# Characteristics of Computer



# What is a Computer?

- Computer is a Man-made, Programmable Electronic device that operates under the control of a set of Instructions that are stored in its Memory.
- A Computer Accepts data from an Input device and processes it into useful information which it displays on its Output device
- A Computer is a collection of Hardware and Software components that help you accomplish many different tasks.

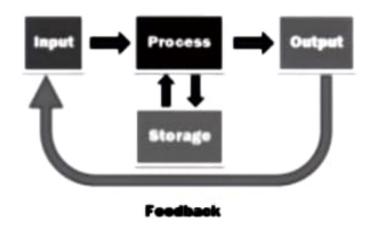


# Characteristics of a Computer

- SPEED: A Computer can perform tasks very fast In general, no human being can compete to solving the complex computation, faster than computer.
- ACCURACY: Since Computer is programmed, so what ever input we give it gives result with accurately.
- DILIGENCE: Computer can work for hours without any break and creating error.
- VERSATILITY:: We can use computer to perform completely different type of work at the same time.
- POWER OF REMEMBERING: Every piece of Information that a user stores on a Computer can be retained as long as is needed.
- NO FEELING: Computers are devoid of emotions, they have no feelings and no instincts because they are machines.

# Main Functions of a Computer

- Data Input (Use Input Devices)
- Data Processing (Use Processor / CPU)
- Output Information (Use Output Devices)
- Storage/ Memory (Use Storage Devices)
- Communication (Use Network Devices)



# Data, Process, Information

□ Data

□ Process - (Manual/Electronic)

□ Information



# **NUMBER SYSTEM**

When we type some letters or words, the computer translates them in numbers as computers can understand only numbers. A computer can understand positional number system where there are only a few symbols called digits and these symbols represent different values depending on the position they occupy in the number.

- A value of each digit in a number can be determined using
- 1.The digit
- 2. The position of the digit in the number
- 3. The base of the number system (where base is defined as the total number of digits available in the number system).

# Decimal Number System

The number system that we use in our day-to-day life is the decimal number system. Decimal number system has base 10 as it uses 10 digits from 0 to 9. In decimal number system, the successive positions to the left of the decimal point represent units, tens, hundreds, thousands and so on.

Each position represents a specific power of the base (10). For example, the decimal number 1234 consists of the digit 4 in the units position, 3 in the tens position, 2 in the hundreds position, and 1 in the thousands position, and its value can be written as

$$(1x1000)+ (2x100)+ (3x10)+ (4x1)$$
  
 $(1x10^3)+ (2x10^2)+ (3x10^1)+ (4x10^0)$   
 $1000 + 200 + 30 + 4$   
 $1234$ 

As a computer programmer or an IT professional, you should understand the following number systems which are frequently used in computers.

# **Binary Number System**

Characteristics of binary number system are as follows:

Uses two digits, 0 and 1.

Also called base 2 number system

Each position in a binary number represents a 0 power of the base (2). Example 2<sup>0</sup>

Last position in a binary number represents a x power of the base (2). Example 2<sup>x</sup> where x represents the last position - 1.

Example

Binary Number: 10101<sub>2</sub>

# Octal Number System

Characteristics of octal number system are as follows: Uses eight digits, 0,1,2,3,4,5,6,7.

Also called base 8 number system

Each position in an octal number represents a 0 power of the base (8). Example 80

Last position in an octal number represents a x power of the base (8). Example 8<sup>x</sup> where x represents the last position - 1.

Example

Octal Number: 12570<sub>8</sub>

# **Hexadecimal Number System**

Characteristics of hexadecimal number system are as follows: Uses 10 digits and 6 letters, 0,1,2,3,4,5,6,7,8,9,A,B,C,D,E,F.

