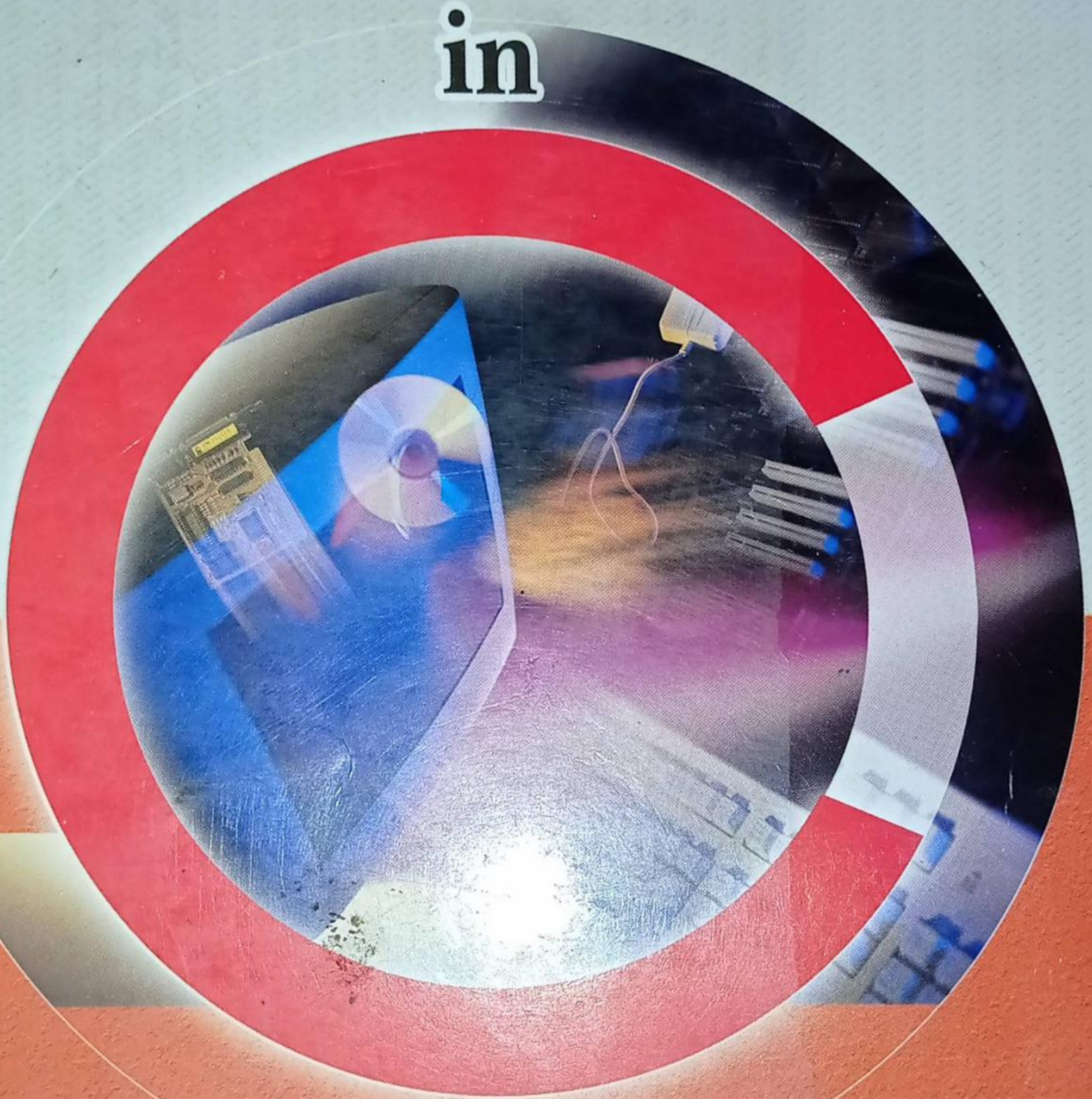


Introduction to  
**COMPUTERS**  
&  
**PROGRAMMING**  
in



Dr. Archana Kumar



# DETAILED CONTENTS

## Part - I

### 1. Introduction To Computers 3-35

- 1.1 What is Computer?
- 1.2 Data Access Methods
- 1.3 Storage Unit
- 1.4 Memory System
- 1.5 Classification of Computers
- 1.6 Input/ Output Devices (Peripherals)
  - 1.6.1 Input Devices
  - 1.6.2 Output Devices
- 1.7 History of Computers
  - 1.7.1 The Five Generations of Computers: A Brief
- 1.8 Uses of Computers
- 1.9 Introduction to Viruses, Worms and Trojans

