | artificial intelligence | கணித இடையீடு | செயற்கை நுண்ணறிவு |
| 16. | Affective computing | இடைமின் கூற வිෂ්තරීම් පරිගණகය | நுண்ணறிவு உணர்திறன்மிக்க கணிதத்தல் |
| 17. | associative law | සංස්කிண தகාய | கூட்டு விதி |
| 18. | attenuation | විශාර්ம/தාயகය | நோய்மை |
| 19. | attribute | ලුප්‍රාகිය /ஒங்க/ / ලුප්‍රාக්‍රැஷණය | பண்புகள் |
| 20. | authoring tool | සම්පාදන මෙටිලුම | படාප්பாக்கக் கருவி |
| 21. | Automated Teller Machine (ATM) | අවයාக්‍ර මුදුල් கணுவெண கண්கු | தானியங்கிப் பணம் கையாள் இயந்திரம் |



| | | | |
|-----|---------------------------------------|--|-------------------------------|
| 22. | autonomous | செவியங்காலக / செவிதன்மூல/செலுாய்வத | சுயாதீன் |
| 23. | axiom | செவிச்சீடிய/பூதங்கீட்டை | வெளிப்படை உண்மை |
| 24. | backups | ரெசெப்ட் | காப்பெடுத்தல் |
| 25. | bandwidth | கலூர் பலம்/இடங் பலம் | பட்டை அகலம் |
| 26. | batch processing | காஷ்டி செக்கூறு | தொகுதி முறைவழியாக்கம் |
| 27. | big data | மிகு இதீத | பெரிய தரவு |
| 28. | binary | டீலிமெட் | துவிதம், இருமம் |
| 29. | binary coded decimal (BCD) | டீலிமெட் கேரிக் டீகுமெட் | இருமக் குறிமுறை தசமம் |
| 30. | bio-inspired computing | ஒபேவி பேரித பரிசுநாய்/ ஒபேவி அனுபேரித பரிசுநாய் | உயிரியல் உள்ளிரப்புக் கணிப்பு |
| 31. | bit coin | பிப் காஸி | நுண்கடன் பணம் செலுத்தல் |
| 32. | bitwise | பிப் அனுகாரித | பிட் வாரி |
| 33. | bitwise logical operation | பிப் அனுகாரித தூர்க்கிக் கேலெஹெயுலி | பிட் வாரி தர்க்கச் செயற்பாடு |
| 34. | black box testing | கால மாஞ்சை பரிச்சாவி | கறுப்புப்பெட்டுச் சோதிப்பு |
| 35. | blogging | வெறி கவனங்கள் | வலைப்பதிவிடல் |
| 36. | boot-up | பூலீகங்கள் | தொடங்குதல் |
| 37. | broadcasting | தீகாஞ்கங்கள் | தொலைப்பரப்பல் |
| 38. | browsing | அதரிக்சிடம் | மேலோடல் |
| 39. | bubble sort | இலுவி வேரிம்/ கா-செக்கூறு வேரிம் | குமிழி வகைப்படுத்தல் |
| 40. | built-in | ஒலுவிசீ / கிலூலி | உட்பொதிந்த |
| 41. | business process re-engineering (BPR) | விகாபார கியாவிலியே பூதி ஓய்க்கேருகைங்கள் | வணிக செயல்முறை மீன்கட்டமைப்பு |
| 42. | candidate key | கிராபங் காஷர் | பிரதிநிதித்துவச் சாவி |
| 43. | cardinality | கஷ்டியதாவி | எண்ணாலைவு |
| 44. | cathode ray tube (CRT) | கைதோவீ கிரங் கலை | கதோட்டுக் கதிர் குழாய் |



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| 45. | central processing unit (CPU) | மெடிச கைக்குழு ரீக்காய | மத்திய செயற்பாட்டு அலகு |
| 46. | characteristics | கெலி உக்குண / சீவிலுக்குண | சிறப்பியல்புகள் |
| 47. | check box | சுலதங்கு கோருவி | சரிபார்ப்புப் பெட்டி |
| 48. | client-server model | கேவிள் கேவிள்-கேவிள் டாய்க அக்ஷன்கள் | சேவைப் பயனர் மாதிரி |
| 49. | clock | சீபாத்திரம் | கடிகாரம் |
| 50. | cloud computing | விலூஷலி பரிசுநினை | மேகக் கணிமை |
| 51. | coaxial cable | சுலக்குண கேவிலுக | ஒருச்ச வடம் |
| 52. | code editor | கேவிள் கார்க்கார்க | குறிமுறை தொகுப்பி |
| 53. | comment | வீவர்ணம் | விளக்கக் குறிப்பு |
| 54. | commutative law | நகைடீடு நகை | பரிமாற்று விதி |
| 55. | compact disc | பூசங்கிட சீத்தகை | ஒளியியல் வட்டு |
| 56. | compatibility | கெல்பும் | பொருந்துகை |
| 57. | compiler | கீதிபாடுகை | தொகுப்பான் |
| 58. | component | சிங்குவகை | கூறு |
| 59. | composite key | சும்புக்கு கேள்வி | கூட்டுச் சாவி |
| 60. | constant | தீவிரமாக நினைக்கும் கை | மாறிலி |
| 61. | content management system (CMS) | அன்றைய கலைஞர்களுக்காக உருவாக்கப்பட்டுள்ள முகாமைத்துவம் | உள்ளடக்க முகாமைத்துவம் |
| 62. | context switching | கூத்துக்கொண்டு கொண்டு வருவது | சந்தர்ப்ப நிலைமாற்றல் |
| 63. | contiguous allocation | கூத்துக்கொண்டு வருவது | அடுத்தடுத்தான் ஒதுக்கீடு |
| 64. | control structure | பாலுக விழுகை | கட்டுப்பாட்டுக் கட்டமைப்பு |
| 65. | control unit (CU) | பாலுக ரீக்காய | கட்டுப்பாட்டலகு |
| 66. | credit card | நினைப்பு | கடன்டை |
| 67. | customization | அனிருள்ள நினைப்பு | தனிப்பயனாக்கல் |
| 68. | data | ஒத்துக்கொண்டு வருவது | தரவு |
| 69. | data and control bus | ஒத்துக்கொண்டு வருவது | தரவும் கட்டுப்பாட்டுப் பாட்டையும் |



