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Basics of Computers - Introduction - Tutorialspoint

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Introduce the basic components of computer systems and personal productivity tools. Learn the types of computers and basic concepts of information systems. Learn the differences between information and data. Discuss the concepts of the CPU, Input, Output systems, operating systems, communication and networks.

Introduction to Computing Systems: From bits & gates to C & beyond, now in its second edition, is designed to give students a better understanding of computing early in their college careers in order to give them a stronger foundation for later courses. The book is in two parts: (a) the underlying structure of a computer, and (b) programming in a high level language and programming methodology. To

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understand the computer, the authors introduce the LC-3 and provide the LC-3 Simulator to give students hands-on access for testing what they learn. To develop their understanding of programming and programming methodology, they use the C programming language. The book takes a "motivated" bottom-up approach, where the students first get exposed to the big picture and then start at the bottom and build their knowledge bottom-up. Within each smaller unit, the same motivated bottom-up approach is followed. Every step of the way, students learn new things, building on what they already know. The authors feel that this approach encourages deeper understanding and downplays the need for memorizing. Students develop a greater breadth of understanding, since they see how the various parts of the computer fit together.

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This softcover supplement is intended for student use as an easy reference guide for Appendices A, D & E. These are the Appendices on The LC-3 ISA, The C Programming Language, and Useful Tables respectively.

This title gives students an integrated and rigorous picture of applied computer science, as it comes to play in the construction of a simple yet powerful computer system.

Perkovic's Introduction to Programming Using Python provides an imperative-first introduction to Python focusing on computer applications and the process of developing them. The text helps develop computational thinking skills by covering

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patterns of how problems can be broken down and constructively solved to produce an algorithmic solution. The approach is hands-on and problem oriented. The book also introduces a subset of the Python language early on to help write small functions. Chapters include an introduction to problem solving techniques and classical algorithms, problem-solving and programming and ways to apply core skills to application development.

This book is suitable for use in a university-level first course in computing (CS1), as well as the increasingly popular course known as CS0. It is difficult for many students to master basic concepts in computer science and programming. A large portion of the confusion can be blamed on the complexity of the tools and materials that are traditionally used to teach CS1 and CS2. This textbook was written with a single overarching goal: to present the core concepts of computer science as simply as possible without being simplistic.

Intelligent readers who want to build their own embedded computer systems-- installed in everything from cell phones to cars to handheld organizers to refrigerators-- will find this book to be the most in-depth, practical, and up-to-date guide on the market. Designing Embedded Hardware carefully steers between the practical and philosophical aspects, so developers can both create their own devices and gadgets and customize and extend off-the-shelf systems. There are hundreds of books to choose from if you need to learn programming, but only a

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