Fundamentals of Computer

BOTH THEORY & MCQ

Computer Function

Input
Output
Processing
Storage

Features of Computer

Speed, Accuracy, Versatility, automation, Secrecy Reliability, program

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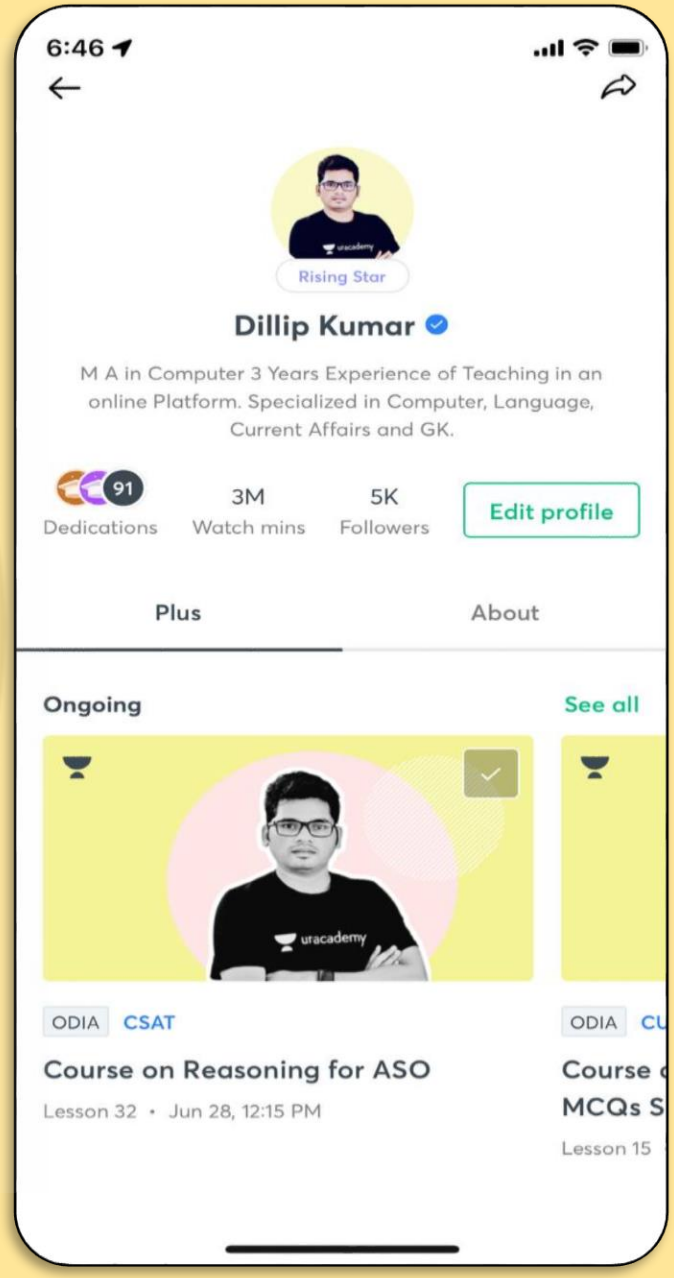

- The word computer has been derived from Latin language.
- A computer is an electronic device that manipulates information or data according to the set of instructions.
- It has the ability to store, retrieve and process data.
- A computer is used to type documents, send E-mails and browse the Internet.
- It is also used to handle accounting, database management, presentations, games and so on.

Functioning of a Computer

Computer performs four basic functions which are as follows

1. **Input** Information or data that is entered into a computer is called input. It sends data and instructions to the Central Processing Unit (CPU).

2. **Processing** It is the sequence of actions taken on data to convert it into information which is meaningful to the user. It can be calculations, comparisons or decisions taken by the computer.

3. **Output** It makes processed data available to the user. It is mainly used to display the desired result to the user as per input instructions.

4. **Storage** It stores data and programs permanently. It is used to store information during the time of program execution and possible to get any type of information from it.

Features of Computer

1. Speed: The computer can process data very fast at the rate of millions of instructions per second.

2. Accuracy: Computers provide a high degree of accuracy. They respond to the user as per the input instructions.

3. Storage Capacity: Computers are capable to store huge amount of data which depends on the capacity of hard disk.

4. Versatility: Computers can do different types of work simultaneously. They can perform multiple tasks at a same time.

5. Automation: Once the instruction to do any work is given to the computer, the computer does its work automatically by itself.

6. Diligence: Unlike human beings, a computer is free from monotony, tiredness, lack of concentration, etc. and can work for hours without creating any errors.

7. Secrecy Leakage of information is reduced by creating login system with password protection.

8. Reliability: Computers are more reliable than human beings. Computers always produce exact results. The possibility of errors occurs only if the input is wrong, i.e. the computers never make mistakes of their own accord.