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| 70. | database management system (DBMS) | டத்த குறிடாக கலமினாகர்ண பட்டினி | தரவுத்தள முகாமைத்துவ முறைமை |
| 71. | data definition language (DDL) | டத்த திருவிவன காகாவி | தரவு வரையறை மொழி |
| 72. | data dictionary | டத்த அவீட்கேஷன் | தரவு அகராதி |
| 73. | data flow diagram | டத்த கெல்லி கிபுகள் | தரவு பாய்ச்சல் வரைபடம் |
| 74. | data flow model (DFM) | டத்த கெல்லி அகாரிய | தரவு பாய்ச்சல் மாதிரி |
| 75. | data link layer | டத்த கிளிடீ ஸ்ட்ராக் | தரவு இணைப்பு அடுக்கு |
| 76. | data manipulating language (DML) | டத்த கூட்டுருசி விச | தரவு கையாளல் மொழி |
| 77. | data migration | டத்த பரைவதக | தரவு பெயர்ச்சி |
| 78. | debugging | திடூட் திரிம் | வழு நீக்கல் |
| 79. | decision support system (DSS) | தீர்ண சுகாய பட்டினி | தீர்மான உதவு முறைமை |
| 80. | declarative | பூகானாத்திமக | அறிவிப்பு |
| 81. | default values | பேரநிலி அகாய | இயல்புநிலை மதிப்பு |
| 82. | defragmentation | பூதிவிட்டிவக | துணிக்கை நீக்கல் |
| 83. | demodulation | ரீமூர்புகள் | பண்பிறக்கம் |
| 84. | device | ரபாங்க / ரபாங்கமிக | சாதனம் |
| 85. | device driver | ரபாங்க விவக மின்கூங்க | சாதனச் செலுத்தி |
| 86. | digital | அங்கித | இலக்க முறை |
| 87. | digital camera | அங்கித கைமிருவி | இலக்கமுறைப் படக்கருவி |
| 88. | digital economy | அங்கித ஆரீக்கக | இலக்கமுறைப் பொருளாதாரம் |
| 89. | digitizer | சும்பினாங்ககக | இலக்கமாக்கி |
| 90. | direct implementation | கூட்டுருபுகள் | பேராட அழுலாக்கம் |
| 91. | disk formatting | கைவி/சீக்க கைவிசிவி கைவீரிம் | வட்டு வடிவமைப்பு |
| 92. | distortion | கீகாயிய | திரிபு |



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| 93. | distributive law | சீக்வின கால | பங்கட்டு விதி |
| 94. | document flow diagram | தேவை கெளிக் காலகால | ஆவணப் பாய்ச்சல் வரைபடம் |
| 95. | domain | விகிதம் | ஆஸ்களம் |
| 96. | domain name server (DNS) | விகித கால கேவீலூடைகால | ஆஸ்களப் பெயர் சேவையகம் |
| 97. | domain name system (DNS) | விகித கால ரட்டிகிய | ஆஸ்களப் பெயர் முறைமை |
| 98. | dynamic host configuration protocol (DHCP) | காலிக் கொருக பாலுக திகளுக்கால | மாறும் விருந்தோம்பி உள்ளமைவு நெறிமுறை |
| 99. | dynamic web page | காலிக் கேவி கிழு | இயக்குநிலை வலைப்பக்கம் |
| 100. | e-commerce | விடுதலை வாதிக்கால | மின் வர்த்தகம் |
| 101. | economical feasibility | ஏற்றிக் கொத்தால | பொருளாதாரச் சாத்தியப்பாடு |
| 102. | elementary process description(EPD) | இலிக் கிளாவுக்கு ரீட்டிரால் | அடிப்படைச் செய்முறை விபரிப்பு |
| 103. | e-market place | ஓ-வெல்டை போல் | இலத்திரனியல் சந்தை இடம் |
| 104. | encryption | ஒத்த கேத்தால் | மறைகுறியாக்கம் |
| 105. | enterprise resource planning system (ERPS) | ஒங்கை கிபிள் காலூக்கு ரட்டிகிய | நிறுவன முலவள நிட்டமிடல் முறைமை |
| 106. | entity | ஒதார்பை/அதிகாரத்தைக்/கத்தால் | நிலைபொருள் |
| 107. | entity identifier | ஒதார்பு/அதிகாரத்தைக் குழுத்தைக் | நிலைபொருள் அடையாளங்காட்டி |
| 108. | entity relationship(ER) diagram | ஒதார்பு குறித்தைக் கைப்பகுதால் | நிலைபொருள் உறவுமுறை அட்டவணை |
| 109. | executable | கிளுக்கை கூட கை | இயக்கத்தகு |
| 110. | executive support system (ESS) | விகிதக் கூட கைப்பகுதால் | நிறைவேற்று உதவு முறைமை |
| 111. | expert system | விண்ணத்தை ரட்டிகிய | நிபுணத்துவ முறைமை |

