CCC (Course on Computer Concepts)

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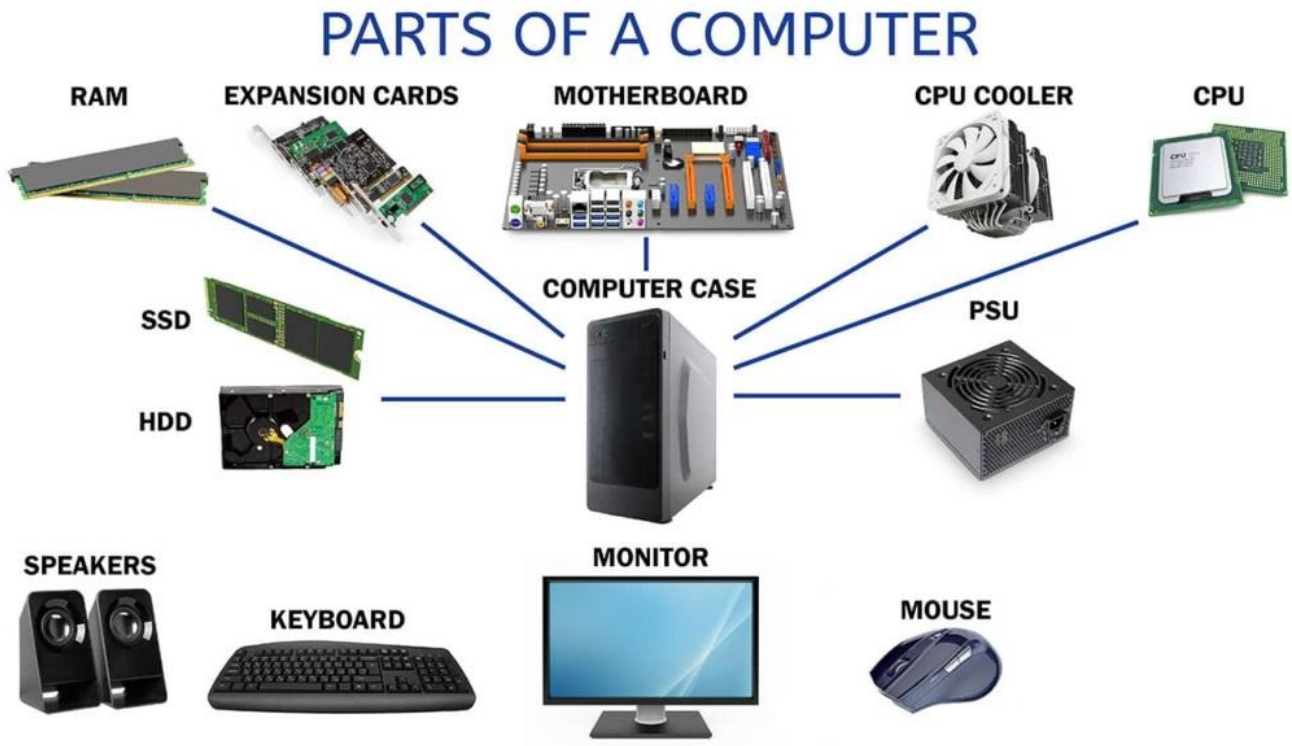
Chapter 1: Introduction to Computer

NIELIT Official Syllabus – Chapter 1 Topics:

Computer & Latest IT Gadgets, Evolution of Computers & Applications, IT Gadgets and Applications, Hardware (CPU, Input Devices, Output Devices, Computer Memory & Storage), Software (Application Software, Systems Software, Utility Software, Open Source & Proprietary Software, Mobile Apps)

Introduction of Computer

A computer is an electronic device that accepts data as input, processes it according to instructions, stores it, and produces meaningful information as output. It is widely used in education, business, healthcare, banking, communication, science, and entertainment.



