

LECTURE 1

GETTING FAMILIAR WITH BASICS

COMPUTER

A computer is a machine that can be programmed to perform generic sets of operations and perform a wide range of tasks for the ease of users.



Definition of a Computer

Definition:

A computer is an electronic device that processes data, performs calculations, and executes instructions to produce output.

A computer can do nothing by itself, but once it is told how to do a job, it does it much faster than a human being.

ALL COMPUTERS HAVE THE FOLLOWING ESSENTIAL HARDWARE COMPONENTS:

Input – the component through which a **user instructs** a computer about **what to do**

Processor – the engine that processes the instructions given by the user

Memory – where the processor stores information that is required **during its computations**

Storage – where information that is required to be used much later is stored

Output – the component that **communicates the results** of a computation to the user

At the highest level, two things are required for computing

Hardware: The **physical equipment** in a computing environment such as the computer and its **peripheral devices** (printers, speakers, etc.)

Software: The set of instructions that operates various parts of the hardware. Also termed as “computer program”

SECTION 1: HARDWARE REVIEW

INPUT & OUTPUT DEVICES

INPUT DEVICES



KEYBOARD



MOUSE



JOYSTICK



SCANNER



WEB CAMERA



MICROPHONE

OUTPUT DEVICES



MONITOR



PRINTER



SPEAKER



HEADPHONE



PROJECTOR

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input

output



Brief History and Evolution of Computers

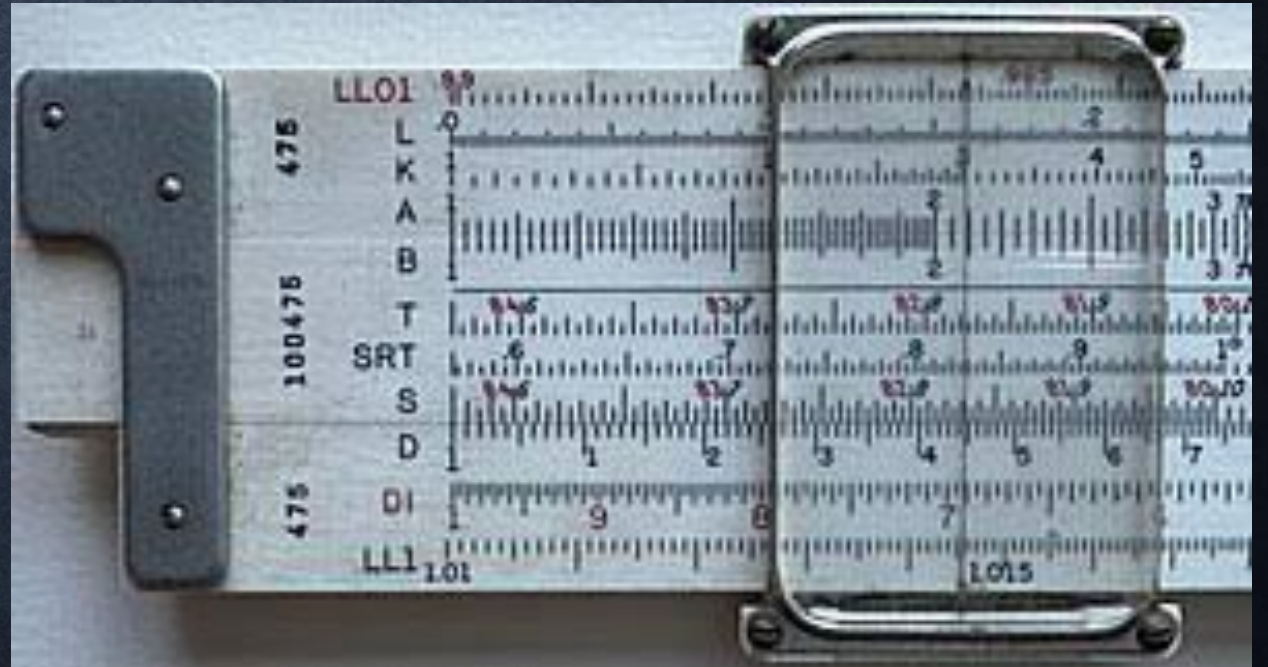
Early Mechanical Devices:
Abacus (2700 BC)
Most probably invented
by Sumerian Civilization



