



SYLLABUS

Subject – Information Technology

UNIT – I	Introduction to Computer Hardware: Input / Output devices, storage devices and memory. Software: System and Application Software, Compilers, Interpreters and Assemblers. Computer Languages: Levels of languages, generation and their features. Generation of Computer (Phases of development of computers). Number System: Introduction to number system, binary, decimal, hexadecimal and their inter conversions and their uses in computer system. HTML:- Basics of HTML Tags
UNIT – II	Operating Systems: DOS: External and Internal Commands and Features. WINDOWS 7: Basic Operations, utilities and features.
UNIT – III	UNIX: Introduction, features and basic commands (like: pwd, cp, cd, rm, mv, ls, cat, mkdir, ch mod, rmdir, who, who am I, banner, date, kill, etc.).
UNIT – IV	MS Word 2007: Word basics, formatting text and documents, working with headers, footers and footnotes, tabs, tables and sorting, working with graphics, templates, wizards and sample documents, introduction to mail merge and macros. MS Access 2007: Database creation, screen/form design, report generation using wizard
UNIT – V	MS Excel 2007: Excel basics, rearranging worksheets, excel formatting tips and techniques, introduction to functions, Excel's chart features, working with graphics, using worksheet as databases, automating "what-if" projects. MS PowerPoint 2007: PowerPoint basics, creating presentation the easy way, working with text in PowerPoint, working with graphics in power point
UNIT – VI	Information Technology: Introduction to IT and its development, Impact and Future of IT in Business Organisation, Overview of the following: 4 GL, Image processing, Virtual Reality, Video Conferencing, Decision Support System, Expert System, Artificial Intelligence, and Information Super Highways.
UNIT-VII	TALLY: Basic functions & Overview



UNIT I Introduction to Computer

Computer is an electronic device that transforms data into meaningful information. Data can be anything like marks obtained by you in various subjects. It can also be name, age, sex, weight, height, etc. of all the students in a class.

Computer System is an electronic data processing device, which does the following:

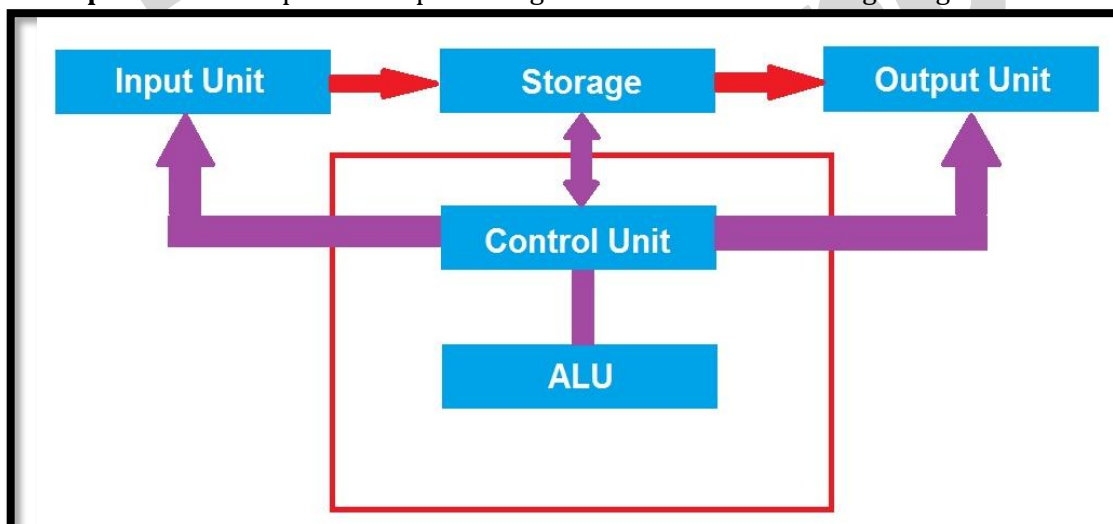
- Accept an input data.
- Stores an input data.
- Process the data input.
- Retrieve the stored data as and when required and
- Print the result in desired format



Computer Organization

The computer performs basically five major operations of functions irrespective of their size and make. These are same as above and can be better understood by these operations:-

- **Input:** this is the process of entering data and programs into the computer system.
- **Control Unit (CU):** The process of input, output, processing and storage is performed under the supervision of a unit called 'Control Unit'. It decides when to start receiving data, when to stop it, where to store data, etc. It takes care of step-by-step processing of all operations inside the computer.
- **Memory Unit:** Computer is used to store data and instructions.
- **Arithmetic Logic Unit (ALU):** The major operations performed by the ALU are addition, subtraction, multiplication, division, logic and comparison.
- **Output:** This is the process of producing results from the data for getting useful information.





- High speed
- Accuracy
- Storage capability
- Diligence
- Versatility

- Reliability
- Automation
- Reduction in paper work
- Reduction in cost

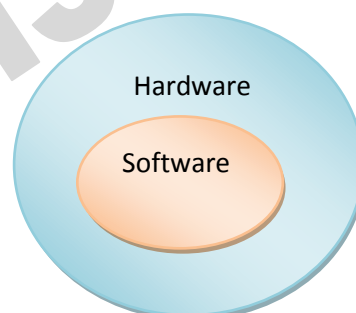


Disadvantages of Computers

- NO IQ
- Dependency
- Environment
- No feeling

Computer is basically divided into two parts:-

- Computer Hardware
- Computer Software



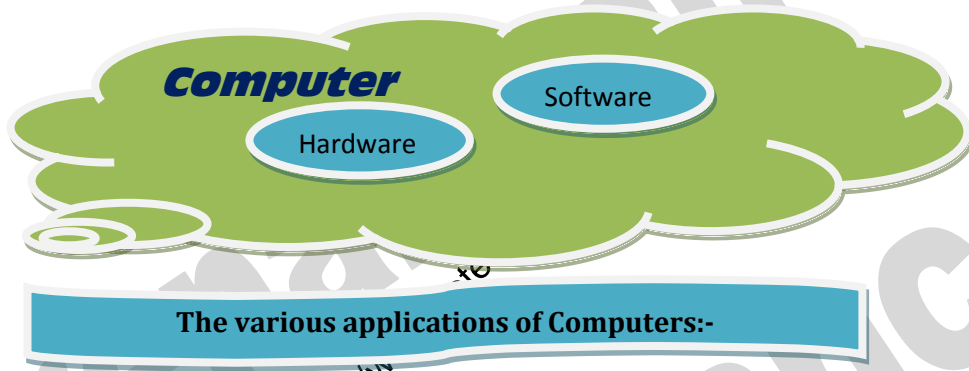


Computer Hardware:

In simple terms we can say, computer parts that have tangible property are comes under computer hardware categories. Computer hardware is the physical parts or components of a computer. This is also sometime called the machinery or the equipment of the computer.