Characteristics of Computer System

A computer is an electronic device that processes raw data into meaningful information. Its core characteristics include **speed**, **accuracy**, **diligence**, **versatility**, and massive **storage**

Speed: Computers operate at incredible speeds, processing millions to billions of instructions per second. Speeds are measured in micro- or nanoseconds, often denoted in Gigahertz (GHz) or operations per second.

Accuracy: They execute complex mathematical and logical operations with a high degree of precision. Any errors typically stem from incorrect inputs or software bugs, a concept known as "Garbage In, Garbage Out" (GIGO).

Diligence: Unlike humans, computers do not experience fatigue, boredom, or a lack of concentration. They can perform repetitive tasks for extended periods without losing consistency or making errors.

Versatility: Computers are incredibly adaptable and can perform entirely different types of work simultaneously or sequentially, from basic document processing to heavy data analysis and graphics rendering.

Storage and Memory: They can store immense volumes of data—including text, images, and video—for long periods and retrieve them almost instantaneously.

Automation: Computers can execute programmed tasks without continuous human intervention, increasing productivity across

industries from manufacturing to system administration.

Reliability: They are highly dependable and will produce consistent, exact outputs every time the same set of inputs and instructions are processed.

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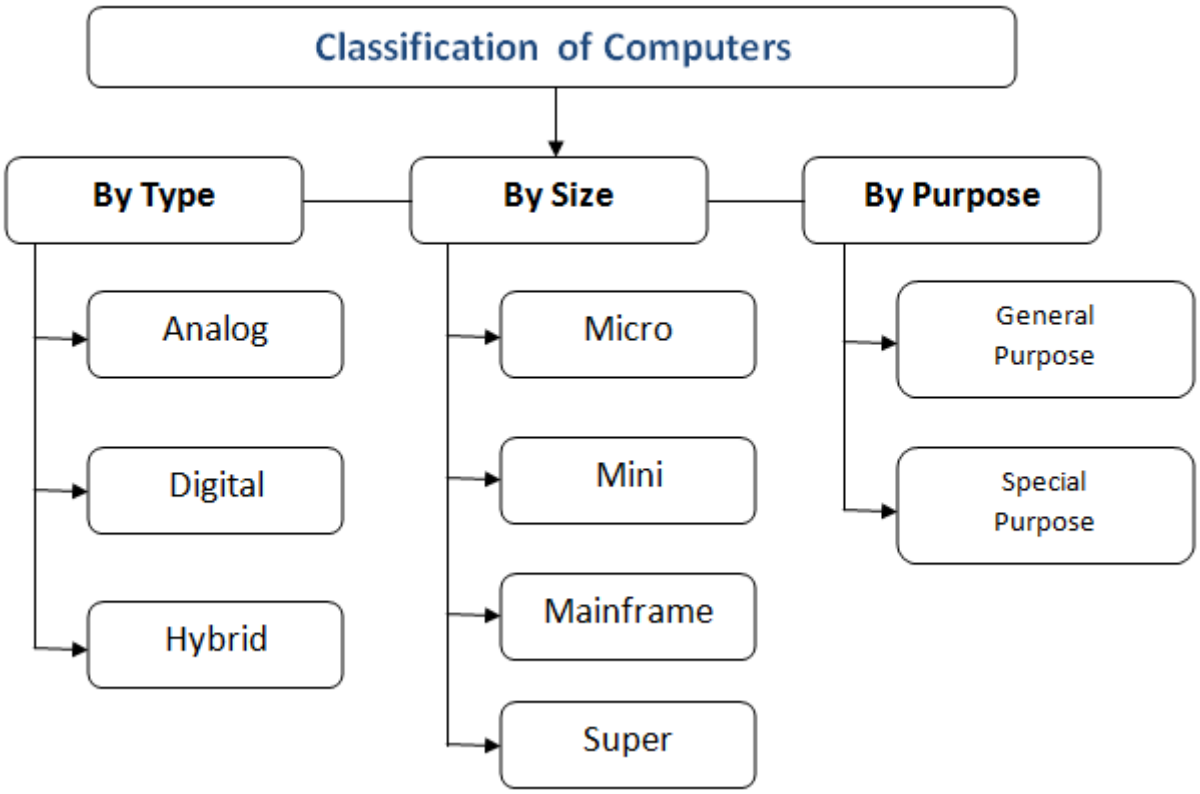
Objectives