Slide Ruler



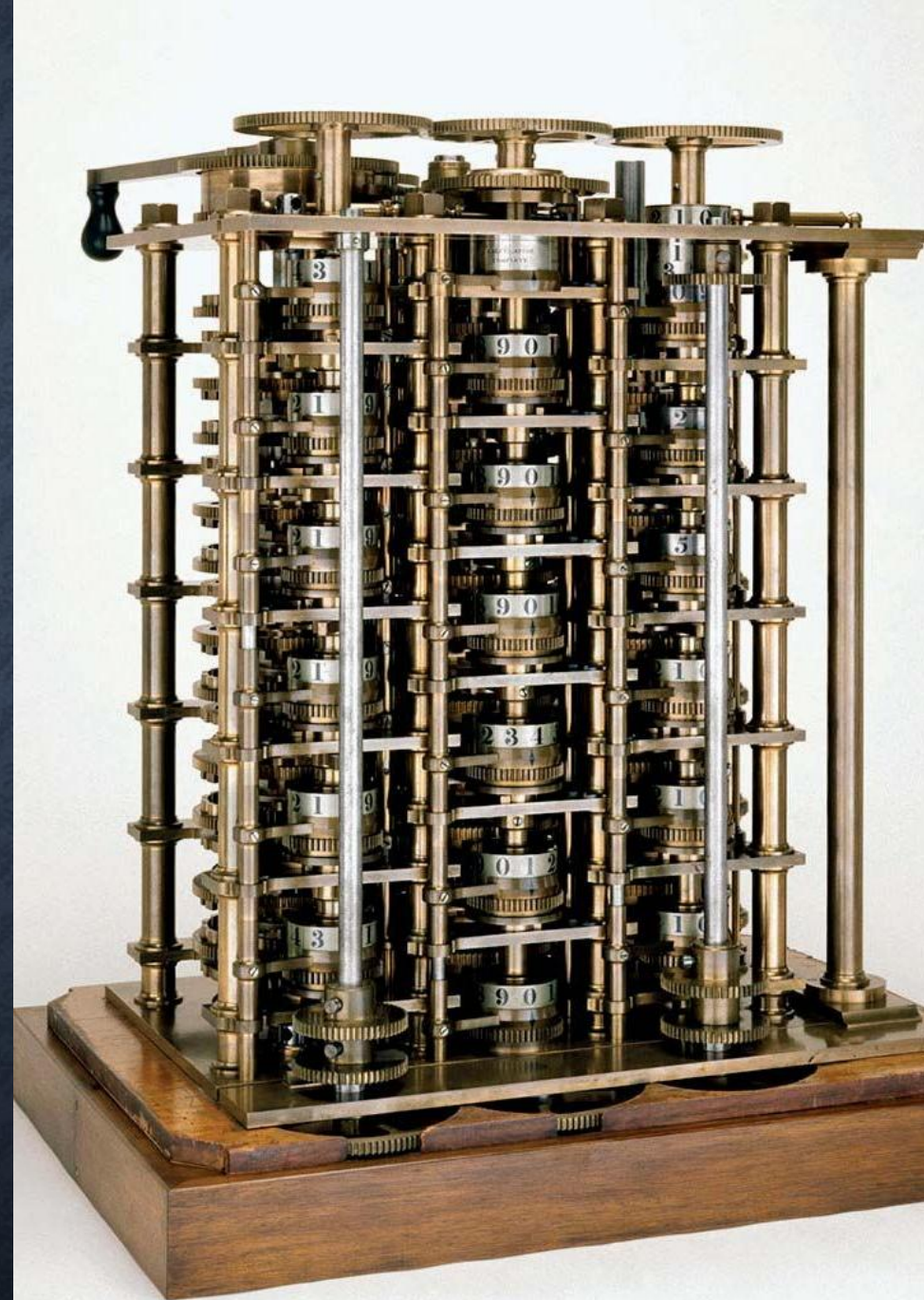
Invented in 1600 by
William Oughtred
Used to compute
complex solutions
Difficult to use



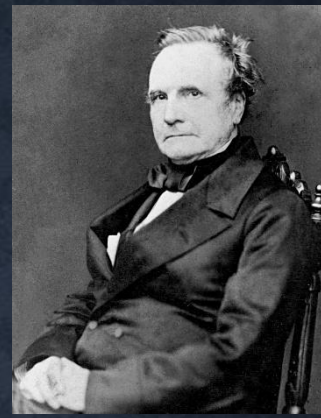
Difference Engine

Automatic mechanical
calculator designed to
tabulate polynomial
functions.

