Chapter 1

INTRODUCTION TO COMPUTER AND PROGRAMMING
Chapter 1

- Hardware and software
- Programming Languages
- Problem solution and software development
- Algorithms
Computer Hardware

- Input unit
- Output unit
- Memory unit
- ALU
- CPU
- Secondary storage
Input Unit and Output Unit

- **Input Unit**
  - It obtains information from various *input devices* and places this information at the disposal of the other units.
  - Examples of input devices: keyboards, mouse devices.

- **Output Unit**
  - It takes information that has been processed by the computer and places it on various *output devices*.
  - Most output from computer is displayed on screens, printed on paper, or used to control other devices.
Memory Unit

- The memory unit stores information. Each computer contains memory of two main types: RAM and ROM.

- **RAM (random access memory)** is volatile. Your program and data are stored in RAM when you are using the computer.

- **ROM (read only memory)** contains fundamental instructions that cannot be lost or changed by the user. ROM is non-volatile.
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