### 2. Number System 36-69

- 2.1 Background and History
- 2.2 Introduction to Number Systems
  - 2.2.1 Non-Positional Number Systems
  - 2.2.2 Positional Number Systems
    - 2.2.2.1 Types of Number System Number Base Conversion
    - 2.2.2.2 Binary arithmetic
    - 2.2.2.3 Complement
    - 2.2.2.4 Fixed Point Representation
      - 2.2.2.4.1 Decimal Fixed Point Representation
      - 2.2.2.4.2 Complementary Subtraction
    - 2.2.2.5 Representation of Information Inside Computers



**3. Operating System****70-89**

- 3.1 Introduction
- 3.2 Objectives of Operating Systems
- 3.3 History of Operating Systems
- 3.4 Types of Operating Systems
- 3.5 Functions of Operating Systems
- 3.6 Process
  - 3.6.1 Process Model
  - 3.6.2 Process Hierarchies
  - 3.6.3 Process State
- 3.7 Scheduling
  - 3.7.1 Scheduler is made up of two main parts:
  - 3.7.2 Scheduling queues
  - 3.7.3 Methods of implementing Scheduling Algorithm
    - 3.7.3.1 Priority Order
- 3.8 Interrupt
  - 3.8.1 Software Interrupts
  - 3.8.2 Hardware Interrupts
  - 3.8.3 Disabling Interrupt
- 3.9 Memory
  - 3.9.1 Monoprogramming Without Swapping or Paging
  - 3.9.2 Virtual Memory
- 3.10 Files
- 3.11 Remote Procedure Call
- 3.12 Local Procedure Call

**4. Dos****90-96**

- 4.1 Introduction to DOS
- 4.2 What is Booting?
- 4.3 Types of DOS Commands
- 4.4 Working of Commands
- 4.5 Wildcards (Global Filename Characters)

**5. Unix****97-131**

- 5.1 Introduction
- 5.2 The UNIX Operating System
- 5.3 Files and Processes
- 5.4 The Directory Structure
- 5.5 Listing Files and Directories Making Directories
- 5.6 Redirection
  - 5.6.1 Redirecting the Output



- 5.6.2 Appending to a File
- 5.6.3 Redirecting the Input
- 5.7 Pipes
- 5.8 Wildcards
  - 5.8.1 Filename Conventions
- 5.9 Getting Help
- 5.10 Processes and Jobs
  - 5.10.1 Running background processes
  - 5.10.2 Backgrounding a Current Foreground Process
- 5.11 VI Editor
- 5.12 Other Useful UNIX Commands
- 5.13 Compiling UNIX Software Packages
- 5.14 UNIX Variables
- 5.15 What is LINUX?
- 5.16 Differences Between UNIX And DOS
- 5.17 Difference Between Linux And Unix?
- 5.18 Differences Between LINUX And DOS
- 5.19 Graphical User Interface
  - 5.19.1 Microsoft Windows (MS-WINDOWS)
    - 5.19.1.1 Versions of Windows

## 6. Computer Network

132-144

- 6.1 Introduction
- 6.2 Ways of Bending Data Across The Network With Reference to Switching Techniques
- 6.3 Analog & Digital Signals
- 6.4 Basic Communication Modes of Operation
- 6.5 Transmission Media
- 6.6 Communication Channels
- 6.7 Transmission Methods
- 6.8 Topologies
- 6.9 Types of Networks
  - 6.9.1 LAN
  - 6.9.2 Metropolitan Area Networks (MANs)
  - 6.9.3 WAN
- 6.10 Other Network Related Terms

## 7. Internet

145-164

- 7.1 Introduction
- 7.2 The Internet History in Brief
  - 7.2.1 What is ARPANET?
- 7.3 Who governs the Internet?