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| 112. | extended binary coded decimal interchange cod (EBCDIC) | විස්තර දුරිමය කේතක දැනම | නිදහස් තුවිත කුරුමුහෙ තසම මූල්‍ය ප්‍රකාශනය කුරු |
| 113. | extended entity relationship (ER) diagram | විස්තර තුනාරුප සම්බන්ධිත රුප සටහන | විරිභාක්කපට්. නිශ්චලපොගුල් මූල්‍ය ප්‍රකාශනය ආශ්‍රාවයෙන් |
| 114. | feasibility study | අක්‍රෝ අධිකාරීයය | සාත්ත්‍යියපාටු කරුණක |
| 115. | feedback loop | ප්‍රතිපෙශක ප්‍රකාශනය | පින්නුට්ටල් බැහෙළයාම |
| 116. | fetch-execute cycle | අභාරණ-ලිඛාකරුවීම් ව්‍යුහය | තරුවිපු නිශ්චාවෙකුරුව් කුදාශී |
| 117. | fiber optic | ප්‍රකාශ තන්තු | ඩිඟ්‍යු ඉංජිනියෝල් |
| 118. | file | ගොනුව | කොට්පු |
| 119. | file hierarchy | ගොනු දිරාවලිය | කොට්පු පෘත්‍රියාල |
| 120. | firewall | ලේඛි පැවර | ත්ස්කවර් |
| 121. | normal form | ප්‍රථම ප්‍රමිත අවස්ථාව | ඩියල්පාක්කල් බැහෙළයාම |
| 122. | fixed internal hard disk | අවල අභ්‍යන්තර දැක් තැවැට් | නිශ්චාවාන මෑත්‍රාක වෘත්තයේ |
| 123. | flash memory | සැක්‍රේ/ ක්‍රේඩ්සිඩ මිතකය | පැවිච්ස්ට්‍රු නිශ්චාවකයාම |
| 124. | flash memory card | සැක්‍රේ/ ක්‍රේඩ්සිඩ මිතක පත | පැවිච්ස්ට්‍රු නිශ්චාවක ප්‍රතිඵලීය |
| 125. | flat file system | ලේඛි ගොනු පද්ධතිය | සමත්‍රාක් කොට්පු මුහුරාමය |
| 126. | flip-flop | පිළි-පොල | සුයු-විශු |
| 127. | float | ඉපුරිම්/ඉපිලිම් | මිතකව |
| 128. | floppy disk | නම්ක තැවිය | ඛෙක්ස් වැට්‍රු |
| 129. | flow chart | ගැලීම් සටහන | පාය්ස්සර් කොට්ඨ්‍රුප්පයාම |
| 130. | folder | ගොනු බිජුලුම් | කොට්පුවාරු |
| 131. | foreign key | ඇඟන්තුක පතුර | අන්ත්‍රියික්සාවී |
| 132. | formatting | හැඳිකාවී ගැන්වීම | වැඩ්වමෙන්තත්වා |
| 133. | frame | රාම්ව | ස්ට්‍රැකම් |
| 134. | frequency modulation | සංඛ්‍යාත මුරිජනය | අන්ත්‍රික්සාවී පස්ස්පෙර්රුවා |



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| 135. | full adder | பூர்ணகலூகை | முழுமைக் கூட்டி |
| 136. | function | திதய / காரணம் | சார்பு |
| 137. | functional dependency | காரண மிட்சி பருவத்தை | செயல் சார்புநிலை |
| 138. | functional requirement | காரண மிட்சி அவசியமான | செயல்படு தேவை |
| 139. | quantum computing | க்விஂக்விடிம் பரிசுத்தங்கள் | சொட்டு கணிப்பு அடிப்படை |
| 140. | gateway | ஸ்ரோது முறை / வாக்ஸ் டீவியர் /வாக்ஸ் ஸ்ரோது | நுழைவாயில் |
| 141. | genetic algorithm | குறிப் போகோரிட்டிக் | மரபணு வழிமுறை |
| 142. | geographical information system(GIS) | ஒலைக்கீடு தொரத்துர் பட்சித்திய /கிடித்து தொரத்துர் பட்சித்திய | புவியியல் தகவல் முறையை |
| 143. | graph plotter | பிரச்சார் உதவுக்கரணம் | படவரையில் |
| 144. | graphic tablet | இலைக்கலூகை | வரைவியல் விவரமாக்கி |
| 145. | grid computing | புகுக் பரிசுத்தங்கள் | கோட்டுச்சட்டக்குக் கணிமை |
| 146. | guided media | கிளித் தொகை | வழிபடுத்தப்பட்ட ஜிடகம் |
| 147. | half adder | அர்மிகலூகை | அரை கூட்டி |
| 148. | hand trace | கால்கொண்டிரைவிக்கை | கைச் சுவடுகள் |
| 149. | hard disk | டிரைவ் தசைய / டிரைவ் சிக்கை | வன்தட்டு |
| 150. | hardware | ஒள்ளுத்துறை | வன்பொருள் |
| 151. | hexadecimal | ஏவி முகமை | பதினாறுமும் |
| 152. | hierarchical model | மூர்வடிவ அமைப்பை | படிநிலை மாதிரி |
| 153. | host | கத்தூர்கை | விருந்தோம்பி |
| 154. | hub | நூலை | குவியன் |
| 155. | human operator | மனிதன் கூர்க்காரன் | மனித இயக்குபவர் |
| 156. | hybrid approach | ஒட்டுநீங்க பிரேரணை | கலப்பு அனுகல் |
| 157. | hyperlink | அடிக்கீழ்க்கொண்டிரைவி | மீ இணைப்பு |
| 158. | Integrated circuits (IC) | அனுக்குறித் தொடர்பு | ஒருங்கிணைந்த கருவு |
| 159. | icon | கிரங்கை | சிறு படம் |