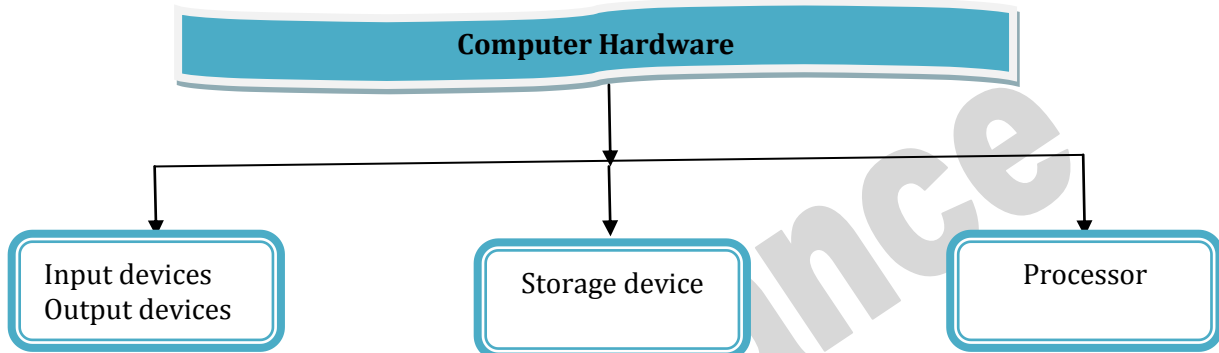
Computer Software:

Computer software is instructions that can be stored and run by hardware. Software is any set of machine-readable instructions that directs a computer's processor to perform specific operations.



- Insurance
- Banking
- Business
- Education
- Marketing
- Health Care
- Engineering Design
- Military
- Communication
- Government Applications





Input devices

An input device is an **electromechanical device** as it utilizes both electronic and mechanical power. It aims in receiving data from external world. The input devices are responsible for converting data into a form that is understood by the computer. An input device is a peripheral device that converts symbols that people understand into bits that computers can process

Basic working of input devices:-

- Accept the data.
- Convert it into the machine understandable form.

Different Types of input devices:-

- Keyboard
- Mouse
- Joystick
- Light pen
- Track Ball
- Scanner



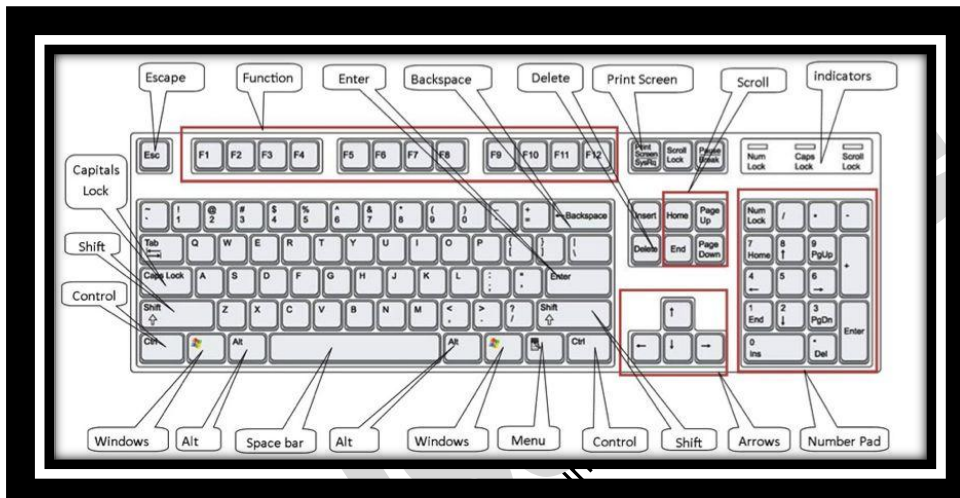
- Graphic Tablet
- Microphone
- Magnetic Ink Card Reader (MICR)
- Optical Character Reader (OCR)
- Bar Code Reader
- Optical Mark Reader



Keyboard

Keyboard is one of the most commonly used input devices to input the data into the computer. It is like the traditional typewriter, although there are some additional keys provided for performing some additional functions. Keyboards are of two sizes 84 keys or 101/102 keys, but now 104 keys or 108 keys.

- Keyboard is an input device used to enter data in to computer by pressing one key at one time.
- It has its own processor and circuitry that carries information to the processor.
- When you press a key, it presses a switch, completing the circuit and allowing a tiny amount of current to flow through.
- It tells the processor the position of each key what each keystroke or combination of keystrokes represents.



- Despite the development of alternative input devices, such as mouse, touch screen, light pen, the keyboard remains the most commonly used and most versatile device used for direct (human) input into computers.
- One factor determining the size of a keyboard is the presence of duplicate keys, such as a separate numeric keyboard, for convenience.
- Another factor determining the size of a keyboard is the size and spacing of the keys.

Generally the keyboards contain the following keys, they are:-

- ✚ Alphabets
- ✚ Arithmetic operators such as +, -, *, /
- ✚ Numeric digits 0-9
- ✚ Cursor arrow keys
- ✚ Navigation keys such as Home, End, PgUp, PgDown, etc.
- ✚ Num Lock button, used to enable or disable the numeric pad.
- ✚ Enter key

The following are the different layouts of the keyboards, they are as follows

- ✚ QWERTY
- ✚ QWERTZ
- ✚ AZERTY
- ✚ DVORAK

Mouse:

The mouse is used to point to a particular place on the screen and select to perform one or more action. The pointing device may point to the menu, commands, size windows, starts programs etc. The most conventional kind of mouse has two buttons on top: the left one being used most frequently then right one. A mouse is a pointing device that functions by detecting 2D motion relative to its supporting surface. The mouse's motion typically translates into the motion of a pointer on a display, which allows for fine control of a graphical user interface

Mouse Actions

- Left Click
- Double Click
- Right Click
- Drag and Drop

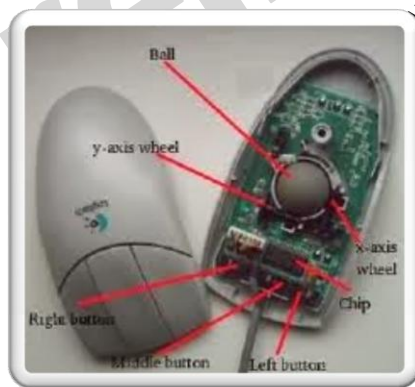


Types of mouse:-

- **Mechanical mouse:** Houses a hard rubber ball that rolls as the mouse is moved. Sensors inside the mouse body detect the movement and translate it into information that the computer interprets.
- **Optical mouse:** Uses an LED sensor to detect tabletop movement and then sends off that information to the computer for merry munching.
- **Cordless 3-D mouse:** This kind of mouse can be pointed at the computer screen like a TV remote
- **Wireless Mouse:** Wireless mouse works via radio frequencies commonly referred to as RF. RF wireless mouse requires two components to work properly – a radio transmitter and a radio receiver.