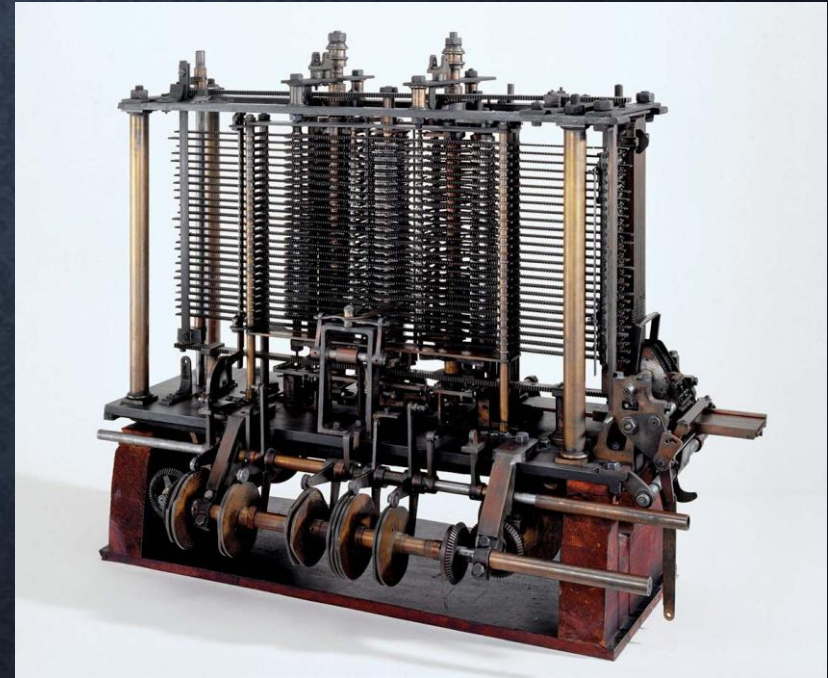
It was designed in the
1820s, and was first
created by Charles Babbage



Analytical Engine



Charles Babbage's Analytical Engine (1834-1871)
Due to insufficient budget the machine wasn't built properly



Analytical engine

Used arithmetic and logic unit, memory and programming concepts

Used the concept today

Used punch card

Called father of computer

Due to funds insufficiency , this project wasn't completed

Analytical engine

- In 1910, His son named Hennery Babbage completed this machine
- This machine commercially available in 1910.
- Manual run

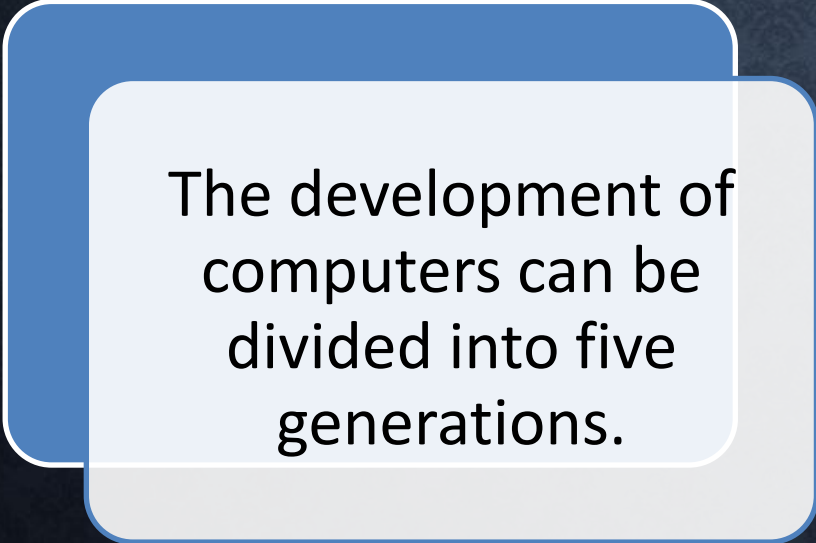


Mark 1

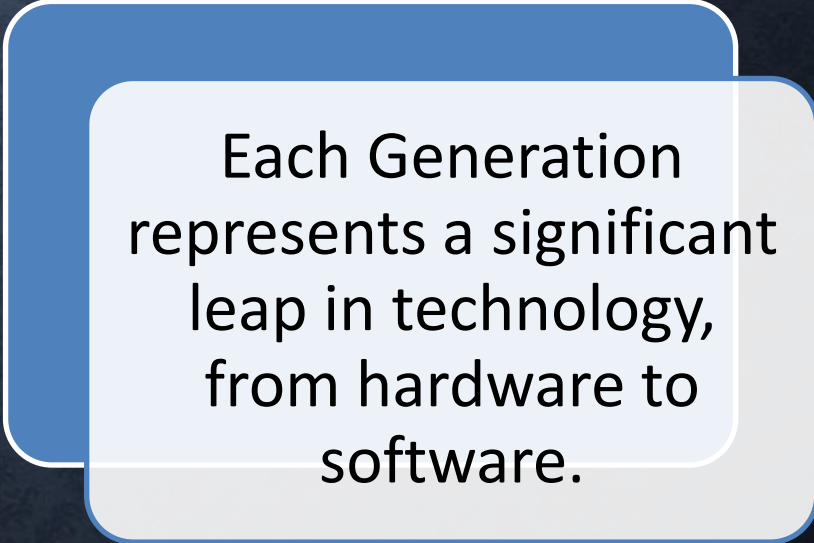
Howard A Aiken invented fully automated machine in 1937

Mark I was in operation between 1944 and 1959

Computer Generations



The development of computers can be divided into five generations.