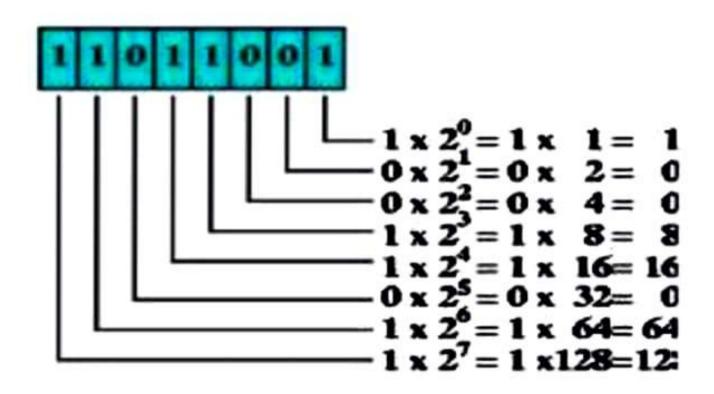
- Letters represents numbers starting from 10. A = 10. B = 11,
   C = 12, D = 13, E = 14, F = 15.
- Also called base 16 number system
- Each position in a hexadecimal number represents a 0 power of the base (16). Example 16<sup>0</sup>
- Last position in a hexadecimal number represents a x power of the base (16). Example 16<sup>x</sup> where x represents the last position - 1.

# **Decimal Into Binary**

2	12345
2	6172
2	3086
2	1543
2	771
2	385
2	192
2	96
2	48
2	24
2	12
2	6
2	3
	_

1	LSB
О	
0	
1	
1	
1	
O	
0	
О	
О	
О	
0	
1	
1	MS

# **Binary To Decimal**



$$1 + 8 + 16 + 64 + 128 = 217$$

# **Binary Addition**

A + B	SUM	CARRY
0 + 0	0	0
0 + 1	1	0
1 + 0	1	0
1 + 1	0	1

# **Binary Subtraction**

```
1011.11
1001.111
```

# **Binary Multiplication**

```
Example:
```

```
0011010 x 001100 = 100111000
```

```
0011010 = 2610

x0001100 = 1210

0000000

0000000

0011010

0011010
```

= 31210

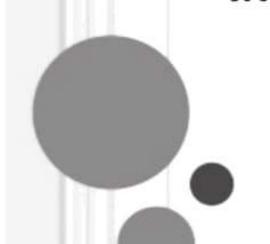
0100111000

# **Binary Division**

101010 / 000110 = 000111

$$\begin{array}{r}
111 & = 710 \\
-101010 & = 421 \\
-110 & = 610 \\
\hline
 & 101 \\
-110 & \\
\hline
 & 110 \\
\hline
 & -110 \\
\hline
 & -110 \\
\hline
 & -110 \\
\hline
\end{array}$$

# INTRODUCTION TO OPERATING SYSTEM



### WHAT OPERATING SYSTEMS DO

- The operating system controls the hardware and coordinates its use among the various application programs for the various users.
- We can also view a computer system as consisting of hardware, software, and data.
- The operating system provides the means for proper use of these resources in the operation of the computer system.
- An operating system simply provides an environment within which other programs can do useful work.
- To understand more fully the operating system's role, we explore operating systems from two viewpoints:
  - The user
  - The system.

### DEFINING OPERATING SYSTEM

#### No universally accepted definition of what an OS:

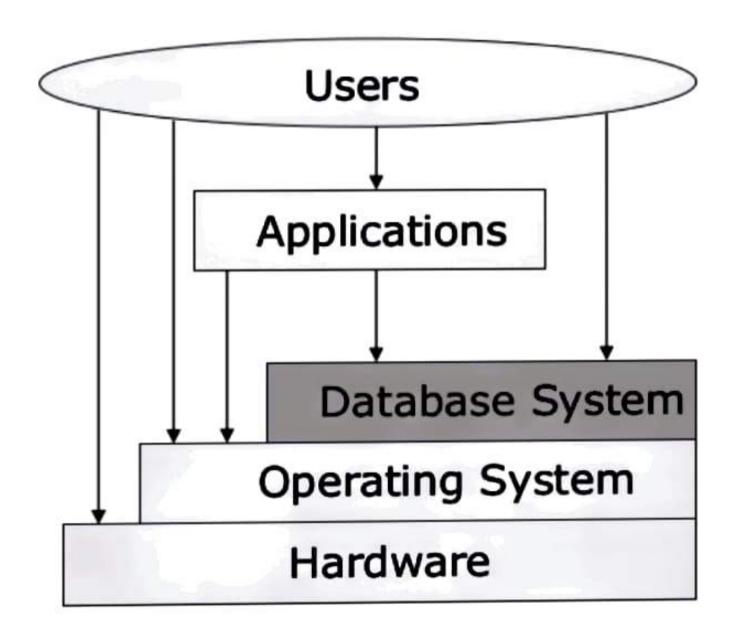
- Operating systems exist to offer a reasonable way to solve the problem of creating a usable computing system.
- The fundamental goal of computer systems is to execute user programs and to make solving user problems easier.
- Since bare hardware alone is not particularly easy to use, application programs are developed.
  - These programs require certain common operations, such as those controlling the I/O devices.
  - The common functions of controlling and allocating resources are brought together into one piece of software: the operating system.

