

COMPUTER EDUCATION (BEGINNER)

Basic Overview

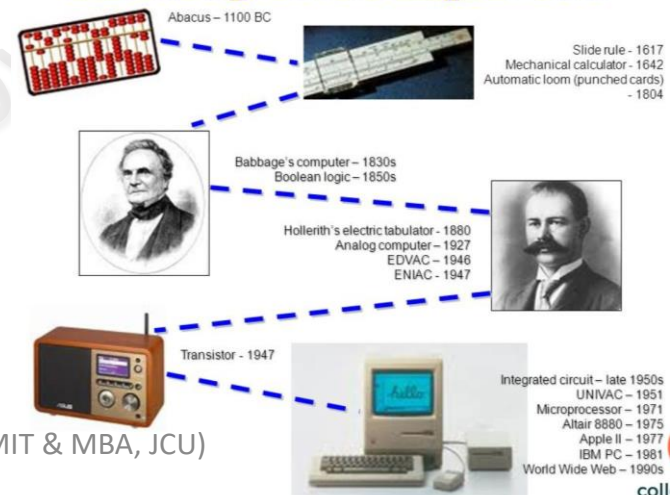
1. What is a Computer ?

Full Form of Computer

C –
O –
M –
P –
U –
T –
E –
R –



History of Computers



2. History & Generation of Computers

A. History

B. Computer Generations

1. First Generation of Computers (1942 – 1955)
2. Second Generation of Computers (1955 – 1964)
3. Third Generation of Computers (1964 – 1975)
4. Fourth Generation of Computers (1975 – 1989)
5. Fifth Generation of Computers (1989 – Present)



First Generation



Second Generation



Third Generation



Fourth Generation



Fifth Generation

3. Types of Computers

A. On basis of working

Analogue

Digital

Hybrid

B. On basis of size

Mainframe

Mini

Micro

Personal

Types of Computer



Microcomputer



Minicomputer



Mainframe



Supercomputer



Workstation



Servers



Smartphones



Embedded



Personal Computers



Gaming Computers



Wearable Computers



Quantum Computers



Single-Board Computers



Microcontrollers



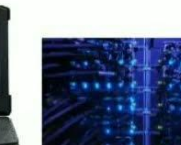
Thin Clients



All-in-One (AIO) Computers



Rugged Computers



HPC Clusters



Netbooks



2-in-1 Computers

4. Characteristics/Advantages of Computers

- (i) Speed
- (ii) Accuracy
- (iii) Efficiency
- (iv) Storage
- (v) Cost Savings



5. Applications of Computers/Areas of usage

6. Computer Structure/Parts of Computer

A. Hardware

Basic Components/Parts

B. Peripheral Devices/Hardware

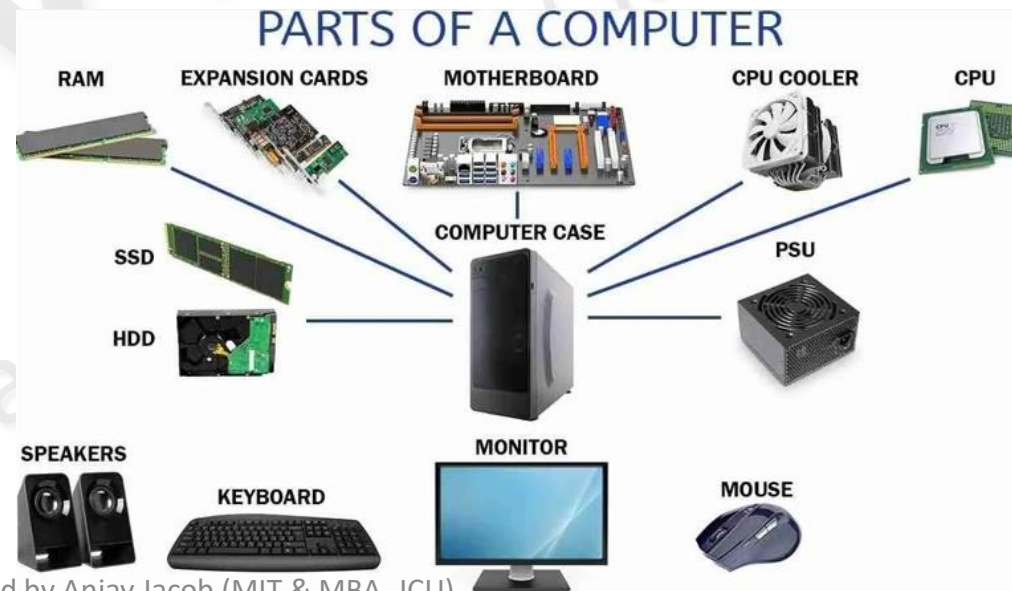
Input

Output

C. Software

Application

System



7. Using a Computer

- A. Powering ON
Parts & Steps
- B. Desktop

Components & Usage



8. Computer Related Glossary & Terms

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