

Chapter 1

INTRODUCTION TO COMPUTER AND PROGRAMMING

Chapter 1

- **Hardware and software**
- **Programming Languages**
- **Problem solution and software development**
- **Algorithms**

Computer Hardware

- **Input unit**
- **Output unit**
- **Memory unit**
- **ALU**
- **CPU**
- **Secondary storage**

Input Unit and Output Unit

■ Input Unit

- It obtains information from various ***input devices*** and places this information at the disposal of the other units.
- Examples of input devices: keyboards, mouse devices.

■ Output Unit

- It takes information that has been processed by the computer and places it on various ***output devices***.
- Most output from computer is displayed on screens, printed on paper, or used to control other devices.

Memory Unit

- The memory unit stores information. Each computer contains memory of two main types: RAM and ROM.
- RAM (*random access memory*) is volatile. Your program and data are stored in RAM when you are using the computer.
- ROM (*read only memory*) contains fundamental instructions that cannot be lost or changed by the user. ROM is non-volatile.

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