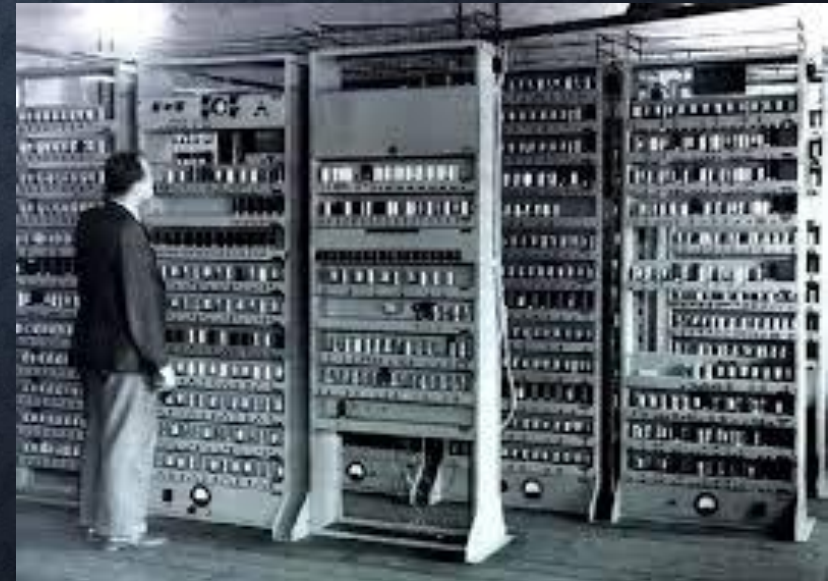


Each Generation represents a significant leap in technology, from hardware to software.

First generation computers

(1942-1955)

- Based on **vacuum tubes** for circuitry.
- Used magnetic drums for memory.
- Large, slow, expensive, and generated a lot of heat.
- **Example:** ENIAC, UNIVAC





Second Generation

- In bell laboratories (1955-1964)
- Replaced vacuum tubes with transistors.
- Smaller, faster, more energy-efficient, and more reliable.
- Introduction of **assembly language** and early versions of programming languages like COBOL and FORTRAN.
- **Example:** IBM 1401

3rd Generation

In 3 years the ic has been developed

Used integrated circuits (ICs) instead of transistors.

Significant size reduction and increased speed and efficiency.

Introduction of **keyboards** and **monitors** instead of punch cards and printouts.

Example: IBM System/360



4th generation

1971

Micrprocessor

Faster and smaller

Microprocessor chips became the core of the computer system.

Birth of personal computers (PCs).

Development of graphical user interfaces (GUI), the mouse, and
widespread use of programming languages.

Example: Apple II, IBM PC



Fifth Generation (Present & Beyond)



- **Title:** 5th Generation: Artificial Intelligence
- **Content:**
 - Focus on AI, machine learning, quantum computing, and natural language processing.
 - Development of technologies such as robotics, neural networks, and voice recognition.
 - Modern computers continue to shrink while becoming more powerful.

Significance of the Fifth Generation

Key Features:

AI (Artificial Intelligence): Ability to learn and adapt, autonomous decision-making

Quantum Computing: Exploiting quantum mechanics to solve complex problems faster

Natural Language Processing: Machines that understand human language

Applications:

Self-driving cars

Advanced robotics

AI-based decision-making systems

Impact on Society:

Enhanced automation in industries

Revolutionary developments in healthcare, science, and security

SECTION 2: SOFTWARE REVIEW

System SW

Programs that generally perform the **background tasks** in a computer. These programs, many times, talk directly to the HW, e.g. (Operating System)

Application SW

Programs that generally interact with the user to perform work that is useful to the user. These programs generally talk to the HW through the **assistance of system SW**

