

# Essentials of ICT

## ICT1113

### Lecture 06

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# Lecture 06

## Application Software

# Learning Objectives

- ▶ After completing this chapter you should be able to:
  - ▶ Identify different types of application software
  - ▶ Explain key features of these various types of software with examples

# Software

- ▶ There are two types of software in a computer system.
  - ▶ System Software
  - ▶ Application Software

# Application Software

- ▶ Application SW are programs that **interact directly with the user** for the performance of a certain type of work
- ▶ They generally do not **talk to the HW** (i.e. printer, disk drive, etc) directly, but **through interfaces provided by the OS**



# Common Features

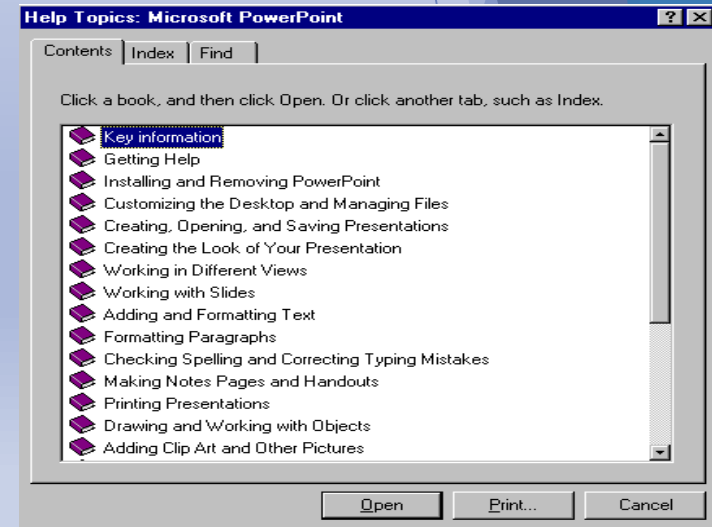
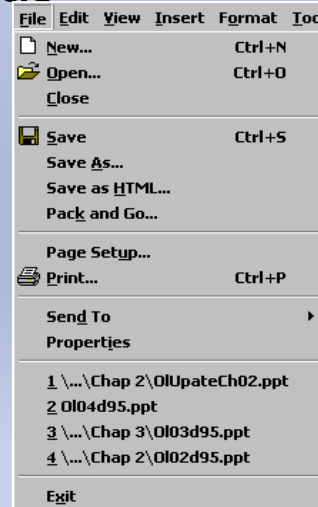
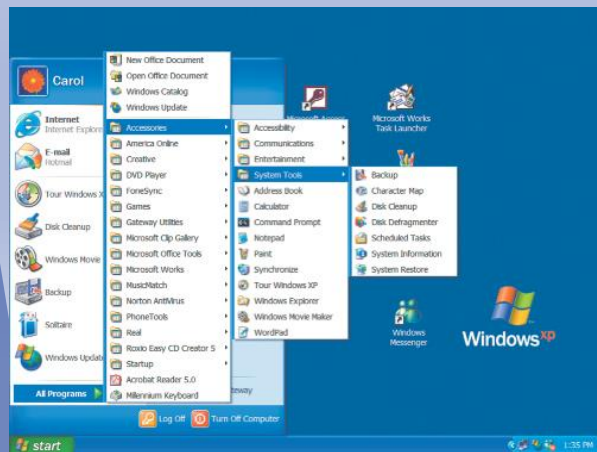
- ▶ User Interface
  - ▶ Important part of software
  - ▶ Portion where the user interacts with the software
- ▶ Graphical User Interface (GUI)

-Windows

-Toolbars

-Menus

-Help



# Proprietary Vs FOSS

## ▶ Proprietary (Commercial) Software

- ▶ The software is under restrictive copyright and the source code is usually hidden from the users.
- ▶ Ex:-Microsoft Office Package, Adobe Package (Photoshop, Illustrator)..

## ▶ Free & Open Source Software (FOSS)

- ▶ Anyone is freely licensed to use, copy, study, and change the software in any way. The source code is openly shared , so that people are encouraged to voluntarily improve the design of the software
- ▶ Ex: Open Office, GIMP, Blender...