9. Plug and Play: Computers have the ability to automatically configure a new hardware and software component.

Terms Related to Computer

1. Hardware: It is the collection of physical elements that constitutes a computer system. It is a comprehensive term for all the physical parts of a computer. e.g. Display screens, discs, keyboards, etc.

2. Software: It is a set of programs and procedures. Software tells the hardware what to do and how to accomplish a task. e.g. Web browsers, word processors, etc.

3. Data: Unprocessed raw facts and figures, like numbers, text on piece of paper, are known as data.

4. Information: When data is processed, organized, structured or presented in a given context so as to be useful, then it is called information.

5. Instruction: It is a command given to a computer in the computer language by the user.

6. Program: It is a set of instructions given to a computer in order to perform some task.

1. The word computer has been derived from which of the following language?

(1) Greek (2) English

(3) Hindi (4) Latin

2. Input, output and processing devices grouped together represent a(n)

(1) mobile device

(2) information processing cycle

(3) circuit board

(4) computer system

3. Which of the following is the correct order of the four major functions of a computer?

(1) Process, Output, Input, Storage

(2) Input, Output, Process, Storage

(3) Process, Storage, Input, Output

(4) Input, Process, Output, Storage

4. Collecting the data and converting it into information is called

(1) processing (2) compiling

(3) importing (4) exporting

(5) None of these

5. Computer cannot perform

(1) input (2) output

(3) thinking (4) processing

6. A computer cannot perform which of the following functions?

(1) Addition (2) Subtraction

(3) Bake a cake (4) Division

(5) None of these

7. Part number, description and number of parts ordered are examples of

(1) control (2) output

(3) processing (4) feedback

(5) input

8. Benefits of computers are

(1) very fast and can store huge amount of data

(2) provide accurate output either input is correct or not

(3) think about the processing

(4) All of the above

9. A collection of unprocessed items is

(1) information (2) data

(3) memory (4) reports

(5) None of these

10. Which among the following cycle consists of an input, processing, output and storage as its constituents? [IBPS Clerk Mains 2017]

(1) Processing

(2) Output

(3) Input (4) Storage

(5) Data

11. …… is data that has been organized and presented in a meaningful fashion.

(1) A process

(2) Software

(3) Storage

(4) Information

(5) Data

12. Data or information used to run the computer is called

(1) hardware (2) CPU

(3) peripheral (4) software

(5) None of these

13. The steps and tasks needed to process data, such as responses to questions or clicking an icon, are called

(1) instructions

(2) the operating system

(3) application software

(4) the system unit

(5) the hardware unit

14. The earliest calculating device is

(1) calculator

(2) abacus

(3) difference engine

(4) analytical engine

(5) None of the above

15. Abacus can perform

(1) addition

(2) subtraction

(3) multiplication

(4) Both ‘1’ and ‘2’

16. The Napier’s technology used for calculation called

(1) Naptologia (2) Vibologia

(3) Semiconductor (4) Rabdologia

17. Pascaline is also known by

(1) abacus

(2) adding machine

(3) division machine

(4) difference machine

18. Punched cards were first introduced by

(1) Powers

(2) Pascal

(3) Jacquard

(4) Herman Hollerith

(5) None of these

19. Which of the following is known as father of computer?

(1) Dennis Ritchie

(2) Napier

(3) Charles Babbage

(4) Alan Turing

20. Analytical Engine developed by
(1) Blaise Pascal (2) Charles Babbage
(3) Dennis Ritchie (4) Alan Turing

21. The Analytical Engine developed during first generation of computers used ..... as a memory unit.

(1) RAM (2) floppies

(3) cards (4) counter wheels

(5) None of these

22. Tabulating machine was the first electromechanical machine developed by

(1) Herman Hollerith (2) Howard Aiken

(3) Blaise Pascal (4) John Napier

23. Who designed the first electronic computer-ENIAC?

(1) Von Neumann

(2) Joseph M Jacquard

(3) Presper Eckert and John W Mauchly

(4) All of the above

24. The first computer which provides storage is

(1) EDSAC (2) EDVAC

(3) MARK-I (4) ACE

25. Name the first general purpose electronic computer.

(1) ADVAC (2) ADSAC

(3) UNIVAC (4) EDVAC

(5) None of these

26. Computer size was very large in

(1) first generation

(2) second generation

(3) third generation

(4) fourth generation

27. First generation computers were based on

(1) transistors (2) conductors

(3) ICs (4) vacuum tubes

28. Computer built before the first generation computer was

(1) mechanical (2) electromechanical

(3) electrical (4) electronics

29. First generation computers used ..... languages.

(1) machine (2) assembly

(3) Both ‘1’ and ‘2’ (4) high level

(e) None of these

30. Speed of first generation computer was in

(1) nano seconds (2) milli seconds

(3) nano-milli seconds

(4) micro seconds

(5) None of these