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| 160. | identity | සැර්වසාම්ස | අභ්‍යන්තරයෙහි |
| 161. | image | රෝග | පෘථිම් |
| 162. | imperative | විධානාත්මක | කට්�ණ |
| 163. | incremental | වර්ධනාත්මක | ශ්‍රුමාන, අන්තිකරිප්පූ |
| 164. | indexed allocation | අනුකූලීක විගාරහය | සැංචි තොක්කේ |
| 165. | information | තොරතුරු | තකවල |
| 166. | inkjet printer | රින්ග විදුම් මූලකය | සමත්-තාරෑ-අස්-ස්ක්‍රී-බොරි |
| 167. | instant messaging | ක්‍රේඩික ප්‍රවීති යැවීම | ඡෑ-ඉංජිනේරිඩ් සේයෝ-තියිල් |
| 168. | integrated development environment(IDE) | සැමෝඩානික සංවර්ධින පරිකරය | ඉගුණ්කි-ගෙන්න-ත විරුත්ති සුළුව |
| 169. | integration test | අනුකළන පරික්ෂණය | ඉගුණ්කි-ගෙන්න-ත සොතිප්පූ |
| 170. | intelligent and emotional computing | ඉදිරිමත් සහ විෂ්වාසීය පරිගණකය | නුගේ-නුගේ නුගේ-නුගේ ඉංජිනේරු-හුමික්ක කොමිත්තල් |
| 171. | interface | අදුරු මූලුව | ඩිජේ-මුකම් |
| 172. | internet service provider(ISP) | අන්තර්ජාල දේවාය සපයන්නා | ඩි-ගෙන්යාස් සොවෙ වුජ්-කුජ් |
| 173. | interpreter | අර්ථින්තාසකය | මොඩ්‍රිමාං්‍රි |
| 174. | interrupt | අදුරු විදුම | ඩි-ආයු |
| 175. | intranet | අන්ත-ජාලය / අන්තෝ-ජාල | අකවි-ගෙන්යාම් |
| 176. | internet of things (IoT) | සාර්ව ද්‍රව්‍ය අන්තර්ජාලය/ සඩ්ඩ් ද්‍රව්‍ය අන්තර්ජාලය | පොරුට්-කොළින් ඩි-ගෙන්යාම් |
| 177. | iteration | ප්‍රනාකරණය | මේල් සේයල් |
| 178. | karnaugh map | කාර්නැ සිරියම් | කාලෝ බැරපතම් |
| 179. | knowledge management system(KMS) | දෙනුම් කළමනාකරණ උද්ධිතිය | අයිවු මුකාමෙත්-තුව මුහුරුමේ |
| 180. | large scale integration (LSI) | විශාල පරිමානයේ අනුකළනය | පාරිය අඛඟ ඉගුණ්කි-ගෙන්ප්පූ |
| 181. | latency | පමාව/ගුණ්තාව | මගෙන්-ලෙව |



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| 182. | least significant | அடிமேலேக்கீ | சிறும மதிப்பு |
| 183. | legend | வீச்சுர அடிக | குறி விளக்கம் |
| 184. | life cycle of data | டுத்த தீவின விறை | தரவு வாழ்க்கை வட்டம் |
| 185. | light emitting diode(LED) display | அலோக வீலோவுக டீயெஷ் கீட்டர்கைய | ஒளிகாலும் இருவாயித் திரை / ஒளி உழியும் இரு முனையம் |
| 186. | linked allocation | கவிச்சீ வீகாரகை | இணைப்பு ஒதுக்கீடு |
| 187. | linker | கவ்விரகை | இணைப்பி |
| 188. | liquid crystal display(LCD) | லிகிச்ரீக கவ்விரகை | தீரவுப்பளிங்குக் கணினித் திரை |
| 189. | list | ஒரேச்சுவி | பட்டியல் |
| 190. | liveware | கீலாங் | உயிர் பொருள் |
| 191. | local publishing | கீர்திக பிகிட்டிக் கிரிம் | உள்ளக வெளியீடு |
| 192. | local area network (LAN) | கீர்திக பில்கே ரூடுக | இடத்துறி வலையமைப்பு |
| 193. | logic gate | கூர்கிக டீவிரக | தர்க்கப் படலை |
| 194. | Logical Data Modeling(LDM) | கூர்கிக டுத்த அகாரிகரங்கை | தர்க்கத் தரவு மாதிரியுருவாக்கல் |
| 195. | logical data structure | கூர்கிக டுத்த விழுகை | தர்க்கத் தரவுக் கட்டமைப்பு |
| 196. | logical design tools | கூர்கிக கூலைப்பி மேவிலும் | தர்க்க வடிவமைப்புக் கருவி |
| 197. | looping | ஒப்பை | வளைய வரல் |
| 198. | machine code | கவ்று கேந்கை | இயந்திரக் குறியீடு |
| 199. | machine-machine coexistence | கவ்று-கவ்று கூலைவிரைவும் | இயந்திர- இயந்திர ஒருங்கிருத்தல் |
| 200. | magnetic ink character reader(MICR) | முதிர்கிக கீஞ்க அன கூஷ்டு கீகுவினை | காந்த மை எழுத்துரு வாசிப்பான் |
| 201. | magnetic stripe reader | முதிர்க தீர் கீகுவினை | காந்தப்பட்டி வாசிப்பான் |
| 202. | magnetic tape | முதிர்க பரீக | காந்த நாடா |
| 203. | malware | அதிர்க மீட்காங் | தீம்பொருள் |