The primary objective of a **computer description** isto define a system's capabilities, specifications, and architecture to users or technicians. It outlines how a machine's hardware and software process input data into useful output, ensuring seamless operation, troubleshooting, and optimal hardware selection

Types of Computer



Analog Computer

An analogue computerprocesses data using continuously variable physical quantities—such as electrical voltages, mechanical gears, or fluid pressure. Rather than counting in discrete binary digits (0s and 1s) like modern machines, they model the mathematics of real-world physical systems directly.

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Digital Computer

A **digital computer** is an electronic device that solves problems by processing information in discrete form, specifically using the **binary code of 0s and 1s**. Unlike analog systems that process continuous physical variations, digital machines rely on structured logic to manipulate letters, symbols, and numbers with high precision and reliability.

Hybrid Computer

A **Hybrid Computer** is a type of computer that combines the features of both **Analog Computer** and **Digital Computer**. It can process both continuous (analog) and discrete (digital) data, making it suitable for applications that require high speed and accuracy.

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What is a Hybrid Computer? (Hybrid Computer □□□□ □□ ?)

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Example:-

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Petrol Pump

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- Computer □□□□ □□ □□□□ □□ □□□□ □□□□ □□ (Digital)

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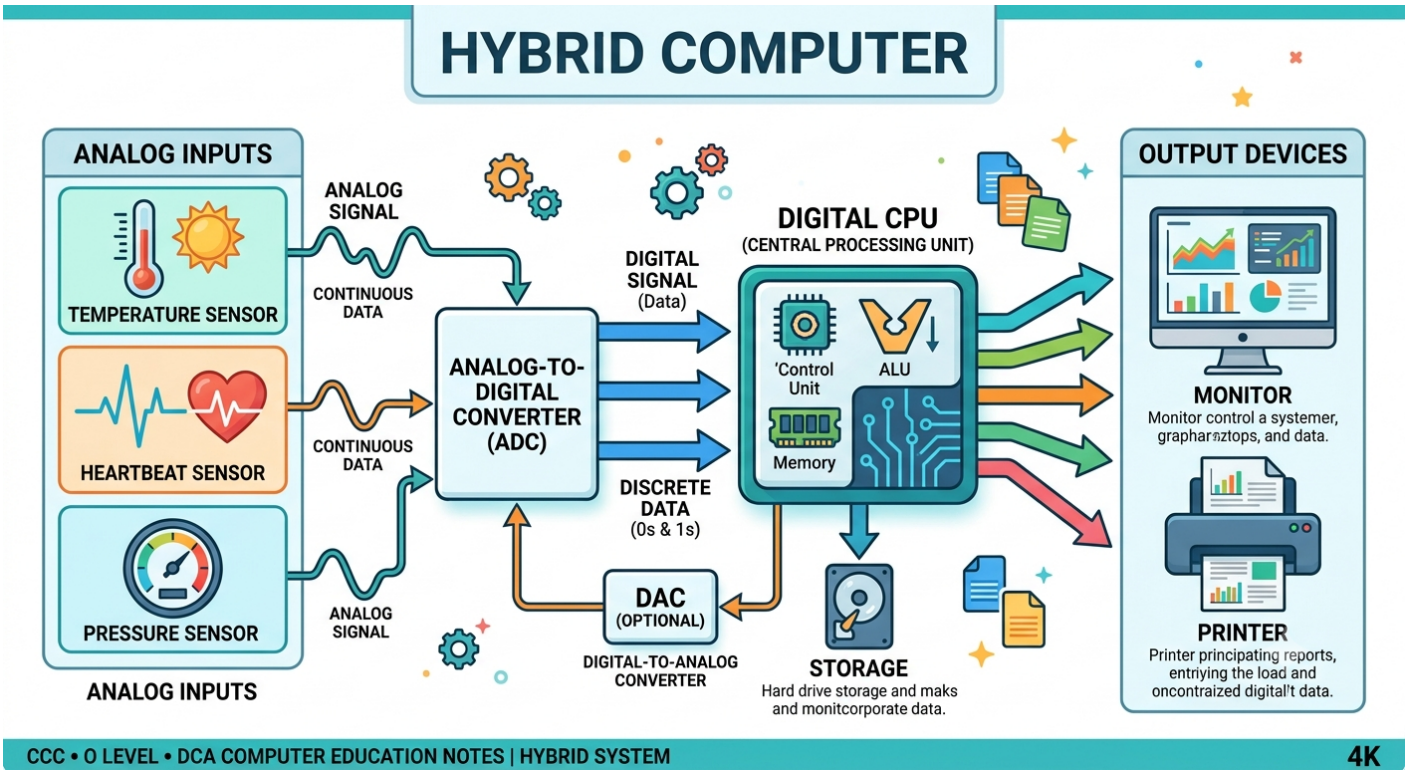
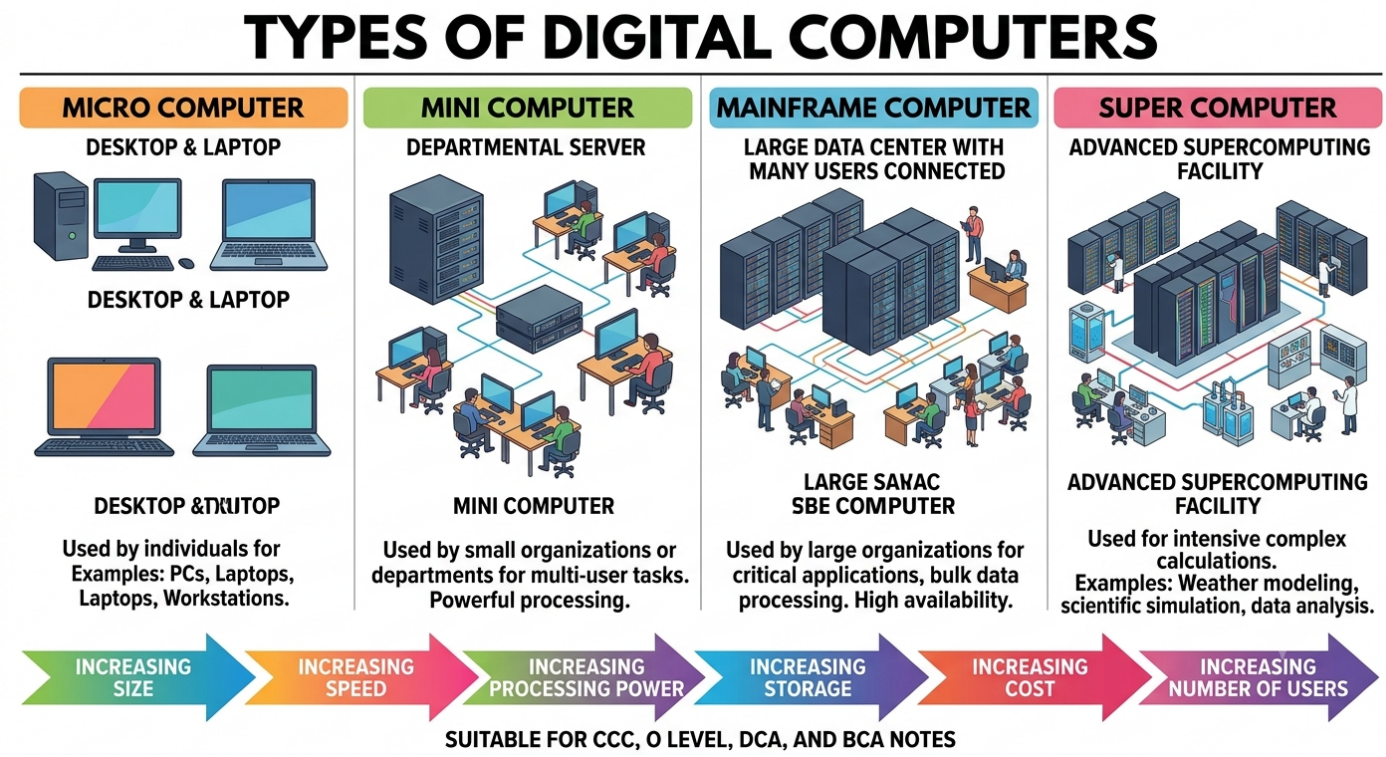


