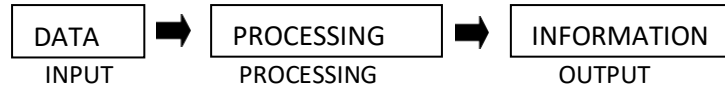


Reyansh Education Private Limited

SYNOPSIS

C-COMMON
O-OPERATING
M-MACHINE
P-PARTICULAR
U-USED FOR
T-TRADITIONAL
E-EDUCATIONAL
R-RESEARCH



OUTPUT DEVICE: - 1. Monitor- A. CRT (Cathode Ray Tube) - (Monochrome, Color) B. LCD (Liquid Crystal Display) - (TFT, LED) 2. Printer (Impact & Non-Impact) 3. Plotter 4. Multimedia Projector 5. Speech Synthesizer 6. Speaker etc.

INPUT DEVICE: -

1. Mouse 2. Joystick 3. Light Pen 4. Trackball 5. Graphic Tablet 6. Touch screen

Pointing Device

7. Keyboard, 8. Scanner (Flatbed, Sheet fed, Handheld Scanner),
9. Web Camera, 10. Optical Mark Reader (OMR), 11. Bar code Reader (BCR), 12. Magnetic Ink Character Reader (MICR) 13. Optical Character Reader (OCR) 14. Video Camera 15. Voice Input and Recognition System 16. Card Reader etc.

GENERATION OF COMPUTER

FIRST GEN (1951-VACUUM TUBES (UNIVAC 1)

USE OF ELECTRIC DRUMS FOR MEMORY

SECOND GEN - TRANSISTOR

Memory (IBM1401, Honey well 800) Magnetic Core

THIRD GEN - Integrated Circuits (IC-IBM 360 A CDC 6400) and O/S

Used of Punch cards and Electric tapes for processing

FOURTH GEN - Use of Chip (Micro processor P Computer)

Development of spreadsheet (MS excel), Report writers

FIFTH GEN - Use of Artificial intelligence and trieve distributed processing

Types of Computer:-

1. Analog (Temperature, Pressure or Equivalent Measurement)
2. Digital (Micro, Mini, Mainframe, Super)
3. Hybrid (Ex- ECG)

CENTRAL PROCESSING UNIT (CPU)

Main part of CPU-

1. Primary or Main memory (MU)
2. Arithmetic Logic Unit (ALU)
3. Control Unit (CU)

MEMORY-


1. Primary Memory (Main, Internal, Volatile, Semi Conductor, Temporary Memory)

Types of primary- A. RAM-Random Access Memory

- {1. SRAM (Static RAM) 2. DRAM (Dynamic RAM)- 2.a. SDRAM (Synchronous DRAM) 2. b. DDR2-SDRAM (Double Data Rate Synchronous DRAM2) 2. c. DDR3-SDRAM (Double Data Rate Synchronous DRAM3) }

B. ROM- (Read Only Memory)- 1. PROM- (Programmable ROM) 2. EPROM- (Erasable Programmable ROM) 3. EEPROM-(Electrically Erasable Programmable ROM)

This content will help us for all competitive exams Bank/SSC/Railway and other One Day exam.

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2. Secondary Memory (External, Non-Volatile, Magnetic permanent Memory)

Example- Magnetic tape, magnetic disk, compact disk, zip disk, magnetic drum, magnetic bubble memory.

3. Cache Memory:-Levels of cache memory (L1 cache, L2 cache, L3 cache).

Binary Number System - 0 and 1
System Base/Radix - 2
Hexa Decimal Number System – 0 to 9 digit and A to F Letter
System Base/Radix - 16

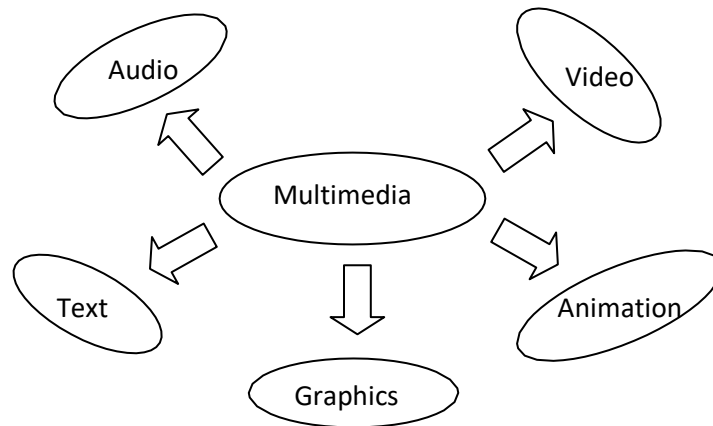
ASCII (American Standard Code for Information Interchange) Code – Most use for Alpha numeric Code.

Ex. To Show A, B, C Characters, Numbers and other symbols.


UNICODE – Industry Standard

To show Text and allow to revise.

Multimedia – Multimedia is media that uses several forms of information content (e.g. text, audio, graphics, animation, video) to inform or entertain the audience (user).



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