# Classification According to the Mode in which it is Used

## ▶ Interactive-mode

- ▶ The user runs the program on the computer and keeps on interacting with the computer while the program runs
- ▶ Example: Word processor

## ▶ Batch-mode

- ▶ The user starts the program and the computer processes the provided data and produces results without any further intervention from the user
- ▶ Example: Payroll



# Classification According to the Purpose

- ▶ **General-purpose application**
  - ▶ Widely used software
  - ▶ Common tasks
  - ▶ Spreadsheets, Word Processors
- ▶ **Special-purpose application**
  - ▶ Narrowly focused software
  - ▶ Specific tasks
  - ▶ Air-line reservation systems, School management systems

# Classification According to the Application Area

- ▶ Scientific/engineering/graphics
- ▶ Business
- ▶ Productivity
- ▶ Entertainment
- ▶ Educational



# 1) Scientific/Engineering/Graphics Apps

► **Key feature: Intense floating-point calculations**

## ❖ Scientific SW

❖ Simulation of natural systems

❖ Deforestation and effect on green-house gases

❖ Simulation of artificial systems

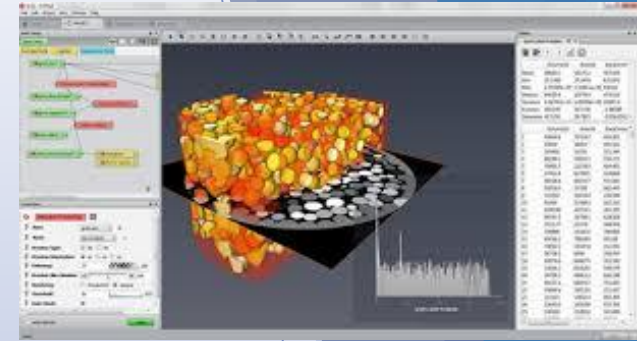
❖ NeuralWare (Simulator for artificial neural networks)

❖ Thermo-nuclear explosions

❖ Mathematical computation packages

❖ Mathematica (can do hundreds, if not thousands of functions, e.g. solving a differential equation)

❖ MathCAD



## ❖ Engineering SW

### ❖ Computer-aided design (CAD)

- ❖ AutoCAD

- ❖ SPICE

- ❖ Virtual wind tunnels

### ❖ Computer-aided manufacturing (CAM)

### ❖ Telecommunication system SW

- ❖ Centrex

### ❖ Industrial control SW

- ❖ Control program for a water treatment plant

## ❖ Graphics & Animation SW

### 1. *Vector graphics*

- ❖ Treats everything that is **drawn as an object**
- ❖ These objects can later be **easily moved, stretched, duplicated, deleted**, etc
- ❖ Are resolution (no. of pixels) independent
- ❖ Relatively **small file size**
- ❖ Example: Flash

## 2. *Bit-mapped or raster graphics*

- ❖ Treats everything that is drawn as a bit-map
- ❖ If an object is drawn on top of another, it is difficult to move just 1 of them while leaving the other untouched
- ❖ Changing the resolution often requires considerable touch-up work
- ❖ Relatively large file size
- ❖ Example: MS Paint, Adobe Photoshop

## 2) Business Applications

- ▶ Most of the SW being developed today belongs to this category
- ▶ SW that is required to run most any sort of business:
  - ▶ Payroll
  - ▶ Accounts receivable & accounts payable
  - ▶ General ledger
  - ▶ Order entry
  - ▶ Inventory control



## ❖ E-Commerce SW

- ❖ Many businesses are already using it to offer their products and/or services over the Internet
- ❖ makes it possible for customers to place orders over the Web without the involvement of any of the seller's salesperson
- ❖ The product is shipped or made available for download immediately after the payment is verified
- ❖ Generally custom-built
- ❖ Key requirements:
  - ❖ Reliability
  - ❖ Security
  - ❖ Ability to handle 1000's of transactions, simultaneously



## ❖ ERP (Enterprise Resource Planning) SW

- ❖ Very large scale, complex & expensive SW
- ❖ Ties together all key activities & major systems of an organization into a single SW system
- ❖ **Key benefit:** Optimization of the business processes of an organization as a single system instead of many loosely-related stand-alone systems
- ❖ Example: SAP, Oracle

## ❖ DSS (Decision Support System) SW

- ❖ Sometimes also called “expert systems”
- ❖ Based on a branch of computer science called “artificial intelligence”
- ❖ Designed to help business managers in making effective decisions in complex situations based on the analysis of the relevant data

### 3) Productivity SW

- ▶ Most popular category in terms of licenses sold
- ▶ Common features
  - ▶ Ability to simplify, automate everyday business tasks
  - ▶ Highly interactive and user-friendly design
  - ▶ Designed to run on PC's
  - ▶ Most users do not use 90% of the SW features
- ▶ Popular productivity SW
  - ▶ Word Processing      Spreadsheets
  - ▶ Presentations      Databases



## ❖ Word Processors

- ❖ The most popular productivity app
- ❖ Initially designed as a replacement for the typewriter
- ❖ Automation
  - ❖ Table of contents & index
  - ❖ Spelling & grammar checking
- ❖ Two approaches: WYSIWYG (e.g. Word, WordPerfect, Star) or traditional markup (LaTeX)?
- ❖ Desktop publishing

