



# 2025 BASIC COMPUTING



First Book



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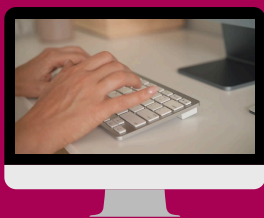


# Introduction to Computers

A computer is an electronic device designed to process, store, and retrieve data. It can perform a wide range of tasks with speed and accuracy based on instructions provided through software programs.

“जो हम खुशी से सीखते हैं उसे हम कभी नहीं भूलते।”

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**REVIEW**



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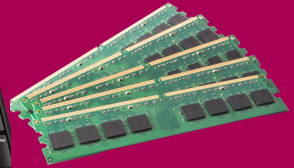
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# Components of a Computer

- **Hardware:** The physical parts of a computer, including:
- **Input Devices:** Keyboard, mouse, scanner.
- **Output Devices:** Monitor, printer, speakers.
- **Central Processing Unit (CPU):** The brain of the computer that executes instructions.
- **Storage:** Hard drives (HDD/SSD), memory (RAM), and external storage



REVIEW

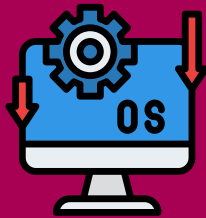


# Software:

The set of instructions that tells the hardware what to do.

**System Software:** Operating systems like Windows, macOS, Linux.

**Application Software:** Programs like Microsoft Office, web browsers, games.



REVIEW





# Characteristics of Computers

- **Speed:** Perform millions of instructions per second.
- **Accuracy:** Minimal errors when functioning correctly.
- **Automation:** Once programmed, they work without human intervention.
- **Storage:** Large amounts of data can be stored and retrieved.
- **Versatility:** Handle various types of tasks, from gaming to complex scientific computations.
- **Connectivity:** Easily connect to networks and other devices.

REVIEW





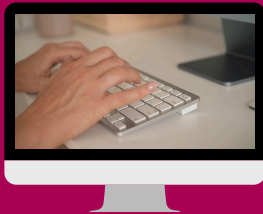
# Types of Computers

- **Supercomputers:** Extremely powerful for complex calculations.
- **Mainframes:** Used in enterprises for bulk data processing.
- **Personal Computers (PCs):** Desktops and laptops for individual use.
- **Workstations:** High-performance systems for professional use.
- **Servers:** Provide services to other computers in a network.
- **Embedded Systems:** Specialized systems within devices like cars and appliances.



# Applications of Computers

- Education: Online learning, research, virtual classrooms.
- Healthcare: Patient records, diagnostics, medical imaging.
- Business: Accounting, inventory management, communication.
- Entertainment: Gaming, streaming, music production.
- Science and Engineering: Simulations, modeling, data analysis.



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