## DEFINING OPERATING SYSTEM (CONT.)

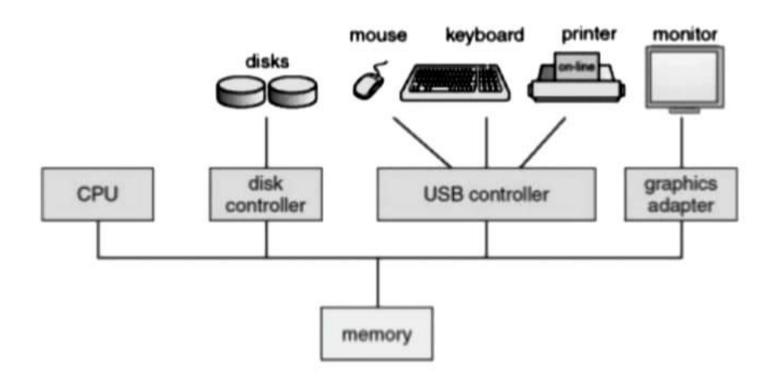
No universally accepted definition of what is part of the OS:

- A more common definition, and the one that we usually follow, is that the operating system is the one program running at all times on the computer -usually called the **kernel**.
- Along with the kernel, there are two other types of programs:
  - System programs, which are associated with the operating system but are not necessarily part of the kernel.
  - Application programs, which include all programs not associated with the operation of the system.

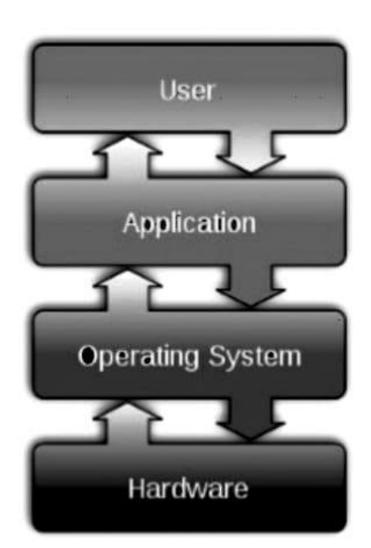
### **EVOLUTION OF COMPUTER SYSTEMS**

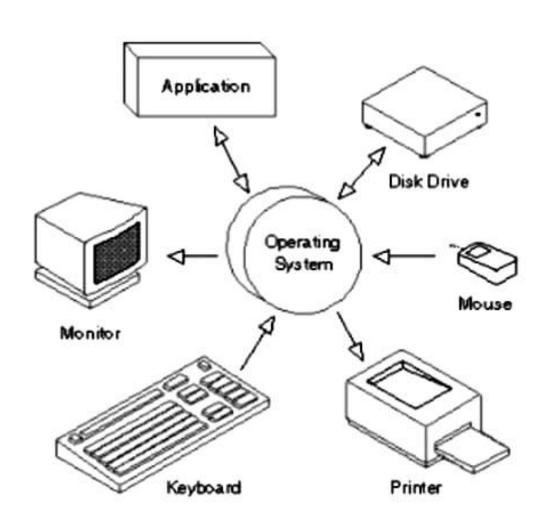


### MODERN COMPUTER SYSTEM



- The operating system is the most important program that runs on a computer.
- Operating system is an interface between computer and user.
- It is responsible for the management and coordination of activities and the sharing of the resources of the computer.