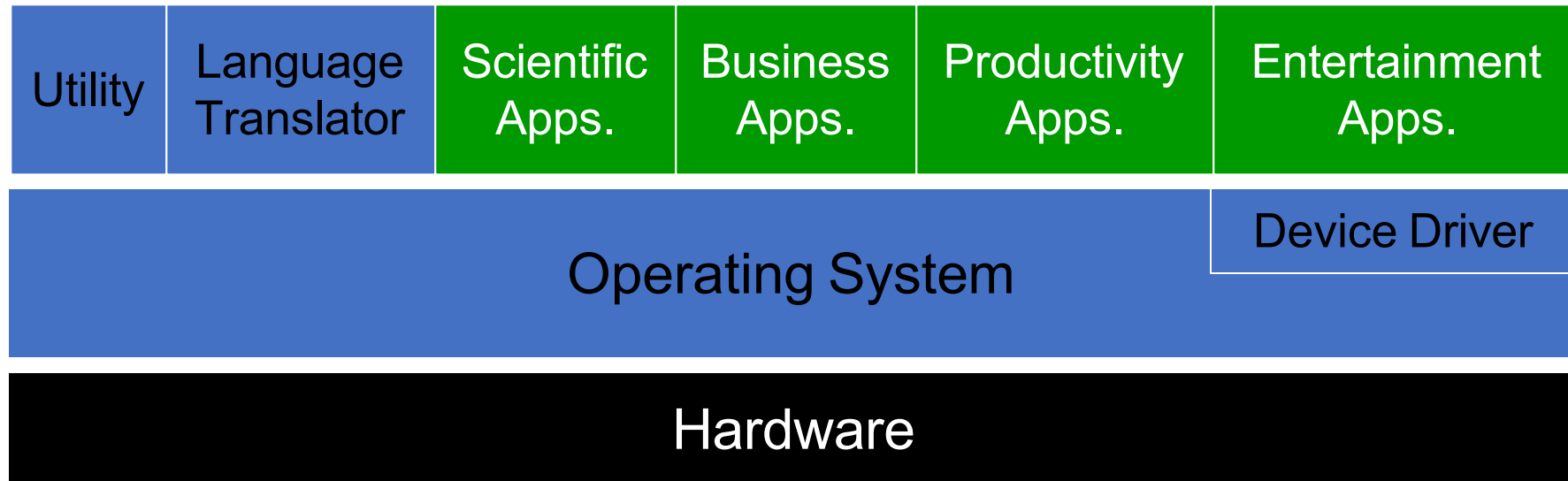
System Software



VS

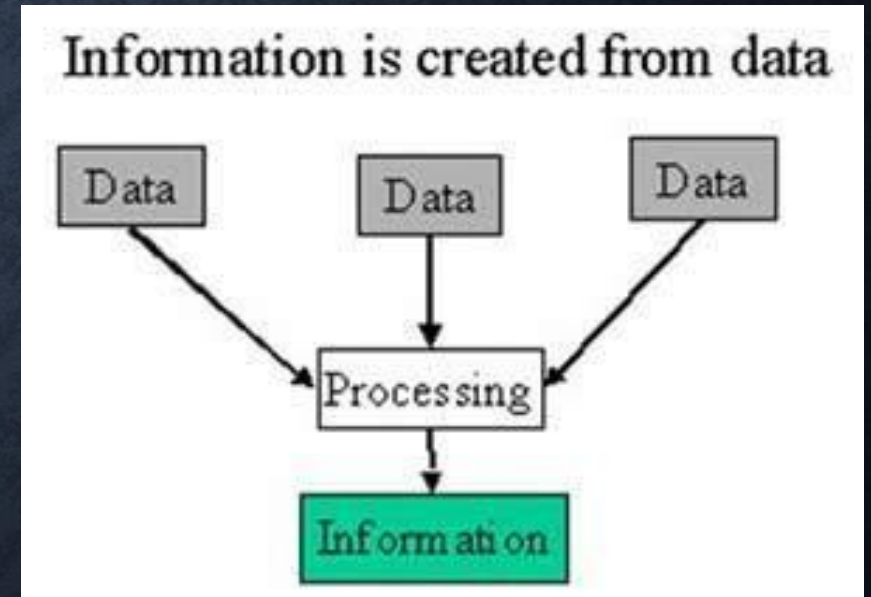
Application Software



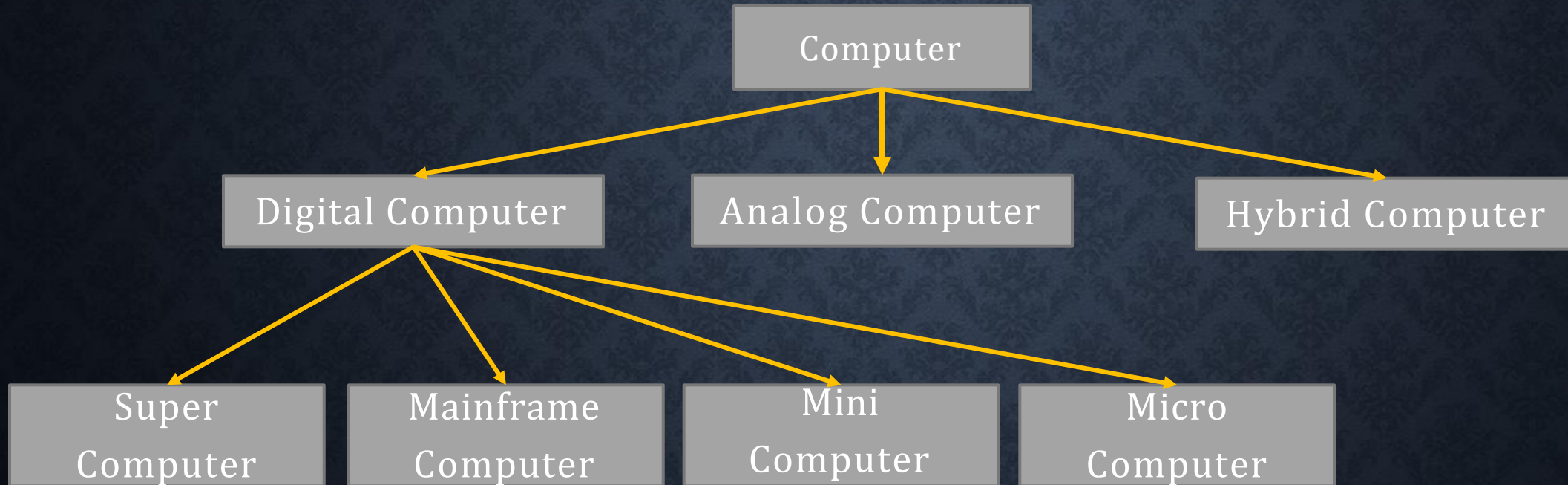


DATA VS. INFORMATION

- **Data**
 - Raw, unorganized facts
 - Can be in the form of text, graphics, audio, or video
- **Information**
 - Data that has been processed into a meaningful form
