

Basics of computer & Computer programming

1. Primary memory is main memory, volatile or non-volatile & limited
2. It is a factor more expensive
3. Primary memory has 3 parts
4. RAM is called main memory or primary memory.
5. RAM has 2 types
6. SRAM is faster & costly stores small amount of data, not require refresh.
7. DRAM is cache memory, slow & cheap, refresh. large amount of data.
8. ROM is a non-volatile, stores data permanently. cheaper than RAM. e.g. firmware.
9. ROM has 3 types PROM, EPROM, EEPROM
 - one time programmable chips
 - reflashable
 - reflashable using
10. Cache memory acts as buffer, small size memory, store request data & Instructions.
Temporary fast memory located in CPU & RAM.
Inbuilt or separate
11. Cache memory has 3 types
 - L1 → primary type & smaller size
 - L2 → secondary
 - L3 → main memory & larger in size & low speed
12. Secondary memory; it is a non-volatile memory.
13. It has 3 types
 - a) Magnetic tape was developed in Germany 1928
14. Hard disk is a less expensive stores tera-bytes of Information.
15. Who comes in Internal as well as in external variants. Hard disk

- 26 What is CD compact disk made of polycarbonate plastic
- 27 CD stores 700MB of data
- 28 What is DVD Digital Video disc or versatile & can hold 17GB of data
- 29 Blu ray is 3rd generation optical disk & store 50GB of data
- 20 Flash memory was developed by 1980 by Japanese engineer Masuroki Fujio
- 22 When we enter any data to computer is called Input devices.
- 22 Scanner to scan text & image
- 23 In a keyboard Total no. of keys are 101-107
- 24 Function keys → 12 F1 to F12 No. keys → 0-9
 Combination keys → ctrl, shift Arrow keys → 4 ← ↑ → ↓
 Modifier keys → ctrl, Alt, Shift Toggle keys → Caps lock, Num lock
 escape key → Cancel the operation
- 25 mouse is a point devices & invented by Douglas engelbart
- 26 light pen is a device reads the signature & make license.
- 27 BCR Bar code Reader used in shopping mall
- 28 OMR optical mark reader
- 29 Magnetic Ink Character Recognition (MICR) is used to read cheques in bank
- 30 OCR optical character Recognition reads character on printed document
- 31 Touch pad → Touch ^{screen} is a Input device
- 32 keyboard, mouse, scanner are Input devices
- 33 Output devices is a device which gives result

Male plug
↓
Female socket

34 Monitor, Printer, are output devices
35 Touch screen, Modems, Headset, are both
I/O devices

36 Tab to indent a paragraph.

37 PS/2 is a 6 pin port which connects key
board & mouse.

38 Serial port is a 9 pin connector on 1.5
Male pin called COM or RS 232C

39 USB is a universal serial bus has 4 pins

40 VGA is a 15 pin

41 parallel ports → 0 bits or 1 byte at a time on
2.5 pin female pin

42 software is a set of Instructions or programs
which cannot be touched

43 system software are examples of operating sys.
like windows, linux, Android

44 Google docs, M.S word, excel are eg's of
application software

45 Antivirus, backup, disk cleaner, tools are e.g
of utility s/w

46 operating syst. is a system manages all work
provide access security

47 Device driver acts an interface b/w the device
& operating system.

48 general purpose s/w are M.S word, excel, netflix,
Adobe, google drive, Mozilla, web browser, iTunes

49 customized s/w are websites, mobile, CRM, SaaS
database, User defined s/w

40 OSS are linux, python, libre office, Mozilla, firefox

like chrome, Internet, skype,

49. Proprietary S/W is a S/W whose source code is not available.
50. Proprietary S/W like windows, iTunes, Tally, Quick is not open source available.
51. Assembly lang. & Machine lang. are dependent lang.
52. High level lang. is a friendly, easy to code, debug & maintain. & is a low level lang. Independent lang.
53. Algorithm is a step-by-step instruction for solving a problem.
54. Flowchart is a graphical / pictorial representation of algorithm.
55. Testing is done by tester & Debugging is done by programmer.
56. Who developed C lang. Dennis Ritchie in 1972 at AT & T bell lab USA.
57. Built in data types is used to bind an identifier & determines storage allocation.
58. Constants does not change during program execution & variable change during program execution. & it occupies memory space to store.

mp switches OFF. actuated, the output la

59. keyword is a reserve word & had 32.

60. Identifier is used to identify variables, functions structures.

61. Integer's are 2 bytes & ranges from -32768 to 32767

62. Character is 1 byte & ranges from -128 to 127 or 0 to 255

63. floating point is 32 bit \rightarrow 4 bytes & double is 64 bit \rightarrow 8 bytes

64. $>$, $<$, $>=$, $<=$, $=$, $!=$ are relational operators

64. logical operators compound by combining 2 or more either T or F e.g. $5 > 7 \ \&\& \ 0 = 0$

65. $=$ is an assignment operator

66. expression is combination of variables, operator & constant like $() [] ++ --$

1-12
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Teacher's Signature : _____