RF Transmitter: A radio frequency (RF) transmitter is usually integrated inside the mouse. The mouse records its movements and buttons that are clicked and then sends this information via radio signals to the receiver.

RF Receiver: The radio frequency (RF) receiver usually connects to the computer's peripheral mouse input. It receives these RF signals, decodes them, and then sends these signals directly to the computer as normal.



Mechanical Mouse



Wireless Mouse

Track ball:

This is also a pointing device. Track ball is an input device that is mostly used in notebook or laptop computer, instead of a mouse. This is a ball, which is half inserted and by moving fingers on ball, pointer can be moved. Since the whole device is not moved, a track ball requires less space than a mouse. A track ball comes in various shapes like a ball, a button and a square.

Compared with a mouse, a trackball has no limits on effective travel; at times, a mouse can reach an edge of its working area while the operator still wishes to move the screen pointer farther. With a trackball, the operator just continues rolling, whereas a mouse would have to be lifted and re-positioned.

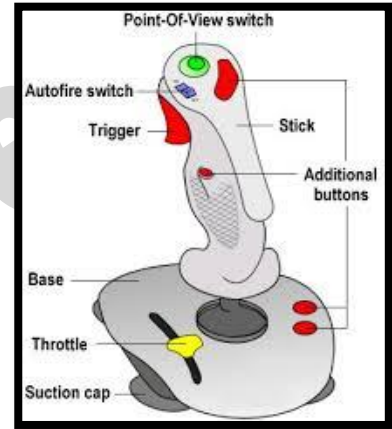




Joystick:-

The joystick is handheld stick. This stick can rotate about one end transmitting its angle to the computer in two or three dimensions. It typically has a button on top that is used to select the option pointed by the cursor.

Joysticks are often used to control video games, and usually have one or more push-buttons whose state can also be read by the computer.



Elements in a Joystick

- Stick
- Base
- Trigger
- Extra button
- Autofire switch
- Throttle
- Hat switch
- Suction cup

Digitizing Tablet:

An input device that permits drawing of images and graphics is called a digitizing tablet. They give feeling of drawing images with pencil and paper. The graphics tablet has two major parts that are:-

- A flat surface on which the image is drawn.
- Stylus that helps in drawing



Scanners

An input device capable to read text or illustrations printed on a paper and interpret it in a form that can be used by a computer is known as a scanner. It converts the document image into digital form so that it can be fed into the computer. Capturing information like this reduces the possibility of errors typically experienced during large data entry.



Digital Camera

A digital camera can store many more pictures than an ordinary camera. Pictures taken using a digital camera are stored inside its memory and can be transferred to a computer by connecting the camera to it. A digital camera takes pictures by converting the light passing through the lens at the front into a digital image.

There are several categories in which the cameras can be classified:-

- **Video camera**
 - Professional video cameras
 - Camcorders used by amateurs.
 - webcams
- **Digital camera**
 - Live-preview digital cameras
 - Compact digital cameras
 - Bridge cameras





Magnetic Ink Character Recognition:



MICR is also an input device is commonly used in banks because of a large number of cheques to be processed. The bank's code number and cheque number are printed on the cheques with a special type of ink that contains particles of magnetic material that are machine readable. This reading process is called Magnetic Ink Character Recognition (MICR).

Magnetic Ink Character Recognition is a character recognition system that uses special ink and characters. When a document that contains this ink needs to be read, it passes through a machine, which magnetizes the ink and then translates the magnetic information into characters.

MICR technology is used by banks. Numbers and characters found on the bottom of checks (usually containing the check number, sort number, and account number) are printed using Magnetic Ink. To print Magnetic Ink need, you need a laser printer that accepts MICR toner. MICR provides a secure, high-speed method of scanning and processing information.

Optical character Reader:-

Optical character Reader is an input device that is use to read a printed text. The OCR scans text optically character by character, converts them into a computer readable code and stores the text on the system memory.



Optical Mark Reader:-

Optical mark reader is also known as optical mark recognition that is same as the scanner which reads on specific areas of the page. Thus OMR can be defined as the process of scanning paper-based documents and identify data or marks in a location defined previously.

It is specially used for checking the answer sheets of examinations having multiple choice questions.

Bar Code Reader:-



An electronic device used to read barcodes printed on various surfaces is called barcode reader. It is also known as barcode scanner. Bar Code Reader scans a bar code image, converts it into an alphanumeric value, which is then fed to the computer to which bar code reader is connected.

Bar coded data is generally used in labeling goods, numbering the books, etc. It may be a hand-held scanner or may be embedded in a stationary scanner.

Voice Recognition System:-

Voice recognition systems are alternatively known as voice data entry or audio data entry terminals. This method of input enables a programmer to instruct the computer with spoken words instead of a written program



Light Pen:-

Light pen is also an input device used as pointing device, which is similar to a pen. It is used to select a displayed menu item or draw pictures on the monitor screen. It consists of a photocell and an optical system placed in a small tube.

When light pen's tip is moved over the monitor screen and pen button is pressed, its photocell sensing element detects the screen location and sends the corresponding signal to the CPU.



- ✚ A light pen is a computer input device used in conjunction with a computer's CRT display.
- ✚ It allows the user to point to displayed objects or draw on the screen in a similar way to a touch screen but with greater positional accuracy.
- ✚ A light pen detects a change of brightness of nearby screen pixels when scanned by cathode ray tube electron beam and communicates the timing of this event to the computer.
- ✚ Because the user is required to hold his arm in front of the screen for long period of time, the light pen fell out of use as a general purpose input device.

Touch screen:-

An input device that permits users to operate a PC by simply touching the display screen is called a touch screen. The touch screen is as easy to use as trackballs or touchpad's.

