

# Chapter 1

## Introduction To Computers

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11. The Components of a  
Computer • A computer  
contains many electric,  
electronic, and mechanical  
components known as hardware  
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Chapter 1 11Pages 6 - 8 •  
Allows you to enter data and  
instructions into a  
computerInput Device •  
Hardware component...

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1 Chapter One Introduction

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to Computer Computer A computer is an electronic device, operating under the control of instructions stored in its own memory that can accept data (input), process the data according to specified rules, produce information (output), and store the information for future use1. Functionalities of a computer2

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Introduction to Computer  
DRAFT. ... The brain of the  
computer. This part does the  
calculation, moving and  
processing of information ?  
answer choices . CPU. RAM.  
Motherboard. Hard Drive.  
Tags:

### **Chapter 1 Introduction To Computers**

an electronic device,  
operating under the control  
of instructions stored in  
its own memory, that can  
accept data, process data  
according to specified rules  
produce results, and store  
the results for future use.

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### **Computers and Programming**

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Chapter 1: Introduction to Computers. Terms in this set (13) Input Devices - definition. An object or device outside the computer, that one would plug into a port to control the functions of a computer are. Application Software. A calculator and Excel are are

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both an example of.

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Chapter 1 : Introduction to Computers

1. Objectives
- Overview.
2. A World of Computers.
4. The Components of a Computer.
5. Networks and the Internet.
6. Advantages and Disadvantages of Using Computers.
7. Computer Software.
8. Categories of Computers.
9. Elements of an Information System. ...

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Chapter 1 Introduction to Computers, Programs, and

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Java Section 1.2 What is a Computer? 1 \_\_\_\_\_ is the physical aspect of the computer that can be seen. A. Hardware B. Software C. Operating system D. Application program Your answer is correct 2 \_\_\_\_\_ is the brain of a computer. A.

**Chapter 1 Introduction to Computers - Chapter 1 ...**  
CMPS161 Class Notes (Chap 01) Page 1 / 15 Dr. Kuo-pao Yang Chapter 1 Introduction to Computers, Programs, and Java 1.1 Introduction • The central theme of this book is to learn how to solve problems by writing a program. • This book teaches you how to create programs



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by using the Java programming languages. • Java is the Internet program language

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Govt exams )

### **CHAPTER 1 – Introduction to Computer Systems**

1.1 Introduction. Think about some of the different ways that people use computers. In school, students use computers for tasks such as writing papers, searching for articles, sending email, and participating in online classes.

### **CHAPTER 1: INTRODUCTION TO COMPUTERS - Fundamentals of**

...

1 Chapter 1 Introduction to Computers Welcome to computer science! You are about to explore a wonderful

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## Introduction To Computers

and exciting world—a world that offers many challenging and exciting careers. In this chapter, we introduce you to the concepts of computer science, especially as they pertain to computer programming. You will study the con-

### **Chapter 1: Introduction to Computers Flashcards | Quizlet**

Hardware component that enables a computer to send (transmit) and receive data, instructions, and information to and from one or more computers. Computer Electronic device, operating under the control of instructions stored in its

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own memory, that can accept data, process the data according to specified rules, produce results, and store the results for future use.

### **Chapter 1 - Introduction to Computer Quiz - Quizizz**

1.1 INTRODUCTION. In the beginning of civilisation, people used fingers and pebbles for computing purposes. In fact, the word digitus in Latin actually means finger and calculus means pebble. This gives a clue into the origin of early computing concepts. With the development of civilisation, the computing needs also grew.

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CHAPTER 1 – Introduction to Computer Systems A computer is a complex system

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consisting of both hardware and software components. This chapter discusses these components.

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the level of voltage (low or high) in a computer that provides the binary states of 0 and 1 that computers use to represent characters  
Bluetooth port technology that uses radio waves to provide hands-free cellular phone communications

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