

INTRODUCTION to COMPUTERS

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Definition of Computers

- A general-purpose machine that processes data according to a set of instructions that are stored internally either temporarily or permanently.
 - ❖ Input
 - ❖ Arithmetic and logical processes
 - ❖ Output
 - ❖ Data Storage
 - ❖ Using Stored Data

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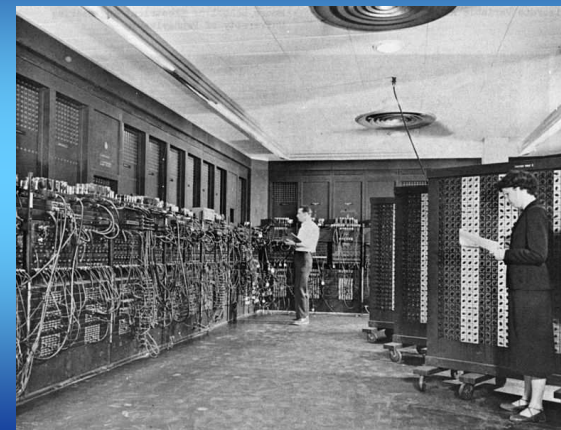
Historical Development

- Ten Fingers
- Abacus
- Mechanic calculators (1642, Blaise Pascal)
- First electronic computer **ENIAC** (1945)
 - ❖ 18,000 electronic tube
 - ❖ 150 KWatt power
 - ❖ 30 tons of weight
 - ❖ 167 m² area
- First electronic digital computing device:
Atanasoff-Berry Computer (1937)

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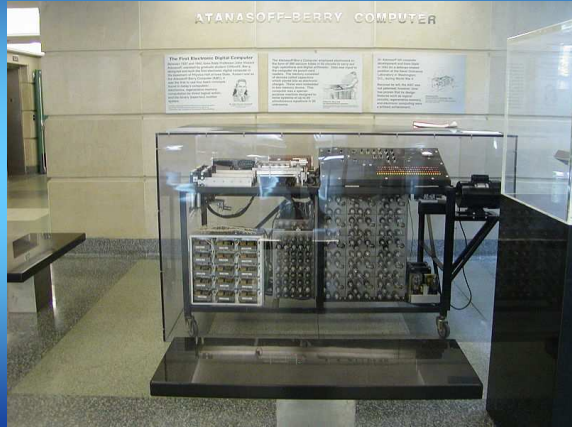
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ENIAC



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Atanasoff-Berry Computer



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Computer Generations

- **First-generation** computers, starting with the UNIVAC I in 1951, used vacuum tubes, and their memories were made of thin tubes of liquid mercury and magnetic drums.
- **Second-generation** systems (late 1950s) replaced tubes with transistors and used magnetic cores for memories. Size was reduced and reliability was significantly improved.
- Source: Computer Desktop Encyclopedia

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Computer Generations

- **Third-generation** computers, (mid-1960s) used the first integrated circuits and the first operating systems and DBMSs. Online systems were widely developed, although most processing was still batch oriented using punch cards and magnetic tapes.
- Source: Computer Desktop Encyclopedia

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Computer Generations

- The **fourth generation** (mid-1970s) brought us computers made entirely of chips. It spawned the microprocessor and personal computer. It introduced distributed processing and office automation. Query languages, report writers and spreadsheets put large numbers of people in touch with the computer for the first time. Even with the hundreds of millions of people using computers every day, we are still in the fourth generation. Some skill is still required to use the computer even if only to surf the Web and send e-mail.
- Source: Computer Desktop Encyclopedia

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Computer Generations

- The **fifth generation** implies faster hardware and more sophisticated software that uses artificial intelligence (AI) routinely. Natural language recognition is a major component of the fifth generation. When you can have a reasonably intelligent conversation with the average computer, you will be in the fifth generation, perhaps in the 2015-2020 time frame.