Three major components form a basic touch screen they are as follows:-

- Touch sensor
- Controller
- Software driver



Output devices:

An output is an electromechanical device that receives output from a computer in binary coded form and converts it into human understandable form and transmits to the user. An **output device** is any peripheral that receives data from a computer, usually for display, projection, or physical reproduction.

- Monitor / Visual Display Unit
- Printer
- Plotter
- Speaker

Monitor:

Monitor is the most common and the most popular output device. It forms images from tiny dots, called pixels that are arranged in a rectangular form. The sharpness of the image depends upon the number of the pixels.

There are two types of viewing screen used for monitors:

- **Cathode-Ray Tube (CRT)**

The CRT display is made up of small picture elements called pixels. The smaller the pixels, the better the image clarity, or resolution. It takes more than one illuminated pixel to form whole character, such as the letter 'e' in the word help.

- There are some disadvantages of CRT:
- Large in Size
- High power consumption

- **Flat-Panel Display Monitor**

The flat-panel display refers to a class of video devices that have reduced volume, weight and power requirement in comparison to the CRT. You can hang them on walls or wear them on your wrists.

Current uses of flat-panel displays include calculators, video games, monitors, laptop computer, graphics display.



The flat-panel display is divided into two categories:

- **Emissive Displays** - The emissive displays are devices that convert electrical energy into light. Example are plasma panel and LED(Light-Emitting Diodes).
- **Non-Emissive Displays** - The Non-emissive displays use optical effects to convert sunlight or light from some other source into graphics patterns. Example is LCD(Liquid-Crystal Device)



Classification- Based on Signals:

- Digital Monitor
- Analog Monitor

Classification- Based on Picture Quality



- VGA
- SVGA
- XGA

Printer:-

A printer is an output device that is used in a computer to print alphanumeric characters on papers. It converts the electronic signals from the computer into human readable form or hardcopy to produce a print out of the result of data processed in the computers.

Printers are broadly classified in to two categories:-

Impact printers:

An impact printer has mechanisms resembling those of a **typewriter**. It forms characters or images by **striking a mechanism** such as a print **hammer or wheel** against an **inked ribbon**, leaving an image on paper.

➤ Character Printer:-

Impact printers are dying out; however, you may still come in contact with a dot-matrix printer. A dot-matrix printer contains a print head of small pins that strike an inked ribbon, forming characters or images. Print heads are available with 9, 18, or 24 pins; the 24-pin head offers the best print quality.

➤ Dot-matrix printers permit a choice between output of draft quality; a coarser-looking 72 dots per inch vertically, which may be acceptable for drafts of papers and reports, and near-letter-quality, a crisper-looking 144 dots per inch vertically, which is more suitable for a finished product to be shown to other people.

➤ Dot-matrix printers print about 40-300 characters per second (cps) and can print some graphics, although the reproduction quality is poor. Color ribbons are available for limited use of color. Dot-matrix printers are noisy, inexpensive, and they can print through multipart forms, creating several copies of a page at the same time,

- ✓ Dot-Matrix Printer
- ✓ Daisy-Wheel Printer
- Line printer
 - ✓ Drum Printer
 - ✓ Chain Printer
- Non-Impact printers
 - ✓ Ink-Jet Printer
 - ✓ Laser Printer

Plotter:-

A plotter is a vector graphics printing device that connects to a computer. It draws pictures on paper based on commands from computer. A plotter is a very versatile tool.

Types of plotters:-

- Drum plotter
- Flat-Bed plotter



Sound Cards:-

Sound cards are an important part of computer, without sound cards you will have no music, no effects and no voices. Sound card is also referred as a **sound board** or an **audio card**, a **sound card** is an expansion card or integrated circuit that provides a computer with the ability to produce sounds that can be heard by the user either over speakers or headphones.

Sound card connections are as follows:-

- Digital out
- Sound in or line in
- Microphone or Mic
- Sound out or line out
- Fire wire
- MIDI or Joystick

Speakers:-

A hardware device that is connected to a computer's sound card that outputs sounds generated by the computer is referred as speaker. Speakers are rated in Frequency response, Total Harmonic Distortion, and Watts.

Storage:-

Computer data storage is often known as storage or memory refers to computer components and recording media that retain digital data used for computing for some interval of time. A memory is just like a human brain. It is used to store data and instructions. Computer memory is the storage space in computer where data is to be processed and instructions required for processing are stored.

Memory is primarily of two types:

- Primary Memory/Main Memory
- Secondary Memory

Primary memory:-

Primary memory holds only those data and instructions on which computer is currently working. It has limited capacity and data gets lost when power is switched off. It is generally made up of semiconductor device. These memories are not as fast as registers. The data and instructions required to be processed earlier reside in main memory. Primary memory is divided into two categories they are as follows:-

- RAM
- ROM.

RAM:-

Full form of RAM random access memory (RAM). A RAM constitutes the internal memory of the CPU for storing data, program and program result. It is read/write memory. Since access time in RAM is independent of the address to the word that is, each storage location inside the memory is as easy to reach as other location & takes the same amount of time

RAM is volatile, i.e., data stored in it is lost when there is a power failure. Hence, a backup uninterruptible power system (UPS) is often used with computers. RAM is small, both in terms of its physical size and in the amount of data it can hold.

There are two types of RAM they are as follows:-





- Static RAM (SRAM)
- Dynamic RAM (DRAM)

Static RAM (SRAM)

- The word **static** indicates that the memory retains its contents as long as power remains applied.
- Data is lost when the power gets down due to volatile nature.
- SRAM chips use a matrix of 6-transistors and no capacitors.
- Transistors do not require power to prevent leakage, so SRAM need not have to be refreshed on a regular basis.
- Because of the extra space in the matrix, SRAM uses more chips than DRAM for the same amount of storage space, thus making the manufacturing costs higher.
- Static RAM is used as cache memory needs to be very fast and small.

Characteristic of the Static RAM

- It has long data lifetime
- There is no need to refresh
- Faster
- Used as cache memory
- Large size
- Expensive
- High power consumption

Dynamic RAM (DRAM)

- DRAM must be continually **refreshed** in order to maintain the data.
- This is done by placing the memory on a refresh circuit that rewrites the data several hundred times per second.
- DRAM is used for most system memory because it is cheap and small.
- All DRAMs are made up of memory cells.
- These cells are composed of one capacitor and one transistor.