## ❖ Web Page Development SW

- ❖ Web pages can be developed using a simple plain-text editor like the “notepad”, but HTML editors can make the process quicker (more efficient, easy-to-use )
- ❖ Interfaces (ex:DreamWeaver)

## ❖ Spreadsheet SW

- ❖ Electronic replacement for ledgers
- ❖ Used for automating engineering, scientific, business calculations
- ❖ VisiCalc was the first popular spreadsheet application on PC's
- ❖ Consist of **cells** arranged in **rows & columns**

## ❖ Presentation Development SW

- ❖ Used to prepare multimedia material for lectures & presentations to display key points, graphics, animation, or video with the help of multimedia projectors
- ❖ Key advantages:
  - ❖ Easy to modify
  - ❖ Can be sent electronically
  - ❖ Multimedia nature makes it more interesting for the audience

## ❖ Productivity SW Suites

- ❖ A set of stand-alone productivity applications designed to work easily with each other
- ❖ Share a common UI
- ❖ Available as a bundle along with additional useful utilities
- ❖ Examples: MS Office, Corel WordPerfect Office, Lotus SmartSuite

## ❖ Document Centered Computing (DCC)

- ❖ *The increasing cooperation among the apps included in productivity suites*
- ❖ *Instead of developing parts of a doc in a number of apps, you stay in a single doc and call-up appropriate apps to insert the required objects*

## 4) Entertainment SW

Key feature: Simple, User friendly

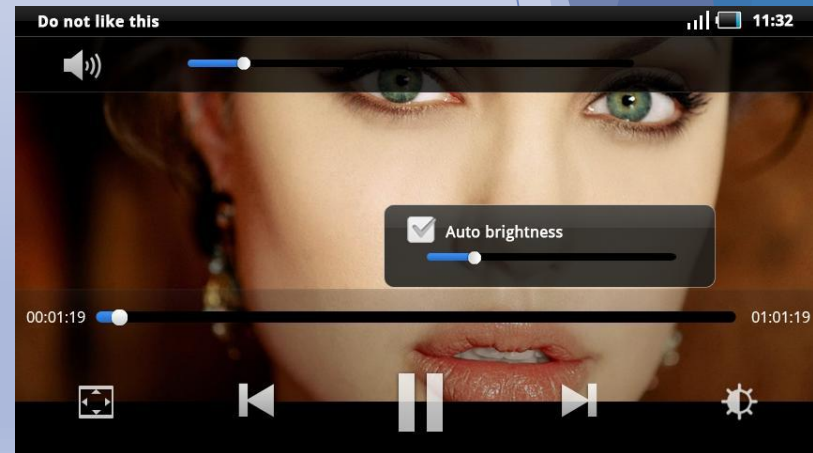
- ▶ Both Microsoft & Apple are pursuing a PC-as-a-personal-entertainment-hub strategy.
- ▶ *Probable result:* Already popular entertainment SW will become even more popular

### ❖ Music & Video Players

- ❖ Music players (WinAmp)
- ❖ Video/Music players (VLC player,

Windows Media player, QuickTime player)

- ❖ The Web Browsers can also display video, animation, and play music with the help of helper applications like Flash





## ❖ Music Generation & Movie Editing SW

- ❖ A PC can be made the hub of a music making studio with help of appropriate HW & SW
- ❖ Inexpensive, easy-to-use
- ❖ Music generation sw (ex: ASIO, DarkWave Studio )
- ❖ Movie Editing sw (Apple iMovie, windows movie maker)

## ❖ Games

- ❖ Many types
  - ❖ Educational
  - ❖ Strategy/Simulation
  - ❖ Sports



- ❖ The saddest aspect: You do not need any opponents or partners to play computer games

## 5) Educational SW

- ▶ Category with probably the highest growth rate

- ❖ **Electronic Encyclopedias**

- ❖ Great resource of useful information presented in a very interesting format
- ❖ Superior to the paper-based version:
  - ❖ Access speed is dramatically higher
  - ❖ Can contain animation and sound
  - ❖ Much lower cost as thousand's of pages in dozens of volumes have been replaced by a couple of CD's

## ❖ On-line Learning

### ❖ Key features of good online learning SW:

❖ The student can learn at his or her own pace

❖ The student can select his or her own hours

❖ Examples: Coursera, Academic Earth, edx



# Attributes of Good Application SW

- ▶ Easy to install, un-install
- ▶ UI
  - ▶ Consistent
  - ▶ Configurable
  - ▶ Adapts to the users need
- ▶ Has a tutorial and a complete help manual
- ▶ Does not have any critical bugs

# Quiz 02

- ▶ Date : 15<sup>th</sup> May 2018
- ▶ Time: At the lecture hours
- ▶ Content: Input, output and storage devices, System sw, Application sw, Internet and WWW

# Questions ???