➤ Source: Computer Desktop Encyclopedia

First Personal Computer: IBM 5150 PC

- 12 August 1981
- 1565 \$ (2006 price app. 4000 \$)
- **Monitor: single color green**
- **Processor: 4.77 MHz**
- **Memory: 16 KB**



Commodore 64

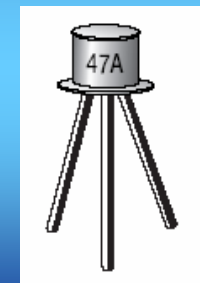


Working Principles of Computers

- Close Curciut / Current Passing / Electricity → **1**
- Open Curciut / No Current / No Electricity → **0**



Vacuum Tube



Transistor

The Base-2 System

- Only 0 and 1 exist.
- Binary digits

- 0 = 00000000
- 1 = 00000001
- 2 = 00000010
- ...
- 254 = 11111110
- 255 = 11111111



Bit and Byte

- **Bit:** The word **bit** is a shortening of the words "Binary digIT."
 ❖ Smallest data storage unit.
- **Byte:** Bits are rarely seen alone in computers. They are almost always bundled together into 8-bit collections, and these collections are called **bytes**.
 ❖ 8 bits = 1 byte
- Source: <http://www.howstuffworks.com/bytes1.htm>

ASCII Character Set

- Bytes are frequently used to hold individual characters in a text document.
- In the **ASCII character set**, each binary value between 0 and 127 is given a specific character.
- Most computers extend the ASCII character set to use the full range of 256 characters available in a byte.
- Source: <http://www.howstuffworks.com/bytes2.htm>

ASCII Character Set

Dec	Hx	Oct	Char	Dec	Hx	Oct	Char	Dec	Hx	Oct	Char	Dec	Hx	Oct	Char
0	0	000	NUL (null)	32	20	040	#32: Space	64	40	100	#64: @	96	60	140	#96: `
1	1	001	SOH (start of heading)	33	21	041	#33: !	65	41	101	#65: A	97	61	141	#97: a
2	2	002	STX (start of text)	34	22	042	#34: "	66	42	102	#66: B	98	62	142	#98: b
3	3	003	ETX (end of text)	35	23	043	#35: #	67	43	103	#67: C	99	63	143	#99: c
4	4	004	EOF (end of transmission)	36	24	044	#36: \$	68	44	104	#68: D	100	64	144	#100: d
5	5	005	ENQ (enquiry)	37	25	045	#37: %	69	45	105	#69: E	101	65	145	#101: e
6	6	006	ACK (acknowledge)	38	26	046	#38: &	70	46	106	#70: F	102	66	146	#102: f
7	7	007	BEL (bell)	39	27	047	#39: '	71	47	107	#71: G	103	67	147	#103: g
8	8	010	BS (backspace)	40	28	050	#40: (72	48	110	#72: H	104	68	150	#104: h
9	9	011	TAB (horizontal tab)	41	29	051	#41:)	73	49	111	#73: I	105	69	151	#105: i
10	A	012	LF (NL line feed, new line)	42	2A	052	#42: *	74	4A	112	#74: J	106	6A	152	#106: j
11	B	013	VT (vertical tab)	43	2B	053	#43: +	75	4B	113	#75: K	107	6B	153	#107: k
12	C	014	FF (NP form feed, new page)	44	2C	054	#44: ,	76	4C	114	#76: L	108	6C	154	#108: l
13	D	015	CR (carriage return)	45	2D	055	#45: -	77	4D	115	#77: M	109	6D	155	#109: m
14	E	016	SO (shift out)	46	2E	056	#46: .	78	4E	116	#78: N	110	6E	156	#110: n
15	F	017	SI (shift in)	47	2F	057	#47: /	79	4F	117	#79: O	111	6F	157	#111: o
16	10	020	DLE (data link escape)	48	30	060	#48: 0	80	50	120	#80: P	112	70	160	#112: p
17	11	021	DC1 (device control 1)	49	31	061	#49: 1	81	51	121	#81: Q	113	71	161	#113: q
18	12	022	DC2 (device control 2)	50	32	062	#50: 2	82	52	122	#82: R	114	72	162	#114: r
19	13	023	DC3 (device control 3)	51	33	063	#51: 3	83	53	123	#83: S	115	73	163	#115: s
20	14	024	DC4 (device control 4)	52	34	064	#52: 4	84	54	124	#84: T	116	74	164	#116: t
21	15	025	NAK (negative acknowledge)	53	35	065	#53: 5	85	55	125	#85: U	117	75	165	#117: u
22	16	026	SYN (synchronous idle)	54	36	066	#54: 6	86	56	126	#86: V	118	76	166	#118: v
23	17	027	ETB (end of trans. block)	55	37	067	#55: 7	87	57	127	#87: W	119	77	167	#119: w
24	18	030	CAN (cancel)	56	38	070	#56: 8	88	58	130	#88: X	120	78	170	#120: x
25	19	031	EM (end of medium)	57	39	071	#57: 9	89	59	131	#89: Y	121	79	171	#121: y
26	1A	032	SUB (substitute)	58	3A	072	#58: :	90	5A	132	#90: Z	122	7A	172	#122: z
27	1B	033	ESC (escape)	59	3B	073	#59: ;	91	5B	133	#91: [123	7B	173	#123: {
28	1C	034	FS (file separator)	60	3C	074	#60: <	92	5C	134	#92: \	124	7C	174	#124:
29	1D	035	GS (group separator)	61	3D	075	#61: =	93	5D	135	#93:]	125	7D	175	#125: }
30	1E	036	RS (record separator)	62	3E	076	#62: >	94	5E	136	#94: ^	126	7E	176	#126: ~
31	1F	037	US (unit separator)	63	3F	077	#63: ?	95	5F	137	#95: _	127	7F	177	#127: DEL