Characteristic of the Dynamic RAM

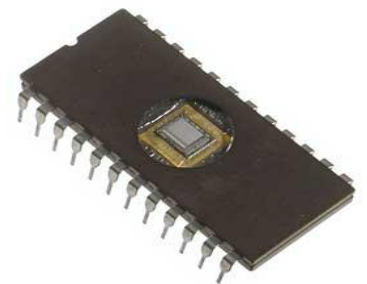
- It has short data lifetime
- Need to refresh continuously
- Slower as compared to SRAM
- Used as RAM
- lesser in size
- Less expensive
- Less power consumption

ROM:-

ROM is Read Only Memory. ROM are the memories on which it is not possible to write the data when they are online to the computer. They can only be read. It is a permanent in built in the computer at the time of its production. It is also known as firmware. It stores the set of instructions permanently which instructs the computer how to work. The ROM can be used in storing micro programs, system programs, subroutines.

Types of ROM are as follows:-

- PROM





- EPROM
- EEPROM

MROM (Masked ROM)

- ✓ The very first ROMs were hard-wired devices that contained a pre-programmed set of data or instructions.
- ✓ These kinds of ROMs are known as masked ROMs.
- ✓ It is inexpensive ROM.

PROM (Programmable Read only Memory)

- ✓ PROM is read-only memory that can be modified only once by a user.
- ✓ The user buys a blank PROM and enters the desired contents using a PROM programmer.
- ✓ Inside the PROM chip there are small fuses which are burnt open during programming.
- ✓ It can be programmed only once .
- ✓ It is not erasable.

EPROM(Erasable and Programmable Read Only Memory)

- ✓ The EPROM can be erased by exposing it to ultra-violet light for duration of up to 40 minutes.
- ✓ During programming an electrical charge is trapped in an insulated gate region.
- ✓ The charge is retained for more than ten years because the charge has no leakage path.
- ✓ For erasing this charge, ultra-violet light is passed through a quartz crystal window (lid).
- ✓ This exposure to ultra-violet light dissipates the charge.
- ✓ During normal use the quartz lid is sealed with a sticker.

EEPROM(Electrically Erasable and Programmable Read Only Memory)

- ✓ The EEPROM is programmed and erased electrically.
- ✓ It can be erased and reprogrammed about ten thousand times.
- ✓ Both erasing and programming take about 4 to 10 ms (milli second).
- ✓ In EEPROM, any location can be selectively erased and programmed.
- ✓ EEPROMs can be erased one byte at a time, rather than erasing the entire chip.
- ✓ Hence, the process of re-programming is flexible but slow.

UVEPROM(Ultra Violet Erasable and Programmable Read Only Memory)

- ✓ The UVEPROM is programmed and erased using ultra Violet rays.
- ✓ It can be erased and reprogrammed about ten thousand times.
- ✓ Both erasing and programming take about 4 to 10 ms (milli second).

Advantages of ROM

- Non-volatile in nature
- These cannot be accidentally changed
- Cheaper than RAMs
- Easy to test
- More Reliable than RAMs
- These are static and do not require refreshing
- Its contents are always known and can be verified

Secondary memory:-

Secondary memory is also known as external memory or non-volatile. It is slower than primary memory. These are used for storing Data/Information permanently the data one stored will not be erased as the power is switched off. CPU directly does not access these memories, instead they are



accessed via input-output routines. Contents of secondary memories are first transferred to main memory and then CPU can access it.

Types of secondary memory are as follows:-

- Magnetic tapes
- Magnetic disk

Magnetic tapes:-

Magnetic tape is the most commonly used device for storing large data. It is sequential access device. Magnetic tape is a strip or ribbon of plastic which is coated with Ferro magnetic oxides. It is generally 80-2400 feet long and ½ inch wide, in size.

Magnetic Disk:-

A magnetic disk is a circular plate constructed of metal or plastic coated with magnetized material. Both sides of the disk are used and several disks may be stacked on one spindle with read/write heads available on each surface. Bits are stored in magnetized surface in spots along concentric circles called tracks. Tracks are commonly divided into sections called sectors. Disk that are permanently attached and cannot removed by occasional user are called hard disks. A disk drive with removable disks is called a floppy disk drive.

Types of magnetic disk:-

- Hard disk
- Floppy disk
- Compact disk
- Video CD
- DVD

Other Memories:-

- Flash memory
- Virtual memory
- Cache Memory

Software

Software is a set of program which performs desired task. Software runs on hardware. Software is a sequence of instructions written to solve a particular problem.

There are two types of software's:

- System Software
- Application Software

System Software:-

System Software performs the basic functions necessary to start and operate a computer. It refers to all programs that make computer work. It controls and monitors the various resources of a computer such as processor, input-output devices and communication links.

System software is divided into three categories:-

- System management software
- System support software
- System development software

Application Software:-

Application software refers to the programs which help the computer to work effectively for specific applications. Application software is of two types:-



- General purpose program
- Application specific program

Other software's are as follows:-

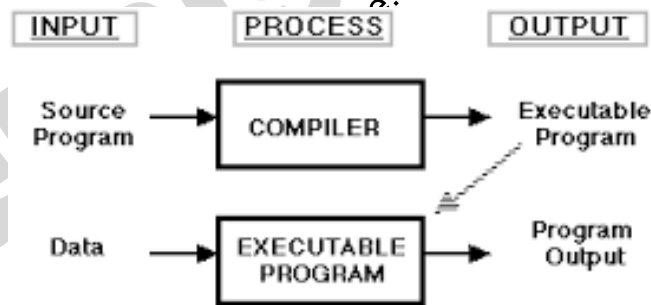
Compiler - Compiler is a system program which translates a high-level language program into machine language program is called a compiler. Compiler also checks error of the program to be executed.

Features of the compiler:

Compiler is more powerful than assembler.

Limitation of the compiler:

- Take longer time to produce result.
- It occupies more memory space.
- Low speed and low efficiency of memory utilization.



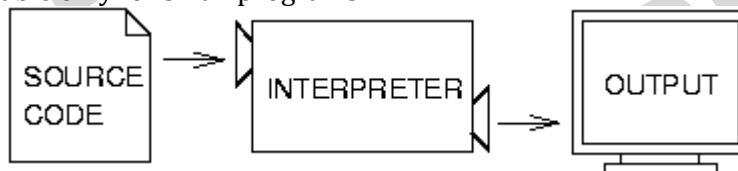
Interpreter - It is also a translator which translates a high-level language program into object code, statement wise. It doesn't translate the entire program at a time. It takes up one statement of a high-level language program at a time, translates it and then executes it and then takes up the next statement and repeats the whole process till end.