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| 204. | management information system (MIS) | கலூம்புகர்ண தொரதூர் பட்டினிய | முகாமைத்துவ தகவல் முறைமை |
| 205. | man-machine coexistence | தீவிர-யன்ற கூடுதலைக்கேள்வு | மனிதன் - இயந்திரம் ஒருங்கிணுத்தல் |
| 206. | media access control (MAC) | மாடிச பிரேரண பாடுக | ஊடக அணுகல் கட்டுப்பாடு |
| 207. | memory management unit(MMU) | மினக கலூம்புகர்ண ரீதைய | நினைவுக முகாமைத்துவ அலகு |
| 208. | mesh topology | ஏட்டி சிருதைய | கண்ணி இடத்தீயல் |
| 209. | microprocessor | சீதூடு கூடுதலை | நுண்செயலி |
| 210. | microwave | சீதூடு தர்ங்க | நுண்ணலை |
| 211. | mini disk | ஒரு திருதை | சிறு வட்டு |
| 212. | mobile computing | பாங்கு பரிசுத்தைய | செல்லிடக் கணிமை |
| 213. | mobile marketing | பாங்கு அலூரிகர்ணதை | செல்லிடச் சந்தைப்படுத்தல் |
| 214. | modularization | மோடியூலுகர்ணதை | கூறு நிலையாக்கம் |
| 215. | modulation | இருப்பதை | பண்பேற்றும் |
| 216. | most significant | ஒரு வேகேஸி | அதியுயர் மதிப்பு |
| 217. | mother board | மூடு பிரிவு | தாய்ப்பலகை |
| 218. | multi agent systems | மினு கார்க பட்டினிய | பல்முகவர் முறைமை |
| 219. | multi user-multi task | மினு பரிசுத்து - மினு கார்கய | பற்பயனர்-பற்பணி |
| 220. | multi-core processors | மினு கர கூடுதலை | பல்கரு செயலி |
| 221. | multimedia objects | மினு மாடிச விசேஷ | பல்லுடைக் பொருள் |
| 222. | multiplexer | மினு பர்கார்கை | பல்சேர்ப்பி |
| 223. | multiplexing | மினு பர்கர்ணதை | பல்சேர்ப்பு |
| 224. | multiprocessing | மினு கூகூலம் | பன்முறைவழியாக்கி |
| 225. | multitasking | மினுகார்க கிரும | பற்பணி |
| 226. | multi-threading | மினு-ஏன்டிகியாக்கை | பல் செயல்கூறு |
| 227. | nature inspired | புதை கீழ்க்காணல்கை/ | இயற்கை உள்ளீர்ப்புக் |



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| | computing | பூகாலி அனுப்பேற்ற பரிசுத்தங்கள் | கணிப்பு |
| 228. | nested loop | தீவிர ஒப்பு | நீடித்த வகையம் |
| 229. | network addresses translating (NAT) | ராலு யோசித் தொழில்தாவரிகள் | வலையமைப்பு முகவரி பெயர்ப்பு |
| 230. | network architecture | ராலு தீர்மதிகள் | வலையமைப்புக் கட்டமைப்பு |
| 231. | network layer | ராலு கீர்தார்ய | வலையமைப்பு அடுக்கு |
| 232. | network model | ராலு அகாரிய | வலையமைப்பு மாதிரி |
| 233. | neural network | ஈநூறுகு ராலுகள் | நரம்பியல் வலையமைப்பு |
| 234. | non-functional requirement | கார்யமிட்டின் நோவின் அவசியத்தாவி | செயல்சாராத் தேவைகள் |
| 235. | normalization | பூமிகர்ணகள் | இயல்பாக்கல் |
| 236. | null | அனிடுநக | வெற்று |
| 237. | object code | விட்டு கேத்/ | பொருள் குறி |
| 238. | object oriented | விட்டு காலூர் / பாடக | பொருள் நோக்குடைய |
| 239. | object- relational model | விட்டு-கலீனின்கீ அகாரிய | பொருள் உறவுநிலை மாதிரி |
| 240. | octal | ஏஞ்சுமிகு | எண்மை |
| 241. | office automation system (OAS) | கார்யால சீலியங்கர்ண பட்டினிய | அலுவலகத் தன்னியக்க முறையை |
| 242. | offline | மார்க அபகை / மார்ககை நோவின் | தொடர்பு நிலை |
| 243. | one's compliment | ஒரேகீ அனுப்புக்கை | ஒன்றின் நிரப்பி |
| 244. | online | மார்ககை | தொடர்பா நிலை |
| 245. | open source | ஓப்பீ திட்டா | திறந்த மூலம் |
| 246. | operational feasibility | ஓபேஷனல் கூகங்காவி | செயற்பாட்டுச் சாத்தியப்பாடு |
| 247. | operator category | கார்க பூர்க்கை | செயலி வகை |
| 248. | operator precedence | கார்க பூமிக்கை | செயலி முன்னுரிமை |
| 249. | optical character reader (OCR) | பூகாக அடு செல்கு கீருக்கை | ஓளியியல் எழுத்துரு வாசிப்பான் |



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| 250. | optical mark reader (OMR) | புகாட் ஒழுஞ் கீலுவனா | காந்த மை எழுத்துரு வாசிப்பான் |
| 251. | output | பிரிடுங்கை | வெளியீடு |
| 252. | packet switching | பொடி ஒலிமூலா | பொதி மடைமாற்றல் |
| 253. | paging | பிருகரங்கை | பக்கமிடல் |
| 254. | paradigm | ஒண்மொட்டுக்கை / பிரதிமூலங்கை/பிரதிரீதங்கை | கோபாட்டுச் சட்டகம் |
| 255. | parallel implementation | கூடுதல் சீர்பாலங்கை | சமாந்தர அமுலாக்கம் |
| 256. | parameter passing | பருத்தி யெலிமெண்ட் | பரமானக் கடத்தல் |
| 257. | parity | கமிகாவி | சமநிலை |
| 258. | password | இரு படிக | கடவுச்சொல் |
| 259. | payment gateway | கேவுல் லீக்டு லீக்டார்ய | பணக் கோடுப்பனவு நுழைவாயில் |
| 260. | periodic refreshing | ஏவ்வாறு குறைபாடுகள் கொண்ட குறைபாடுகள் | காலமுறை புதுப்பித்தல் |
| 261. | peripheral device | பரிசுத் திட்டங்கை / திட்டங்கை | புறச் சாதனம் |
| 262. | phablet | ஐஷிலுவி | பெப்லட் |
| 263. | phased implementation | அவசியமாக சீர்பாலங்கை / பியார் கியால்மக்கிரிம் | கட்ட அமுலாக்கல் |
| 264. | phase modulation | கலா இருப்பங்கை | நிலை பண்பேற்றும் |
| 265. | phishing | தாழ்வுகள் | வழிப்பறித்தல் |
| 266. | physical layer | கோதிக சீர்பாலங்கை | பொதிக அடுக்கு |
| 267. | physical memory | கோதிக மின்கை | பொதிக நினைவுகம் |
| 268. | pilot implementation | தியாக சீர்பாலங்கை / தியாக கியால்மக்கிரிம் | முன்னோடி அமுலாக்கல் |
| 269. | piracy | வேர்த்திவை / குல்லிக்கை | களவு |
| 270. | pirated software | வேர்த்திவை மூலக்காங்கை | திருட்டு மென்பொருள் |
| 271. | plagiarism | ஒத்திருப்பு வேர்த்திவை | கருத்துத் திருட்டு |
| 272. | point to point connection | கூட்டு கூட்டு கூடுதல்கை | ஒன்றுடனொன்று இணைப்பு |