- 7.4 What I can do on Internet?
- 7.5 How Can I Connect to Internet?
- 7.6 How Does Internet Works?
- 7.7 Protocols
- 7.8 Host/Terminal Connections
  - 7.8.1 Individual Computer TCP/IP Link
  - 7.8.2 Dial-up or On-Demand TCP/IP Link Through LAN
- 7.9 ISP (Internet Service Provider)
- 7.10 Types of Internet Connections
- 7.11 Domain Name System (DNS)
  - 7.11.1 IP Addresses
- 7.12 Tools And Services On Internet
- 7.13 Security Issues

## **8. E-Commerce**

**165-171**

- 8.1 Introduction to E-Commerce
- 8.2 Information Superhighway (I-Way)
- 8.3 Consumer Oriented E-Commerce Applications
- 8.4 Building Blocks in the Infrastructure of E-Commerce Applications
- 8.5 Pillars Supporting the E-Commerce Applications
- 8.6 Benefits of E-Commerce
- 8.7 Multimedia Content for E-Commerce Applications
- 8.8 Client-Server Architecture in E-Commerce
- 8.9 Types of E-Commerce
- 8.10 Technologies of E-Commerce
- 8.11 Implementation of E-Commerce: A Life Cycle Approach
- 8.12 Is E-Commerce Safe?
- 8.13 Systems of Payments in E-Commerce

## **9. HTML**

**172-192**

- 9.1 Introduction to HTML
- 9.2 Basic Tags used For Creating A Web Page
- 9.3 HTML Structure for Lists
- 9.4 HTML Structure for Tables
- 9.5 HTML Forms
- 9.6 Frames
- 9.7 Dynamic HTML

## **10. Programming Languages**

**193-211**

- 10.1 Introduction
- 10.2 Concept of a programming language
  - 10.2.1 Categories of Languages



- 10.3 What is an Algorithm?
- 10.4 Flowchart
- 10.5 Problem And its Algorithm
- 10.6 Linker and Loaders

**11. Microsoft Office 2007**

**212-230**

- 11.1 Introduction
- 11.2 History of Microsoft Office for Microsoft Windows
- 11.3 Working with Office 2007

**12. Microsoft Word**

**231-277**

- 12.1 Introduction
- 12.2 Working With Documents
  - 12.2.1 Document Views
  - 12.2.2 Editing A Document
- 12.3 Customize The Word Environment
- 12.4 Page Formatting
- 12.5 Proofreading a Document
- 12.6 Graphics
- 12.7 Macros
- 12.8 Table of Contents
- 12.9 Formatting Paragraphs
- 12.10 Lists
- 12.11 Styles
- 12.12 Adding Tables
- 12.13 Track Changes
- 12.14 Mail Merge

**13. Excel 2007**

**278-325**

- 13.1 Starting Excel 2007
- 13.2 Moving Around The Spreadsheet
  - 13.2.1 Widening Columns
  - 13.2.2 Inserting Rows
  - 13.2.3 Aligning Cells
  - 13.2.4 Saving Spreadsheets
- 13.3 Microsoft Office Button
- 13.4 Exiting Spreadsheets
- 13.5 Retrieving Spreadsheets
- 13.6 Adding Numbers
  - 13.6.1 Type-in Method
- 13.7 Subtraction, Multiplication, And Division



- 13.7.1 Point Method
- 13.7.2 Function Method
- 13.8 Functions
  - 13.8.1 AutoSum METHOD?
  - 13.8.2 Subtraction
  - 13.8.3 Division
  - 13.8.4 Percentages
  - 13.8.5 Copying
  - 13.8.6 Copying the Percentage Formula
  - 13.8.7 Absoluting (and multiplication)
- 13.9 Printing
  - 13.9.1 Page Layout View
  - 13.9.2 Headers and Footers
- 13.10 Graphics
- 13.9.4 Conditional Formatting
- 13.11 Charts
  - 13.11.1 Chart Tools
  - 13.11.2 Chart Styles
  - 13.11.3 Another Way to Change Chart Colors
  - 13.11.4 Changing Text
- 13.12 Changing (Renaming) Excel 2007 Tabs
- 13.13 Some Additional Charting

## **14. MS Access 2007**

**326-374**

- 14.1 Starting Access 2007
- 14.2 Creating An Access 2007 Database
- 14.3 Saving Your Work
- 14.4 Creating A Table
- 14.5 Data Type
- 14.6 Field Properties
- 14.7 Quick Access Toolbar
- 14.8 Exiting And Saving
- 14.9 Opening Access Database - Again
- 14.10 Form View And Datasheet View
- 14.11 Querying The Database
- 14.12 Adding A Print Preview Button To The Quick Access Toolbar
- 14.13 Sorting The Database
- 14.14 New To Access 2007 - A Filter/Sort Arrow For Each Field!
- 14.15 Specific Queries
- 14.16 Reports
  - 14.16.1 Grouping In Reports
  - 14.16.2 New Report Design Tools Tab/Ribbon in Access 2007
  - 14.16.3 Saving Reports
  - 14.16.4 Quick Reports