Features of the Interpreter:

- Interpreter is cheaper than compiler.
- It occupies less memory space.

Limitations of the Interpreter:

- Slower than compiler.
- Suitable only for small programs.



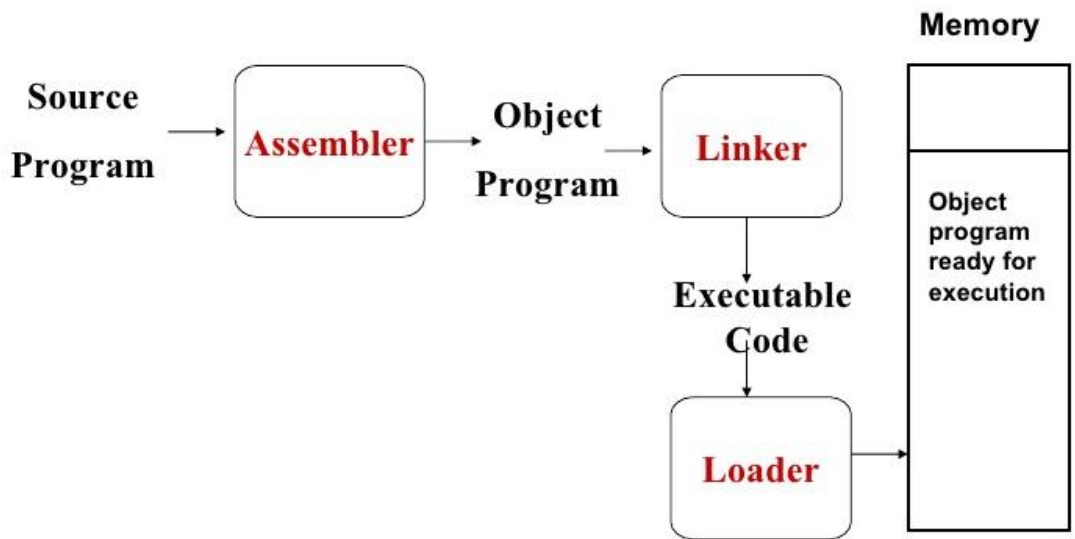
Linker: In high level languages, some built in header files or libraries are stored. These libraries are predefined and these contain basic functions which are essential for executing the program. These functions are linked to the libraries by a program called Linker.

If linker does not find a library of a function then it informs to compiler and then compiler generates an error. The compiler automatically invokes the linker as the last step in compiling a program.

Not built in libraries, it also links the user defined functions to the user defined libraries. Usually a longer program is divided into smaller subprograms called modules. And these modules must be combined to execute the program. The process of combining the modules is done by the linker.



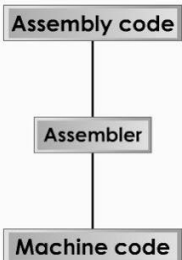
Loader: Loader is a program that loads machine codes of a program into the system memory. In Computing, a loader is the part of an Operating System that is responsible for loading programs. It is one of the essential stages in the process of starting a program. Because it places programs into memory and prepares them for execution. Loading a program involves reading the contents of executable file into memory. Once loading is complete, the operating system starts the program by passing control to the loaded program code. All operating systems that support program loading have loaders. In many operating systems the loader is permanently resident in memory.



Languages of Computer:-

In order to communicate with the computer user also needs to have a language that should be understood by the computer. For this purpose, different languages are developed for performing different types of work on the computer. Basically, There are three types of computer languages they are as follows:-

- Low level language
- Assembly level language
- High level language



Low level language:-

Low level language is also known as Machine level language. The low level language is directly understood by the computer. in other words, the binary language is machine language(0s and 1s). any instruction given in the machine language has two parts:-

- OPCODE
- OPERAND

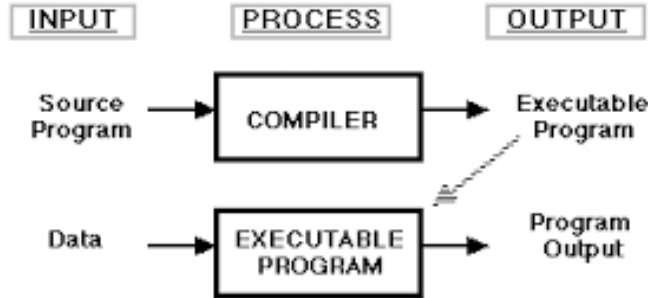
Assembly level language:-

The major drawback of machine language lead to the introduction of a new language called assembly level language. A program written in symbolic language is called an assembly code or a symbolic program. Assembler translates the assembly code into machine code, it also “assembles” the machine code into the main memory of the computer and makes it ready for execution.



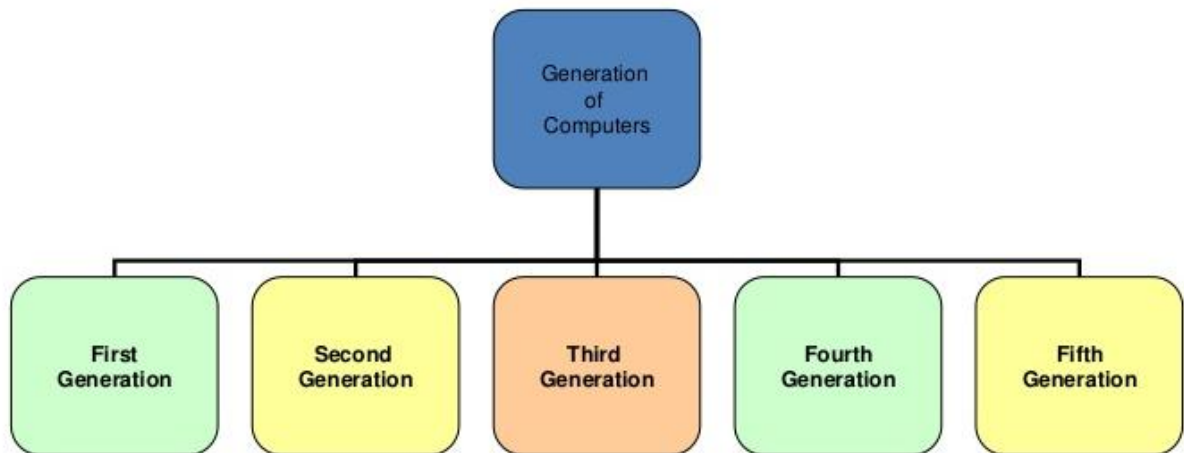
High Level Language:-

To overcome the difficulties of low level language such as machine dependency, difficult to understand etc. high level languages are classified into two types- general and specific purpose high level language.