Types of Digital Computer



1. Micro Computer (□□□□□□□ □□□□□□□□)

A **Micro Computer** is a small, affordable, single-user computer that uses a **microprocessor** as its CPU. It is designed for personal use.

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Features (□□□□□□□□) :-

✔ Small Size (□□□□ □□□□)

✔ Low Cost (□□ □□□□)

✔ Single User (□□ □□□ □□□ □□ □□□□□□□□□□)

✔ Easy to Use (□□□□□ □□□ □□□□)

✔ Low Power Consumption (□□ □□□□□ □□ □□□)

Mini Computer

A **Mini Computer** is a medium-sized computer that supports **multiple users** simultaneously. It is more powerful than a microcomputer but less powerful than a mainframe.

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Features:-

✔ Medium Size

✔ Multi-user

✔ Faster than Micro Computer

✔ Moderate Storage

✔ Used in Small & Medium Organizations

Mainframe Computer

A **Mainframe Computer** is a very powerful computer designed to process huge amounts of data and support **thousands of users** at the same time.

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Features:-

✔ Very Large Storage

✔ High Speed

✔ High Reliability

✔ Supports Thousands of Users

✔ 24×7 Continuous Operation

Super Computer

A **Super Computer** is the world's fastest and most powerful computer. It is used for solving highly complex scientific and engineering problems.

