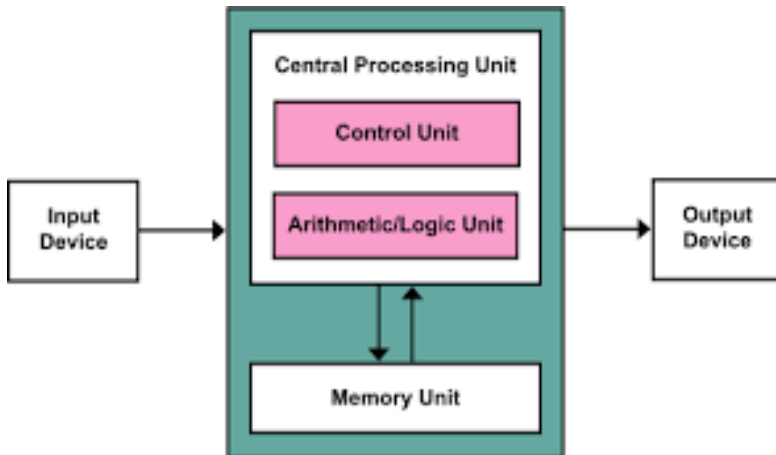


# INTRODUCTION TO COMPUTERS

A computer is a machine that can be instructed to carry out sequences of arithmetic or logical operations automatically via computer programming

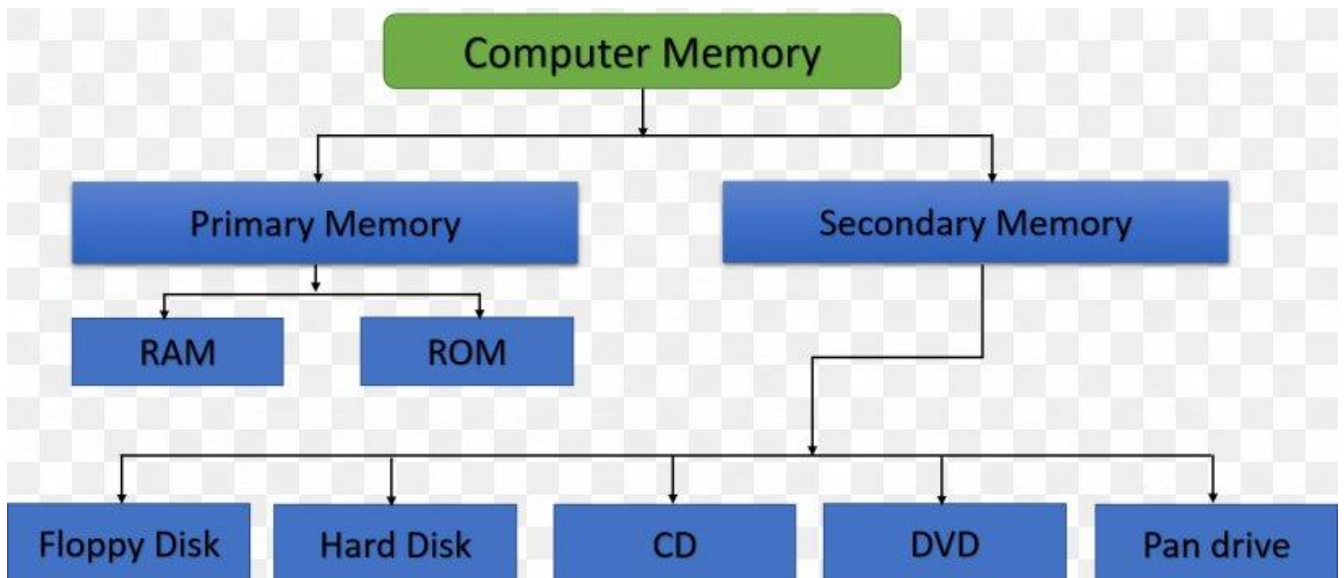
## 1. CENTRAL PROCESSING UNIT (CPU)



