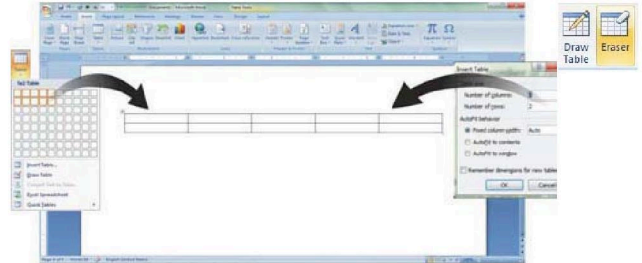


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Go to **Insert tab** in MS Word 2007/2010; and Click on the **Table** tool from the Ribbon; and Move over the mouse in the list selecting number of rows and columns; or Click **Insert Table** command in the List; and Mention desired number of rows and columns; and click OK



Drawing and Erasing a Table

You may draw a table in the document using mouse dragging. There is a tool named Draw Table, provides a pencil kind cursor which draws row, columns and entire table. You may split any cell or table by dragging a line between with this tool.

You can even erase the drawn lines of table with this tool using Erase. You need to click a line of the table drawn and release the click, that line will be erased.

आइकॉन में हम ड्रा टेबल टूल की मदद से टेबल क्रियेट एवं ड्रा कर सकते हैं एवं इरेजर टूल की मदद से हम टेबल में किसी रो या कालम या टेबल बाईर को हटा सकते हैं। ड्रा टेबल टूल की मदद से मैनुवली माउस ड्रैग कर टेबल क्रियेट कर सकते हैं।

To draw a table, Stay at **Table Tools Design Tab** and click **Design Table** tool in **Draw Borders** group and draw a table on the document surface; draw lines to split and create row and columns in the table. (As mentioned in the picture below)

To erase a table or portion of table, Stay at **Table Tools Design Tab** and click **Eraser** portion of the **Draw Borders** group and click to the edge of table you want to erase a portion of table.(As mentioned in the picture below)

Introduction to C programming

As you can see the declarations of both the structures and unions are similar so far. You can declare the union variable same as you declare structure variable. Here we see

union union_name variable_name;

This fixes the object or variable which h let you access the members of those members declared inside the union.

Here we see an example implementing union

```
#include<stdio.h>
#include<conio.h>
void main()
{
    union student
    {
        int roll_no;
        char std_name[20];
        int std_class;
    };
    union student obj;
    clrscr();
    printf("Enter the value for student as Name, Roll No. Class:");
    gets(obj.std_name);
    scanf("%d", &obj.roll_no);
    scanf("%d", &obj.std_class);
    printf("\nHere comes the value you entered\n");
    printf("\nRoll No=%d\tName= %s\tClass=%d", obj.roll_no,
obj.std_name, obj.std_class);
    getch();
}
```

Output

Enter the value for student as Name, Roll No. Class:
Vijay
1 10
Here comes the value you entered



Introduction to Computers

Introduction

Computer is an electronic device which is capable of receiving information (data) in a particular form and of performing a sequence of operations in accordance with a predetermined but variable set of procedural instructions (program) to produce a result in the form of information or signals.

In general, a computer is a digital electronic device which accepts data, processes it and gives information as output. It has several components like Monitor, CPU, Mouse, Processor, Memory etc.



कम्प्यूटर शब्द की उत्पत्ति कम्प्यूट शब्द से हुई है जिसका अर्थ है गणना करना। अतः बोलचाल की भाषा में इसे एक कैलकुलेटिंग डिवाइस माना जाता है जो ऐरिथमेटिक और लॉजिकल ऑपरेशन को ठीकी ढंग से साब कर सकता है वरन् आज इसकी पहिचा ही बदल गयी है क्योंकि अब कम्प्यूटर का उपयोग सिर्फ गणना तक सीमित नहीं है। आज इसका उपयोग व्यक्ति, शिक्षक, इंटरनेट आदि कई अन्य क्षेत्र में भी हो रहा है। अतः अब कह सकते हैं कि यह एक इलेक्ट्रॉनिक डिवाइस है जो डाटा को एक्सेट करता है, और एक विस्तृत स्ट्रेच-बाई-स्ट्रेच प्रोसेसिंग के बाद उसे इफॉर्मेशन में बदलता है और आउटपुट रिजल्ट प्रस्तुत करता है। यह डाटा को एक्सेट, स्टोर और उन्हें मैनीपुलेट करता है।

History of Computers

History of Computer can be considered from arise of human culture as person knew the calculation, they used something for this purpose like, pebbles, stone etc. but as a device Romans abacus is first device used in B.C for calculation. In A.D. various mechanical devices were invented for the calculation like Pascaline by Blaise Pascal, Joseph Jacquard invented loom that is 'programmed using punched cards, Charles Babbage invented two machines Analytical engine and Difference engine and Holleriths Census Machines ('Tabulating ma chine). Atanasoff-Berry Computer (ABC) is a fully digital electronic device used for linear equation. Howard Aiken (IBM) had designed Mark I, the first operational general-purpose electro-mechanical Computer. John Mauchley and Presper Eckert make the Electronic Numerical Integrator and Calculator (ENIAC) First general purpose, digital electronic