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Features:-

✔ Highest Speed

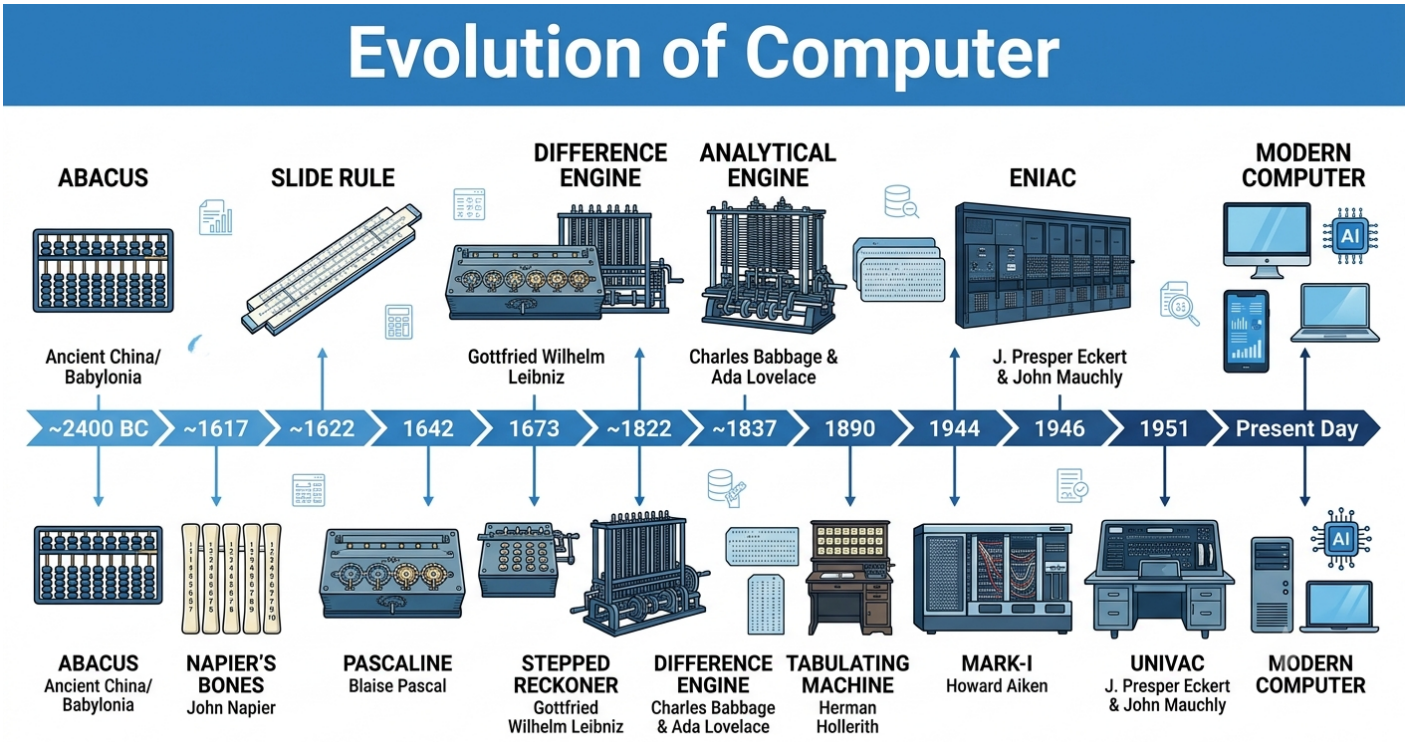
✔ Huge Memory

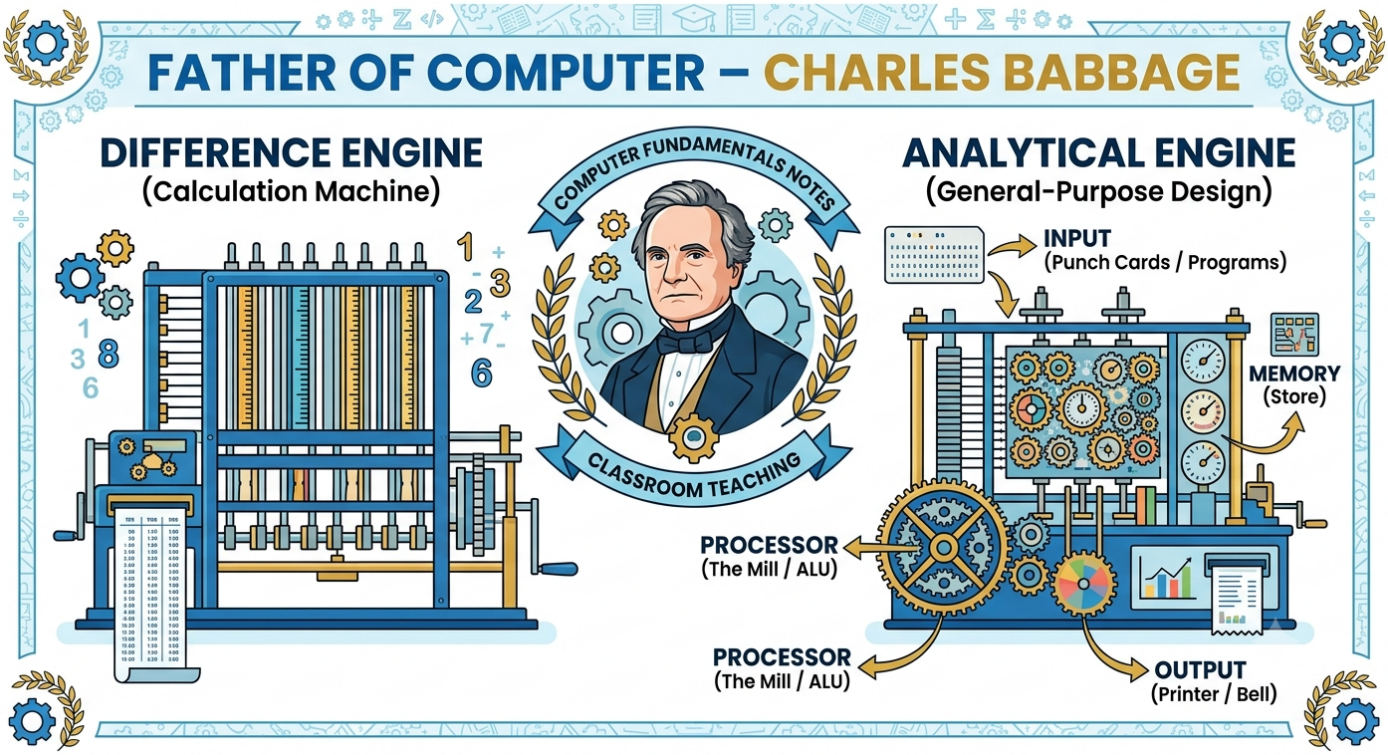
✔ Massive Processing Power

✔ Expensive

✔ Performs Trillions of Calculations Per Second

Evolution of Computer





Generation of Computer (

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Computer Generation refers to the stages of development of computers based on the technology used in their hardware. As technology improved, computers became **smaller, faster, cheaper, more reliable, and more powerful**.

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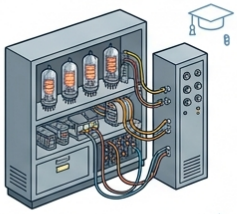
GENERATION OF COMPUTER

1st GENERATION
(VACUUM TUBE)



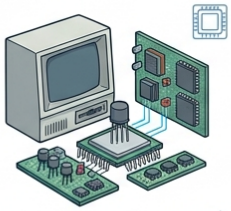
1940 - 1956

Main Features
Vacuum Tubes, Magnetic Drums, Large Size, High Cost, Unreliable.

Size ↑ Speed ↓
Power ↓ Cost ↑
Reliability ↓

Examples:
ENIAC, UNIVAC I

2nd GENERATION
(TRANSISTOR)



1956 - 1963

Main Features
Transistors, Magnetic Cores, Smaller Size, Faster, Lower Cost, Increased Reliability.

Size ↓ Speed ↑
Power ↑ Cost ↓
Reliability ↑

Examples:
IBM 1401, CDC 1604

3rd GENERATION