**15. Power Point 2007****375-453**

- 15.1 Starting PowerPoint 2007
- 15.2 Beginning the presentation
- 15.3 Saving Your Work
- 15.4 PowerPoint Presentation
- 15.5 Other Slide Views
- 15.6 Microsoft 2007 Clip Art
- 15.7 Microsoft PowerPoint 2007 – Clips Online
- 15.8 Clip Art Organizer
- 15.9 Enhancing The Presentation
- 15.10 Motion Paths
- 15.11 Viewing Your Slide Show

**16. AutoCAD****454-492**

- 16.1 Introduction
- 16.2 Commands
  - 16.3.1. Dimension Commands
- 16.4 Changing the Text
  - 16.4.1 The Radial Dimension Commands
- 16.5 Angular Dimensions
  - 16.5.1. Ordinate Dimensions
- 16.6 Dimension Styles
  - 16.6.1 The Dimension Style Command
  - 16.6.2 Dimensioning
- 16.7 Basic 3D
  - 16.7.1 3D Commands
- 16.8 Hatching
- 16.9 CO-ORDINATE SYSTEM
- 16.10 3 D Models
- 16.11 3D Modeling: Rendering Types

**Part – II****1. Overview of C****495-506**

- 1.1 Introduction
- 1.2 Constants and Variables
- 1.3 Data Types
- 1.4 Running C Program
- 1.5 Basic C Programs
- Exercise



**2. Operators** 507-515

- 2.1 Introduction to Operators
- 2.2 Expressions
- Exercise

**3. Managing Input And Output Operations** 516-521

- 3.1 Introduction
- 3.2 String Input and Output
- 3.3 Formatted Input for Scanf
- Exercise

**4. Decision Making-Branching** 522-528

- 4.1 Introduction: Branching
- 4.2 The ternary operator (?) Programs
- Exercise

**5. Decision Making-Looping** 529-558

- 5.1 Introduction: Looping
- 5.2 The Break Statement
- 5.3 The Continue Statement
- 5.4 The goto and Labeled Statements
- 5.5 return Statement
- 5.6 Increment and the Decrement operator Programs
- Exercise

**6. Functions** 559-577

- 6.1 Introduction: Functions
- 6.2 Types of functions
- 6.3 Void functions
- 6.4 Nesting of functions
- 6.5 Recursive functions
- 6.6 Pointers
- Programs
- Exercise

**7. Arrays** 578-602

- 7.1 Introduction: Arrays Programs
- 7.2 Functions and Arrays



- 7.3 Pointer to Arrays
- 7.4 Pointers on Pointer Programs  
Exercise

## 8. Searching and Sorting

603-616

- 8.1 Searching (Linear and Binary Search)
- 8.2 Sorting (*Insertion, Bubble, Selection*  
*Quick Sort, Merge Sort, Heap Sort*)  
Exercise

## 9. Strings

617-630

- 9.1 Introduction: Strings
- 9.2 String operations (string.h)  
Programs  
Exercise

## 10. Structures and Unions

631-650

- 10.1 Introduction: Structures
- 10.2 Introduction: Union
- 10.3 Pointers and Structures
- 10.4 Enumerators  
Programs  
Exercise

## 11. The Preprocessor

651-654

- 11.1 Introduction: Preprocessor  
Exercise

## 12. Formatted and Unformatted Input/Output

655-664

- 12.1 Introduction: Formatted and Unformatted Input/ Output  
Programs  
Exercise

## 13. File Management in C

665-690

- 13.1 Introduction: Files
- 13.2 File Organization
- 13.3 File Operations  
Programs
- 13.4 Text File Functions



- 13.5 Binary File Functions
  - 13.6 The getw and putw functions
  - 13.7 The fprintf & fscanf functions
  - 13.8 Random access to files
- Programs  
Exercise

**14. Dynamic Memory Allocation**

691-694

- 14.1 Introduction: Dynamic Memory Allocation
- Programs  
Exercise

**15. Bitwise Operators**

695-700

- 15.1 Introduction: Bitwise operators
  - 15.2 Bitwise operators
- Exercise

**16. Command Line Arguments**

701-705

- 16.1 Reading the Command Line
- Programs  
Exercise

**Appendix-1**

706-718

Database

**Appendix-2**

719-722

Data Flow Diagrams

**Appendix-3**

723-726

Object-Oriented Programming

**Appendix-4**

727-728

Linked Lists

**Questions for Interview**

729-746

**Model Paper 1-7**

747-756