MindSpark

Computer Notes

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Chapter 1: Introduction

Computer: an electronic machine that processes data into information.

Chapter 2: Hardware & Software

- Hardware: physical parts (CPU, keyboard, monitor).

- Software: programs (MS Word, Windows).

Chapter 3: Operating Systems

Manages hardware and software. Examples: Windows, Linux.

Chapter 4: Programming Basics

Languages: C, Python, Java.
Flowcharts and algorithms used before coding.

Chapter 5: Internet & Networking

Internet connects computers globally.
Types of networks: LAN, WAN.

Key Points: Practical knowledge is equally important as theory.