- **Information processing**
 - Converting data into information



TYPES OF COMPUTER



DIGITAL COMPUTER

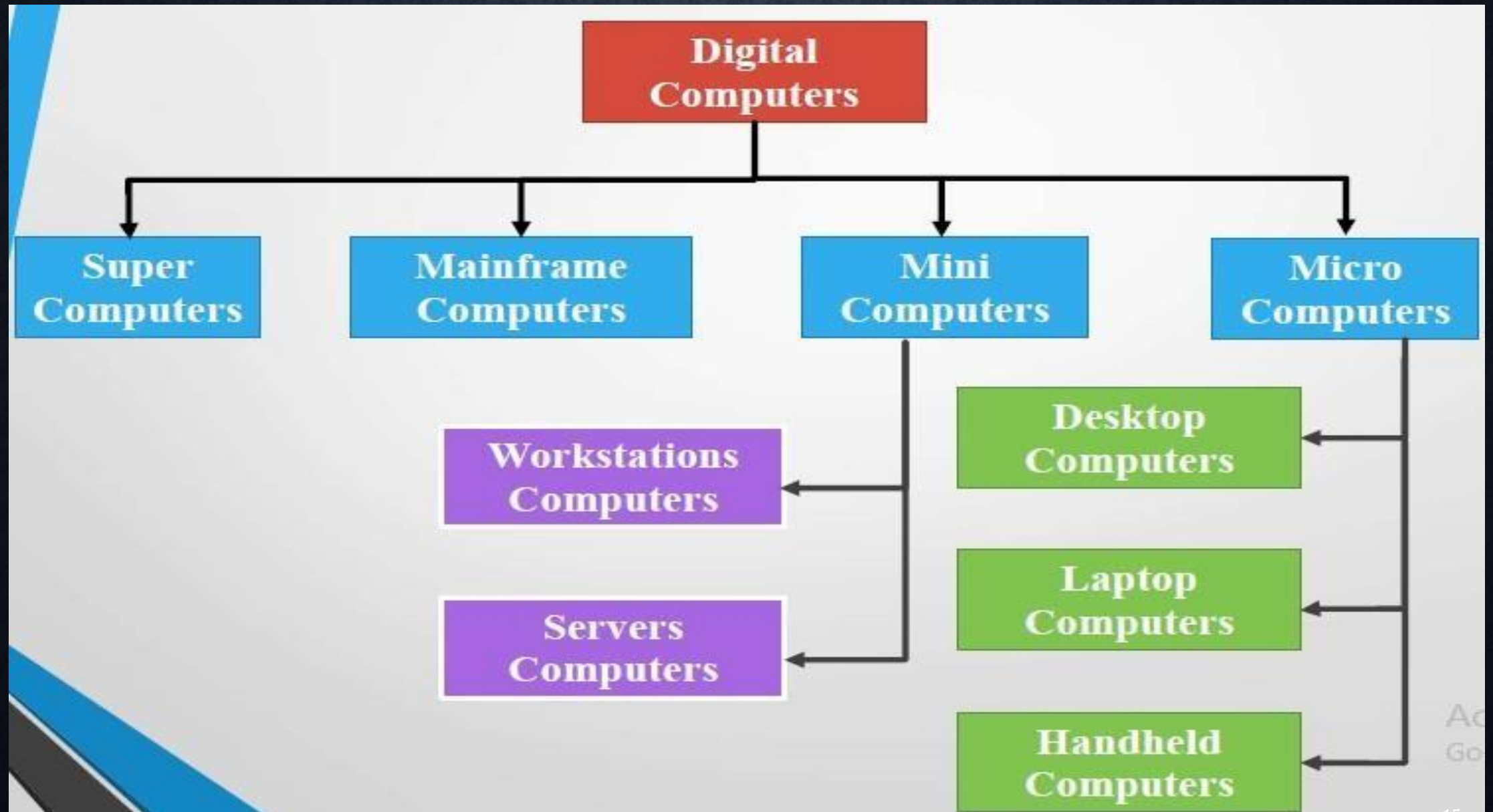
- Digital computer are specialized in counting
- The input data is represented by a number
- There are used for logical and arithmetic operations
- All commonly used computers are digital