### **Types of Operating System**

### Multi-user vs. Single user

- A multi-user operating system allows multiple users to access a computer system concurrently.
- Time-sharing system can be classified as multi-user systems as they enable a multiple user access to a computer through the sharing of time.
- Single-user operating systems, as opposed to a multi-user operating system, are usable by a single user at a time.

### **Major Functions of Operating System**

- Resource management
- Data management
- Job management
- Standard means of communication between User and Computer

### **Major Functions of Operating System**

### Resource Management

 The resource management function of an OS allocates computer resources such as CPU time, main memory, secondary storage, and input and output devices for use.

## **Major Functions of Operating System**

### **Data Management**

- The data management functions of an OS govern the input and output of data and their location, storage, and retrieval.
- It also is responsible for storing and retrieving information on disk drives and for the organization of that information on the drive.

## **Major Functions of Operating System**

### Job Management

- The job management function of an OS prepares, schedules, controls, and monitors jobs submitted for execution to ensure the most efficient processing.
- A job is a collection of one or more related programs and their data.

## **Major Functions of Operating System**

# Standard Means of Communication between User and Computer

- The OS also establishes a standard means of communication between users and their computer systems.
- It does this by providing a user interface and a standard set of commands that control the hardware.

### **User Interface**

- A program that controls a display for the user (usually on a computer monitor) and that allows the user to interact with the system).
- The user interface allows the user to communicate with the operating system.

### **User Interface**

- The user interface provides means of:
  - Input allowing the users to manipulate a system
  - Output allowing the system to indicate the effects of the users' manipulation.

### Types of User Interface

- Command line interface
- Graphical user interface

## Types of User Interface

# Command Line Interface (CLI)

- A command-line interface is a mechanism for interacting with a computer operating system or software by typing commands to perform specific tasks.
- This method of instructing a computer to perform a given task is referred to as "entering" a command.
- Accept input via keyboard only.
- Not suitable for beginners.

## Types of User Interface

### Command Line Interface (CLI)

Examples of command:

Command	Description	
DIR	To display list of files or folder	
COPY	To copy file or folder	
MD	To make new folder	
CLS	To clear screen	
Quit	To quit	

### Types of User Interface

### Graphical User Interface (GUI)

- Is a type of user interface which allows people to interact with computer with images rather than text commands.
- Accept input via keyboard and pointing devices.
- Easy to learn.

## Types of User Interface

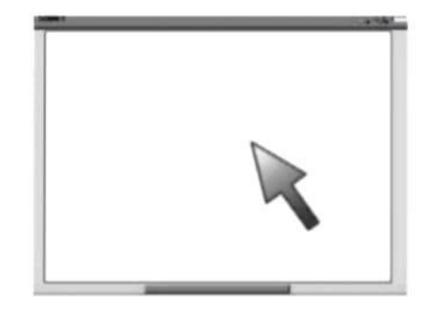
## **Elements of Graphical User Interface**

- Pointer
- Icons
- Desktop
- Windows
- Menus

### Types of User Interface

### **Pointer**

- A symbol that appears on the display screen and that you move to select objects and commands.
- Usually, the pointer appears as a small angled arrow.



### Types of User Interface

### **Icons**

 Small pictures that represent commands, files, or windows.



## Types of User Interface

## **Desktop**

 The area on the display screen where icons are grouped is often referred to as the desktop because the icons are intended to represent real objects on a real desktop.

## Types of User Interface

### **Windows**

- Used to divide the screen into different areas.
- In each window, you can run a different program or display a different file.

## **Examples of Operating System**

- MS-DOS
- Windows
- Mac OS
- Linux
- Solaris
- Android

### **Windows**

- Produced by Microsoft, Inc.
- Using graphical user interface.
- Support multitasking and multiuser.
- First version: Windows 1.0 (1985)
- Latest version: Windows
   8



- Types of User Interface
- Menus
- Most graphical user interfaces let you execute commands by selecting a choice from a menu.
- Two types of menu:
  - Pull-down menu
  - Pop-up menu

### Conclusion

- Without Operating system the computers cannot run the application and we cannot do work in the computer.
- Therefore Operating system is very important in computer.