

## Chapter 1 Introduction To Computers

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### Chapter 1 Introduction To Computers

1. Chapter One Introduction 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 use.  
1. Functionalities of a computer  
2.

### Chapter One Introduction to Computer

a case that contains the electronic components of a computer that are used to process data. system unit. records and/or retrieves items to and from storage media. storage device. enables a computer to send and receive data, instructions, and information to and from one or more computers. communications device.

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A communication device is a hardware component that enables a computer to send and receive data, instructions, and information to and from one or more computers or mobile devices. Computer A computer is an electronic device, operating under control of instructions stored in its own memory, that can accept data, process the data according to specified rules, produces results, and store the results for future use.

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Chapter 1: Introduction to Computers. STUDY. PLAY. Mainframe Computers. Large computers that are used by the government and other organizations when speed and processing large amounts of data are used. Dumb terminals. All of the processing is performed at the server or mainframe. Personal computer.

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Chapter 1 Objectives Explain the importance of computer literacy Define the term computer Identify the components of a computer Explain why a computer is a powerful tool Differentiate among the various categories of software Discuss the uses of the Internet and the World Wide Web

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Describe the categories of computers and their uses Explain the purpose of a network Identify the various types of computer users Understand how a user can be a Web publisher p. 1.2

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Chapter 1-Introduction to Computers. STUDY. Flashcards. Learn. Write. Spell. Test. PLAY. Match. Gravity. Created by. alexisjp. Terms in this set (53) Computer. programmable, electronic device that accepts data, performs operations on that data, presents the results, and stores the data or results as needed.

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-1.1- Chapter 1. Introduction to Computing The electronic computer is one of the most important developments of the twentieth century. Like the industrial revolution of the nineteenth century, the computer and the information and communication technology built upon it have drastically changed business, culture, government and science, and have

### **Chapter 1. Introduction to Computing**

1, An INPUT DEVICE allows you to enter data or instructions into a computer. 2, An OUPUT DEVICE conveys information to one or more people. 3, The SYSTEM UNIT is a case that contains the electronic components of a computer that are used to process data.

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Chapter 1 - Introduction to Computer DRAFT. 7th grade. 250 times. Computers. 56% average accuracy. 4 months ago. k\_salleh. 0. Save. Edit. Edit. Chapter 1 - 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:

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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.

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

•A computer is an electronic device that stores and processes data. •A computer includes both hardware and software. •In general, hardware comprises the visible, physical elements of the computer, and software provides the invisible instructions that control the hardware and make it perform specific tasks.

### **Chapter 1 Introduction to Computers, Programs, and Python**

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This video covers a basic introduction to today's computing technologies including computer, data, processing, storage, input, output, and common

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input and o...

### **Chapter 1 Part 1 Introduction to Computing Technologies ...**

Computers, computer components, and computer peripherals all contain hazards that can cause severe injury. Therefore, this chapter begins with safety guidelines that you should follow to prevent electrical fires, injuries, and fatalities while working inside a computer.

### **Essentials v7.0: Chapter 1 - Introduction to Personal ...**

Introduction to Computers - For Beginners - Duration: 26:25. Computer Care Clinic Recommended for you. ... Class - 1 Computer Chapter -1 (Machine Around Us) - Duration: 8:56.

### **ICT Grade 2 chapter 1 Introduction to Computer**

- A computer cannot take any decision on its own. Dependency - It functions as per a user's instruction, so it is fully dependent on human being  
Environment - The operating environment of computer should be dust free and suitable. No Feeling - Computers have no feelings or emotions.

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