ANALOG COMPUTER

- Analog computers were commonly used for scientific and engineering problem
- These types of computers are rarely use in current world
 - Electric current meter
 - Fuel pump station meter

HYBRID COMPUTER

- The combination of features of analog and digital computer is called Hybrid computer
- Used in Various area of engineering,
 - space vehicle simulation
 - Training of Astronauts



MICRO COMPUTER

- The term micro-computer is generally synonymous with personal computer (PC).
- Micro-computers are designed to be used by individuals.
- These computers are low in cost
- Examples of microcomputers are
 - Desktop Computer
 - Laptop Computer
 - Tablet

MINI COMPUTER

- Mini Computers are also called Mid-range computer.
- A minicomputer is a type of computer that possesses most of the features and capabilities of a large computer but is smaller in physical size
- They are generally more powerful; and most useful as compared to micro-computer
- They are used in small business

MAINFRAME COMPUTER

- Mainframe computers are those computers that offer faster processing and greater storage area
- Different people can operate these computers at the same time
- Memory in GB's and storage in TB's
- Use in large business

SUPER COMPUTER

- Super computers are largest, fastest and expensive computers
- Super Computer are those computer which are designed for scientific job like weather forecasting and artificial intelligences
- A super computer contains a number of CPU which operate in parallel to make it faster

CLASSIFICATION OF COMPUTERS



Super Computers



Mainframe Computers



Workstation



Server



Desktop



Laptop



Tablet

COMPUTERS TO FIT EVERY NEED

- **Six basic categories of computers:**

- Embedded computers
- Mobile devices
- Personal computers
- Midrange servers
- Mainframe computers
- Supercomputers



COMPUTERS TO FIT EVERY NEED

- **Embedded computer**

- Embedded into a product and designed to perform specific tasks or functions for that product
- Cannot be used as general-purpose computers

- **Mobile device**

- A very small device with some type of built-in computing or Internet capability
- Typically based on mobile phones

- **Personal computers**

- A small computer designed to be used by one person at a time
- Also called a microcomputer

COMPUTERS TO FIT EVERY NEED

- **Notebook (laptop) computers**
 - Typically use clamshell design
 - Tablet computers
 - Can be slate tablets or convertible tablets
 - Netbooks
 - Small notebooks; rapidly growing type of PC
 - Ultra-mobile PCs (UMPCs)
 - Handheld computers
- **Midrange server**
 - A medium-sized computer used to host programs and data for a small network



COMPUTERS TO FIT EVERY NEED

- **Mainframe computer**

- Powerful computer used by several large organizations to manage large amounts of centralized data
- Standard choice for large organizations, hospitals, universities, large businesses, banks, government offices
- Also called high-end servers or enterprise-class servers

- **Supercomputer**

- Fastest, most expensive, most powerful type of computer
- Commonly built by connecting hundreds of smaller computers, supercomputing cluster

Note: Supercomputers are used for large and complex mathematical computations. While Mainframe computers are used as a storage for large database and serve as a maximum number of users simultaneously. Supercomputer's speed is more than Mainframe computer. It can execute billions of instructions within a second.

COMPUTERS IN YOUR LIFE

- **Before 1980**

- Computers were large, expensive
- Very few people had access to them
- Computers were mostly used for high-volume processing tasks

- **Microcomputers in the early 80s**

- Inexpensive personal computers
- Computer use increased dramatically

- **Today**

- More than 80% of US households include a computer, and most use computers at work
- Electronic devices are converging into single units with multiple capabilities

COMPUTER IN SOCIETY

- How important are computers in our society?
“COMPUTERS HAVE CHANGED OUR WORLD”
- Manage your schedule on a daily or hourly basis
- Manage a list of Contacts
- Send Faxes and Email
- Carry your data with you
- Be able to work anywhere
- Communicate and share data from anywhere

WHY ARE COMPUTERS SO IMPORTANT

- Home
 - Communication
 - Bussines Work done at home
 - Schoolwork
 - Entertainment
 - Finances
- Edcation
- Healtcare

COMPUTERS IN THE HOME

- **Computers used for a variety of tasks:**

- Looking up information and news
- Exchanging e-mail
- Shopping and paying bills
- Watching TV and videos
- Downloading music and movies
- Organizing digital photographs
- Playing games