Generations of Computers:-

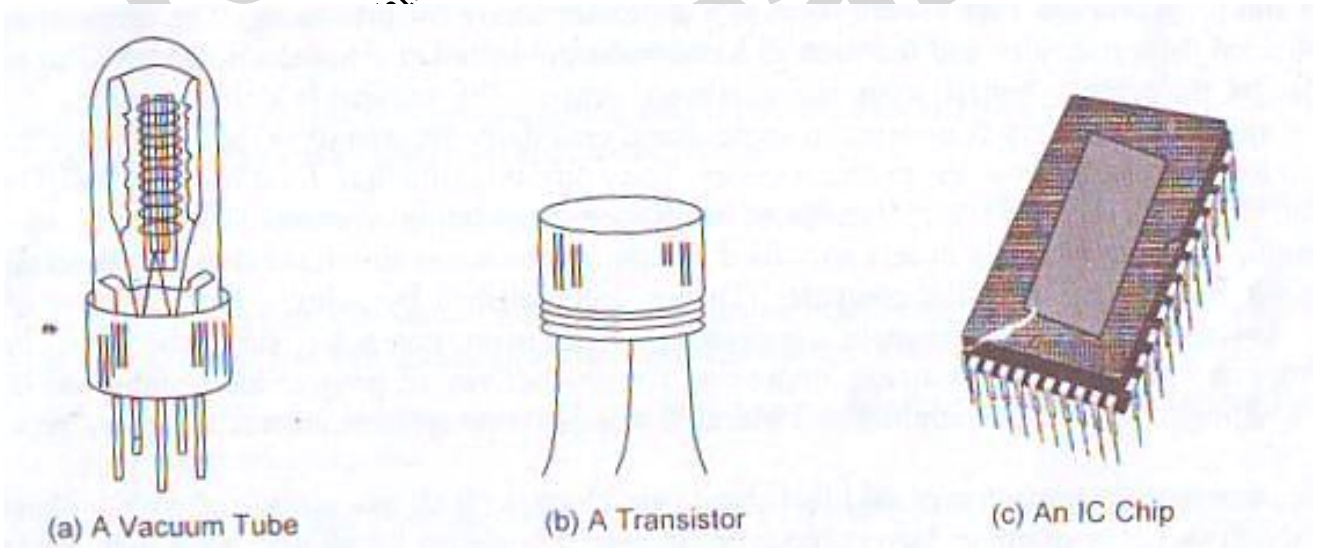
Generation in computer terminology is a change in technology a computer is/was being used. Initially, the generation term was used to distinguish between varying hardware technologies. But nowadays, generation includes both hardware and software, which together make up an entire computer system. There are totally five computer generations known till date. Each generation has been discussed in detail along with their time period characteristics. We've used approximate dates against each generation which are normally accepted.



- ✓ First Generation: - 1946-1956. Vacuum tube based.
- ✓ Second Generation: - 1959-1965. Transistor tube based.
- ✓ Third Generation: - 1965-1971. Integrated circuit tube based.
- ✓ Fourth Generation: - 1971-1980. VLSI microprocessor based.
- ✓ Fifth Generation: - 1980-onwards. ULSI based.



Generation (Period)	Key hardware technologies	Key software technologies	Key characteristics	Some representative systems
First (1942-1955)	Vacuum tubes; electromagnetic relay memory; punched cards secondary storage	Machine and assembly languages; stored program concept; mostly scientific applications	Bulky in size; highly unreliable; limited commercial use; commercial production difficult and costly; difficult to use	ENIAC, EDVAC, EDSAC, UNIVAC I, IBM 701
Second (1955-1964)	Transistors; magnetic core memory; magnetic tapes and disks secondary storage	Batch operating system; high-level programming languages; scientific and commercial applications	Faster, smaller, more reliable and easier to program than previous generation systems; commercial production was still difficult and costly	Honeywell 400, IBM 7030, CDC 1604, UNIVAC LARC
Third (1964-1975)	ICs with SSI and MSI technologies; larger magnetic core memory; larger capacity magnetic disks and tapes secondary storage; minicomputers	Timesharing operating system; standardization of high-level programming languages; unbundling of software from hardware	Faster, smaller, more reliable, easier and cheaper to produce commercially, easier to use, and easier to upgrade than previous generation systems; scientific, commercial and interactive on-line applications	IBM 360/370, PDP-8, PDP-11, CDC 6600
Fourth (1975-1989)	ICs with VLSI technology; microprocessors; semiconductor memory; larger capacity hard disks as in-built secondary storage; magnetic tapes and floppy disks as portable storage media; personal computers; spread of high-speed computer networks	Operating systems for PCs; GUI; multiple windows on a single terminal screen; UNIX operating system; C programming language; PC-based applications; network-based applications	Small, affordable, reliable, and easy to use PCs; more powerful and reliable mainframe systems; general purpose machines; easier to produce commercially	IBM PC and its clones, Apple II, TRS-80, VAX 9000, CRAY-1, CRAY-2, CRAY-X/MP
Fifth (1989-Present)	ICs with ULSI technology; larger capacity main memory; larger capacity hard disks; optical disks as portable read-only storage media; notebook computers; powerful desktop PCs and workstations; very powerful mainframes; the Internet	World Wide Web; multimedia applications; Internet-based applications	Portable computers; more powerful, cheaper, reliable, and easier to use desktop machines; very powerful mainframes; very high uptime due to hot-pluggable components; general purpose machines; easier to produce commercially	IBM notebooks, Pentium PCs, SUN Workstations, IBM SP/2, SGI Origin 2000, PARAM 10000



(a) A Vacuum Tube

(b) A Transistor

(c) An IC Chip



Number system:-

Number system are generally divided into two types:-

- Non-positional number system
- Positional number system

Non-Positional Number System:

Earlier these types of number systems were used. They were based on additive approach which was used for counting and other kinds of arithmetical work.

Positional Number System:

Positional Number System was affected by the position of symbols. Any value was represented by a predefined set of symbols in which every symbol has its position in a number. Each symbol was called a digit. The idea of positional number system depends on the principles of "Base and Power Position".

The following are the types of positional number system:-

- Binary Number System
- Decimal Number System
- Octal Number System
- Hexadecimal Number System

Binary Number System

Binary Number System is based on two digits 0 and 1. . The base of Binary Number System is 2 because there are two digits.