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| 273. | pointing device | දැක්වුම් උපාංගය | සැංචි සාත්‍යම |
| 274. | port | කෙටියිය | වායිල්, තුරු |
| 275. | portable external hard disk | ජංගම/සුවහැන බාකිර දැක්වුම් කැටිය | කාවත්තකු පුරු බණත්ත් |
| 276. | portal | දේවාරය/ ආමුබද්ධාරය | වෘෂ්‍යවාසල |
| 277. | Point of sale (POS) machine | විශ්‍යුල් පොල යන්තු | විශ්‍යුපෙන මූලික පියන්තිරම |
| 278. | postulate | උපකළුපනය | සැක්කොස් |
| 279. | power supply | විදුලි සැපයුම්/ජව සැපයුම | මින් වුහැංකි |
| 280. | presence check | තරිතතා පරීක්ෂාව | இருத்தல் சரிபார்த்தல் |
| 281. | presentation layer | සම්බන්/ஓයිරිපත් කිරීම් දේරය | முன්வෙස්பු அடுக்கு |
| 282. | primary key | ප්‍රාර්මික/මුල් යුතු | முதன்மைச் சාධී |
| 283. | primitive data type | ප්‍රාර්මික දත්ත වර්ගය | பුர්වීகத் தரவு வகை |
| 284. | privacy | පොදුගැලීகත්වය | அந்தரங்கம் |
| 285. | private key | පොදුගැලීக යුතු | பிரத்தியேகச் சාධී |
| 286. | process | இயාච්‍රිය/இයාயනය/ சூக்ஷ்ம | செயல்/ முறைவழியாக்கல |
| 287. | process control block(PCB) | இයාயන பாலுக டன்சிய | செயல் கட்டுப்பாட்டுத் தொகுதி |
| 288. | process management | இයාயන கலுமினாகர்ண்ய | செயல் முகாமைத்துவம் |
| 289. | process states | இයාயන தக්த්வி | செயல் நிலை |
| 290. | process transition | இයාயන சங்கு நிலை | செயல் நிலைமாறல் |
| 291. | product commercialization | தිෂ්பාடக வாணிபகர்ண்ய | தயாரிப்பு வர்த்தகமயமாக்கல் |
| 292. | product of sum (POS) | வෛක්‍යங்களே ඉඩිகය | සැංචුத்தொகையின் பெருக்கம் |
| 293. | program translator | நிமුஸේ பரிவர்த்தக | செய்நிரல் மொழிபெயர்ப்பான் |
| 294. | proprietary | தිම්கම් සහිக | தனியுரிமை |
| 295. | protocol | தියමාච්‍රිය | நடப்பொழுங்கு |



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| 296. | prototyping | இலாகாதிகரணம் | மூலவகை மாதிரி |
| 297. | proxy server | திருப்பு வேலையகை | பதிலாள் சேவையகம் |
| 298. | pseudo code | ஒழுக கேதக | போலிக்குறி |
| 299. | public switch telephone network (PSTN) | பொடு சீரிவ டிரங்கள் தலை | பொது ஆளியிடப்பட்ட தொலைபேசி வலையமைப்பு |
| 300. | public key | பொடு யார் | பொதுச் சாலி |
| 301. | pulse code modulation | செப்ளெட் கேத இருப்பு | துடிப்புக்குறி பண்பேற்றம் |
| 302. | pulse width modulation | செப்ளெட் ரீதர் இருப்பு | துடிப்பு அகலப் பண்பேற்றம் |
| 303. | radio button | ரீகல்ர் கேரிம் | ரேடியோ பொத்தான் |
| 304. | random access memory (RAM) | கடமினாவி பிரேரிக் கெதகை | தற்போக்கு அணுகல் நினைவகம் |
| 305. | range check | பருக பரித்துவி | வீச்சு சரிபார்த்தல் |
| 306. | rapid application development (RAD) | கூஜ கேட்டுவிதி கங்களிக்கெதகை | துரித பிரயோக விருத்தி |
| 307. | read only memory (ROM) | படிந மாறு கெதகை | வாசிப்பு மட்டும் நினைவகம் |
| 308. | real time | தெரிக காலிக | நிகழ்நேரம் |
| 309. | record | ரெகுரையாக | பதிவு |
| 310. | redo | கூவித கிரிம் | மீன்ச் செய் |
| 311. | redundancy | குமிரிக்கெதைவி | மிகைமை |
| 312. | reference model | கோடு அகாரிய | வலையமைப்பின் கட்டமைப்பு |
| 313. | refreshing | புதுப் கிரிம் | புத்துயிர்ப்பித்தல் |
| 314. | register memory | ரெகிஸ்டர் கெதகை | பதிவுகம் |
| 315. | relational | குமிந்திக | தொடர்பு, உறவுநிலை |
| 316. | relational model | குமிந்திக அகாரிய | உறவுநிலை மாதிரி |
| 317. | relational database | குமிந்திக ட்டெ குமிழாய் | உறவுநிலை தரவுக்களும் |
| 318. | relational instance | குமிந்திக கிடீர்க்கை | தொடர்பு முறை எடுத்துக்காட்டு |