- **Smart appliances**

- Traditional appliances with built-in computer

- **Smart homes**

- Household tasks are monitored and controlled by a main computer in the house



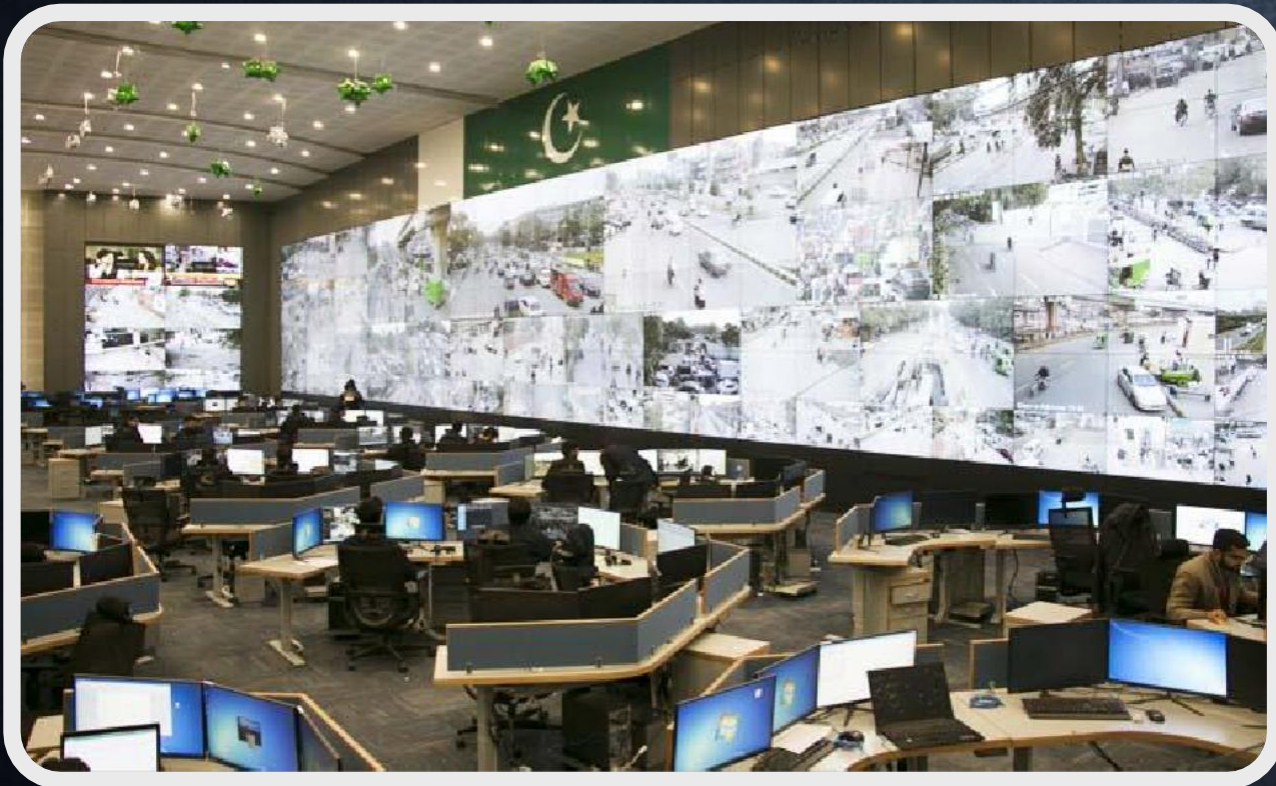
COMPUTERS IN EDUCATION

- **Colleges and universities are now more computer oriented and integrated**
 - Wireless hotspots allow usage of personal laptops to connect to the college network
 - Some colleges require a computer for enrollment/ online assessments
- **Distance learning**
 - Students participate from locations other than the traditional classroom setting using computers and Internet access

WHY ARE COMPUTERS SO IMPORTANT

- Industry
 - Design
 - Shipping
 - Process Control
- Government
 - Population
 - Taxes
 - Military
 - Police

COMPUTERS ON THE JOB



- **Computers have become a universal on-the-job tool for decision-making, productivity, and communication**
 - Used by all types of employees
 - Used for access control and other security measures
 - Use by service professionals is growing
 - Used extensively by the military
 - Employees in all lines of work need to continually refresh their computer skills

COMPUTERS ON THE GO

- **Computers are encountered in nearly every aspect of daily life**
 - Consumer kiosks
 - ATM transactions
 - POS systems at retail stores
 - Portable computers or mobile devices



QUICK ASSESSMENT

1. A tablet PC is an example of a(n) _____.
 - a. Desktop computer
 - b. Portable PC
 - c. Supercomputers
2. True or False: The terms mainframe computer and supercomputer are interchangeable; both refer to the largest, most powerful computers.
3. A smartphone is an example of a(n) _____.

Answers: 1) b; 2) False; 3) mobile device

Conclusion

Recap:

- ICT plays a vital role in modern society through computers and networks.
- Looking Ahead: Next session will explore computer architecture and key concepts in more depth.