Decimal Number System

Decimal Number System makes use of ten digits. These digits are represented from 0 to 9. The base of Decimal Number System is 10 because there are ten decimal digits.

Hexadecimal Number System

Hexadecimal Number System makes use of sixteen symbols. These digits are represented from 0 to 9 while the remaining six are A, B, C, D, E, F representing decimal value of 10, 11, 12, 13, 14, and 15. The base of Hexadecimal Number System is 16.

Octal Number System

Octal Number System makes use of eight digits. These digits are represented from 0 to 7. The base of Octal Number System is 8 because there are eight decimal digits.

Conversion of Number system:-

Conversion from any base to decimal

- **Step 1** - Determine the column (positional) value of each digit (this depends on the position of the digit and the base of the number system).
- **Step 2** - Multiply the obtained column values (in Step 1) by the digits in the corresponding columns.
- **Step 3** - Sum the products calculated in Step 2. The total is the equivalent value in decimal.

Conversion from decimal to any base

- **Step 1** - Divide the decimal number to be converted by the value of the new base.
- **Step 2** - Get the remainder from Step 1 as the rightmost digit (least significant digit) of new base number.
- **Step 3** - Divide the quotient of the previous divide by the new base.
- **Step 4** - Record the remainder from Step 3 as the next digit (to the left) of the new base number.
- ✓ Repeat Step 3 and 4, getting remainders from right to left, until the quotient becomes zero in Step 3.
- ✓ The last remainder thus obtained will be the most significant digit (MSD) of the new base number.

There are different set of steps to covert the fractional portion of decimal to any other base:-



To convert fractional portion of a decimal number into given base

- Multiply the fractional part with converting base
- Store the integer part before the decimal point.
- Repeat the task of multiplication either five times or getting same fractional part or zero, whatever comes first

Conversion from any base to non decimal base

- **Step 1** - Convert the original number to a decimal number (base 10).
- **Step 2** - Convert the decimal number so obtained to the new base number.

Other Operations on Number system:-

- Addition of Binary Numbers
- Subtraction of Binary Numbers
 - ✓ 1's complement
 - ✓ 2's complement
- Multiplication of Binary Numbers
- Division of Binary Numbers

HTML

HTML is abbreviated form of **Hyper Text Markup Language**. This language is a case-insensitive language. This language is used to create WebPages. The extensive use of tags makes it to be popularly known as the language of tags. The tags can be referred as special HTML codes kept in angle brackets (<>). These tags show their effect over the text written between opening and closing tags.

- HTML stands for Hyper Text Markup Language, which is the most widely used language on Web to develop web pages.
- Hypertext refers to the way in which Web pages (HTML documents) are linked together.

History of HTML

- HTML was created by Berners-Lee in late 1991 but "HTML 2.0" was the first standard HTML specification which was published in 1995.
- HTML 4.01 was a major version of HTML and it was published in late 1999. Though HTML 4.01 version is widely used but currently we are having HTML-5 version which is an extension to HTML 4.01, and this version was published in 2012.
- HTML markup tags are usually called HTML tags.
- HTML tags are keywords (tag names) surrounded by angle brackets like <html>
- HTML tags normally come in pairs like <p> and </p>
- The first tag in a pair is the start tag, the second tag is the end tag
- The end tag is written like the start tag, with a slash before the tag name
- Start and end tags are also called opening tags and closing tags

HTML Headings

- HTML headings are defined with the <h1> to <h6> tags.

The <hr> tag creates a horizontal line in an HTML page

HTML Paragraphs

- Paragraphs are defined with the <p> tag.
- Use the
 tag if you want a line break (a new line) without starting a new paragraph:



- `<p>This is
a para
graph with line breaks</p>`

HTML Text Formatting

- `` Defines bold text
- `` Defines emphasized text
- `<i>` Defines a part of text in an alternate voice or mood
- `<small>` Defines smaller text
- `` Defines important text
- `<sub>` Defines subscripted text
- `<sup>` Defines superscripted text

Comment tags

- Comment tags `<!--` and `-->` are used to insert comments in HTML.

Link Tag

- The HTML `<a>` tag defines a hyperlink.
- Syntax
- `Link text`
- Example
- `Visit W3Schools!`

HTML Head

- The `<head>` element is a container for all the head elements.
- The following tags can be added to the head section: `<title>`, `<style>`, `<meta>`, `<link>`, `<script>`, `<noscript>`, and `<base>`.
- The HTML `<title>` Element

HTML Images

- In HTML, images are defined with the `` tag.
- The `` tag is empty, which means that it contains attributes only, and has no closing tag.
- ``
- Src stands for "source"
- Alt is for alternate text for an image
- The height and width attributes are used to specify the height and width of an image.

HTML Tables

- Tables are defined with the `<table>` tag.
- A table is divided into rows with the `<tr>` tag. (tr stands for table row)
- A row is divided into data cells with the `<td>` tag. (td stands for table data)
- A row can also be divided into headings with the `<th>` tag. (th stands for table heading)
- The `<td>` elements are the data containers in the table.
- The `<td>` elements can contain all sorts of HTML elements like text, images, lists, other tables, etc.

Common Tags of HTML:-

1. HTML:- denoted by `<html></html>` represents the beginning of html code
2. Head:- denoted by `<head></head>` provide the meta data of Webpage
3. Title :- denoted by `<title></title>` represents the title of Webpage
4. Body:- denoted by `<body></body>` represents content of Webpage
5. Bold :- denoted by `` represents the body text of Webpage



6. Italic:- denoted by `<i></i>` represents the italic text

7. Heading: - denoted by `<h1></h1>` n ranges from 1 to 6. It can display headings

HTML tags for different list:-

✓ Ordered list

```
<ol>
<li>Coffee</li>
<li>Milk</li>
</ol>
```

Output:

1. Coffee
2. Milk

✓ Unordered list

```
<ul>
<li>Coffee</li>
<li>Milk</li>
</ul>
```

Output:

- ☐ Coffee
- ☐ Milk

✓ Definition list

```
<dl>
<dt>Coffee</dt>
<dd>- black hot drink</dd>
<dt>Milk</dt>
<dd>- white cold drink</dd>
</dl>
```

Output:

Coffee
- black hot drink

Milk
- white cold drink

Frame Tags

- Frameset
- Frame

```
<html>
```

```
<frameset cols="25%,*,25%">
<frame src="frame_a.htm">
<frame src="frame_b.htm">
<frame src="frame_c.htm">
</frameset>
</html>
```