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| 319. | relational schema | සම්බන්ධිත පර්පාටික සටහන | தொடர்பு முறைத் திட்டம் |
| 320. | relationship | සම්බන්ධිතாචய | தொடர்புமுறை |
| 321. | remote | දුරක් | தொலை, தூர |
| 322. | render | விளை | வழங்கு |
| 323. | repeater | ප්‍රහරිකරකය | மீளி, மீட்டி |
| 324. | repetition | ப්‍රහරිக்கிய | மீள் செயல் |
| 325. | reset button | ප්‍රහරිக்க வோத்தம் | மீளமைப்புப் பொத்தான் |
| 326. | retrieve | கமුද්ධிரණ | மீளப்பெறு |
| 327. | return value | ප්‍රහරිக்க அடக்க | திரும்பல் பெறுமானம் |
| 328. | reverse auction | ප්‍රකிளின்ட்டெக்ன | எதிர்மாற்று ஒலம் |
| 329. | ring topology | இடු සේලුகரக | வளைய இடத்தியல் |
| 330. | router | மிஂ கண்ணல் | வழிப்படுத்தி, வழிச்செலுத்தி |
| 331. | routing | மிஂ கண்ணலீම | வழிச்செலுத்தல் |
| 332. | scanner | සුපிரික்கரகය | நானுகு நோக்கி |
| 333. | scheduler | தியமிகர்ணக | ஓழுங்குபடுத்தி |
| 334. | scope of variable | விலாக பரාகர | மாறி செயற்பார்ப்பு |
| 335. | query | விட்டும் | வினவல் |
| 336. | selection | தெரிம | தெரிவு |
| 337. | selector | වரகர | தேர்வி, தேர்ந்தெடுப்பி |
| 338. | sensor | சாலேடுகர | உணரி |
| 339. | sequence | அனுமதிய | தொடர் |
| 340. | sequential circuit | அனுமதிக පරිපරිக | தொடர்ச் சுற்று |
| 341. | sequential search | அனுமதிக ශேறுமித | வரிசைமுறைத் தேடல் |
| 342. | server | ஷெல்லாகரக / அனுගுகரக | சேவையகம் |
| 343. | session layer | செச් සේர்க | அமர்வு அடுக்கு |
| 344. | shareable pool | நுவ்வார் ஓங்கர | பகிரதகு பொது இடம் |
| 345. | sign-magnitude | ஒங்குவித் பொதுங்க / சங்காக்கித | குறியுடைய வீச்சளவு |



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| | | பரிமானங்கள் / அங்கிரு பரிமானங்கள் | |
| 346. | single user-multi task | சீக் பரிசீலக-இண் கூர்கள் | தனிப்பயனர்-பற்பணி |
| 347. | single user-single task | சீக் பரிசீலக-சீக் கூர்கள் | தனிப்பயனர்-தனிப்பணி |
| 348. | smart card | சூழங் காசிப்பக | குட்டிகை அட்டை |
| 349. | smart phone | சூழங் டிரங்கள்கள் | குட்டிகைத் தொலைபேசி |
| 350. | smart system | சூழங் படிவியல் | குட்டிகை முறைமை |
| 351. | social networking | குமுக ரூல்கள்கள் | சுழக வணல்யமைப்பாக்கல் |
| 352. | software | ஓடுகூடு | மென்பொருள் |
| 353. | software agent | ஓடுகூடு கூர்கள் | மென்பொருள் முகவர் |
| 354. | sort | பேரிட | வரிசைப்படுத்து |
| 355. | source | பூனை | மூலம் |
| 356. | spiral model | கரிபிட ஆகையை | கருளி மாதிரி |
| 357. | spooling | பீரிட | கற்றுதல் |
| 358. | Star topology | கூர்கூ ஸ்ட்ரீல்கள் | விள்மீன் இடத்தியல் |
| 359. | stepwise refinement | பீரிவர்கூர் பீரிலகூடு | படிமுறை நீக்கல் |
| 360. | storage | ஆவகங்கள் | சேமிப்பு |
| 361. | storage allocation | ஆவகங் விரூவங்கள் | சேமிப்பு ஒதுக்கல் |
| 362. | stored program concept | ஆவீத ஒமேல்லே சங்கல்லை | சேமிக்கப்பட்ட செய்நிரல் எண்ணக்கரு |
| 363. | structure | விழுகள் | கட்டமைப்பு |
| 364. | structure chart | விழு ஈவகள் | கட்டமைப்பு வரைபு |
| 365. | structured | விழுகளை | கட்டமைப்புடைய |
| 366. | structured query language(SQL) | விழுகளை ரிமேக்டு செய்து | கட்டமைப்பு விளவல் மொழி |
| 367. | submit button | கோடி வீடுகளை | சமர்ப்பித்தல் பொத்தான் |
| 368. | subnet mask | ஏர் ரூல் ஆவர்கள் | உபவணல் முறை/முகம் |
| 369. | sub-netting | ஏர்-ரூல்கள் | உபவணல்யமைப்பு |