## 2. INPUT/OUTPUT DEVICES



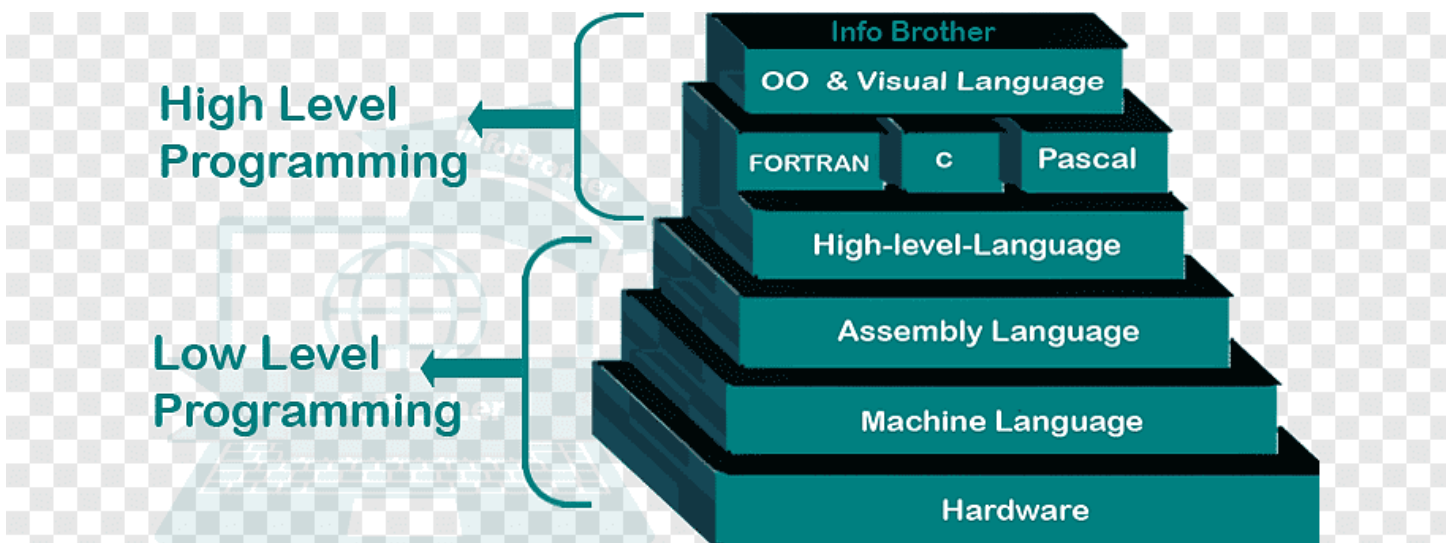
## 3. MEMORY



#### 4. Software vs Hardware

Software	Hardware
1. Software is a set of instructions that tells a computer exactly what to do.	1. Hardware is physical parts computer that cause processing of data.
2. Software cannot be executed without hardware.	2. Hardware cannot perform any task without software.
3. Software cannot be touched.	3. Hardware can be seen and touched.
4. Software is debugged in case of problem.	4. Hardware is repaired in case of problem.
5. Software is reinstalled if the problem is not solved.	5. Hardware is replaced if the problem is not solved.

#### 5. PROGRAMMING LANGUAGES



High Level Language	Low Level Language
These are Interpreted	Direct memory management
They have open classes and message-style methods which are known as Dynamic constructs	Hardware has extremely little abstraction which is actually close to having none.
Poor performance	Much fast than high level
Codes are Concise	Statements correspond directly to clock cycles
Flexible syntax and easy to read	Superb performance but hard to write
Is object oriented and functional	Few support and hard to learn
Large community	

### Software categories

- **System software**
  - controls how the computer system works & enables the user to access the system hardware and application software
  - the Operating System, utility programs and drivers
- **Application software**
  - the everyday programs that you use such as Microsoft Office, graphics packages and web browsers.