(INTEGRATED CIRCUIT)

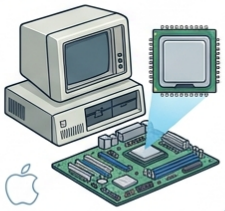
1964 - 1971

Main Features
Integrated Circuits (ICs), Keyboard, Monitor, Smaller, Faster, Operating Systems.

Size ↓ Speed ↑
Power ↑ Cost ↓
Reliability ↑

Examples:
IBM 360, DEC PDP-8

4th GENERATION
(MICROPROCESSOR)



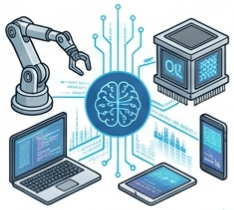
1971 - Present

Main Features
Microprocessors (VLSI), Graphical User Interface (GUI), Personal Computers, Internet.

Size ↓ Speed ↑
Power ↑ Cost ↓
Reliability ↑

Examples:
Apple Macintosh, IBM PC

5th GENERATION
(ARTIFICIAL INTELLIGENCE)



Present & Future

Main Features
Artificial Intelligence (AI), Machine Learning, Quantum Computing, Natural Language Processing, Supercomputers.

Size ↓ Speed ↑
Power ↑ Cost ↓
Reliability ↑

Examples:
AI Systems, Robotics, Advanced Smartphones

Chapter 2 – Operating System

NIELIT Official Syllabus – Chapter 2 Topics:

OS Basics (Desktop, Laptop, Mobile, Tablets), User Interface (Taskbar, Icons & Shortcuts, Running an Application), OS Settings (Mouse Properties, System Date & Time, Display Properties, Add/Remove Programs & Features, Adding/Removing/Sharing Printers), File & Folder Management, Types of File Extensions