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| 370. | sub-program | ஸுப்-ஷுமில்ரை | துணைச் செய்நிரல் |
| 371. | sum of products (SOP) | ஒளித்தன்மை வேதனை | பெருக்கங்களின் கூட்டுத்தொகை |
| 372. | supply chain management | ஈபெட்டு டாம் கலூக்காகர்ணை | விநியோக சங்கிலித்தொடர் முகாமைத்துவம் |
| 373. | swapping | பிரதிகரணை | இடமாற்றல் |
| 374. | switch | சீலிவிய | ஆஸி |
| 375. | syntax | கார்க் ரீதி | தொடரியல் |
| 376. | system development life cycle(SDLC) | பட்டினி ஈவிருப்பின தீவின விழுக | முறைமை விருத்தி வாழ்க்கை வட்டம் |
| 377. | table | விழுபு | அட்டவணை |
| 378. | table check constraint | விழு பரிசீலனை ஈவிருப்பினை | அட்டவணை சரிபார்த்தல் கட்டுப்பாடு |
| 379. | tag | லிங்குலநை | ஒட்டு |
| 380. | Technical feasibility | தொகைத்திற உதவ்வை | தொழில்நுட்பச் சாத்தியக் கருகை |
| 381. | telecommuting | பூர்வீர ஈவிடுடைய / பூர்வ ஈவீடுவீடுநை | தொலைசெயல் |
| 382. | testing strategy | பரிசீலனை உறுபுமை | பரிசீலித்தல் உபாயம் |
| 383. | text and font | பாரி சுதா அக்ஷர | வாசகமும் எழுத்துருவும் |
| 384. | text formatting | பாரி கூடிகளில் கூண்டிமெடு | வாசக வடிவமைப்பு |
| 385. | text input | பாரி ஆட்டான | வாசக உள்ளீடு |
| 386. | normal form | பூமிக் குவிக்காலி | இயல்பாக்கல் வடிவம் |
| 387. | thumbnail | ஈகைகளை ஒரு கூடுதல் வகையில் விடுதலை | குறும்படம் |
| 388. | time division modulation (TDM) | கால மெட்டு இருப்பினை | நேரப் பிரிவுப் பண்பாக்கம் |
| 389. | time sharing | கால விதமாக விடுதலை | நேரப்பகிர்வு |
| 390. | timing | கால கண்ணை | நேரக்கணிப்பு |
| 391. | top down design | மூடின் வித ஈரண்டும் | மேலிருந்து கீழான வடிவமைப்பு |

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| 392. | touch pad | தீர்க்க உபயோகம் / பாடகம் | தொடு அட்டை |
| 393. | touch screen | தீர்க்க திரு | தொடுதிரை |
| 394. | transaction processing system(TPS) | அனுமதி செய்து விடும் பட்டினம் | பரிமாற்றச் செயலாக்க முறைமை |
| 395. | transitive dependency | கூறுத்த பருவத்துறை | மாறும் சார்பு நிலை |
| 396. | transport layer | பூர்வ தீர்க்க | போக்குவரத்து அடுக்கு |
| 397. | transport protocol | பூர்வ தீர்க்குவிடிய | போக்குவரத்து நடப்பொழுங்கு |
| 398. | tuple | உபலேகியங்/பேரிய | பதிவு/நிரை |
| 399. | twisted pair | ஒசிரி இடை | முறுக்கிய சோடி |
| 400. | two's compliment | டெக்கு அனுப்பும் | இரண்டின் நிரப்பி |
| 401. | type check | பூர்ப பரிசீலனை | வகை சரிபார்த்தல் |
| 402. | constraint | கூறுத்த பரிசீலனை | கட்டுப்பாடு வகை |
| 403. | ubiquitous computing | கூறுத்த அனுப்பும் | எங்கும் வியாபித்த கணிமை |
| 404. | undo | ஒன்றை திரும் | செயல்தலிர் |
| 405. | unguided media | தீவிர கோவில் மூடிச் | வழிபடுத்தப்படாத ஊடகம் |
| 406. | uni-casting | கூறுத்த குறைபீஜனை | தனிப்பரப்பல் |
| 407. | unicode | ஒத்தீர்க்கி/ சீக்கீர்க்கி | உற்றைக்குறி முறை |
| 408. | unique constraint | அனுகூல கூறுத்த பரிசீலனை | தனித்துவக் கட்டுப்பாடு |
| 409. | unit testing | சீக்கீர்க்கி | அலகுச் சோதனை |
| 410. | universal | கார்விடு | பொது |
| 411. | updating | காலத்தை திரும் | தற்காலப்படுத்தல் |
| 412. | user | பரிசீலக | பயனர் |
| 413. | user defined | பரிசீலக தீர்வாளிகள் | பயனர் வரையறை |
| 414. | validation | விளங்கி திரும் | செல்லுபடியாக்கல் |
| 415. | variable | கீர்க்கீர்க்கி | மாறி |
| 416. | very large scale integration (VLSI) | ஒது சீக்கீர்க்கி பரிசீலனை அனுகூலம் | மிகப் பெரியளவிலான ஒருங்கிணைப்பு |



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| 417. | video graphic adapter (VGA) | ඩුජස විතක අනුහුරුණුවට වි | කාජොලී බරෙයි පොරුත්ති |
| 418. | virtual community | අතර්ත ප්‍රභාව | මෙය්තිකර් සරුකම් |
| 419. | virtual memory | අතර්ත මිතකය | මෙය්තිකර් ත්‍රිඛෙවකම් |
| 420. | virtual storefront | අතර්ත වේලද පුද්ගලිකතාගාරය | මෙය්තිකර් කැංමුකප්පු |
| 421. | waterfall model | දියඇලු ආකෘතිය | න්ර් ඩේෂ්ස් මාත්‍රි |
| 422. | wave length | තරංග ආකෘතිය | අවශ න්සෑම් |
| 423. | web portal | වෙබ් ද්වාරය | වැළඳ බාසල් |
| 424. | web server | වෙබ් දේවාදායකය | ඩිසෙය සොවයකම් |
| 425. | web service provider | වෙබ් දේවා සැපයුම්කරු | ඩිසෙය සොව වුයුතුණුරු |
| 426. | white box testing | ස්ටෝර මිං්ඩ්සා පරික්ෂාව | බෙන්පෙට්ඩ්ස් සොතිප්පු |
| 427. | world wide web(WWW) | ලෝක ටීඩිර ටියමින | ඡලකණාධිය බැළෙ |
| 428. | uniform resource locator (URL) | ලේකාකාරී සම්පත් තිජ්වායකය | ස්රීම බණ இருப்பிடங்காட்டி |
| 429. | uniform resource identifier(URI) | ලේකාකාරී සම්පත් හැඳුන්වනය | ස්රීම බණ அடையாளங்காட்டி |





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