Byte Prefixes

- 0 or 1 → 1 bit (b)
- 8 bits = 1 byte (B)
- 1024 bayt = 1 kilobytes (KB)
- 1024 KB = 1 megabytes (MB)
- 1024 MB = 1 gigabytes (GB)
- 1024 GB = 1 terabytes (TB)
- 1024 TB = 1 petabytes (PB)
- 1024 PB = 1 exabytes
- 1024 exa bytes = 1 zetta bytes
- 1024 zetta bytes = 1 yotta bytes

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Bit and Byte Examples

- Pressing a key from keyboard → 1 byte
- Text only e-mail → 3-5 KB
- Ordinary word file → 20-50 KB
- High density floppy → 1.38 MB
- CD capacity → 650 / 700 (80 minutes) / 800 MB
- DVD capacities
 - ❖ DVD (single side, single layer) → 4.7GB (133 minutes)
 - ❖ DVD (single side, double layer) → 8.5GB (240 minutes)
 - ❖ DVD (double side, single layer) → 9.4GB (266 minutes)
 - ❖ DVD (double side, double layer) → 17.0GB (481 minutes)

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Bit and Byte Examples

- Blu-ray capacities
 - ❖ Blu-ray (single side, single layer) → 25 GB (4.5 hours)
 - ❖ Blu-ray (double side, single layer) → 50 GB (9 hours)
 - ❖ Blu-ray (single side, dual layer) → 50 GB (9 hours)
- HDD / SSD capacities → ... 320 / 500 / 750 GB ...
1 / 2 TB ...

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Computer Types

- Super Computers
(Scientific researchs, meteorological forecasts, internet search engines etc...)
- Medium Size Computers
(Many user can connect at the same time)
- Personal Computers (PC)

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Columbia Supercomputer - NASA Advanced Supercomputing Facility



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Computer Types

- Personal Computers (PC)
 - ❖ Desktop
 - ❖ Laptop (Notebook - Netbook - Ultrabook)
 - ❖ Palm PC / Pocket PC / Tablet PC



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Laptop



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Tablet PC



Personal Computers

- PC is a general computing device with these characteristics:
 - ❖ designed for use by one person at a time
 - ❖ runs an operating system to interface between the user and the microprocessor
 - ❖ has certain common internal components like a CPU and RAM
 - ❖ runs software applications designed for specific work or play activities
 - ❖ allows for adding and removing hardware or software as needed
- Source: <http://computer.howstuffworks.com/pc.htm>

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Important Issues During Personal Computer Usage

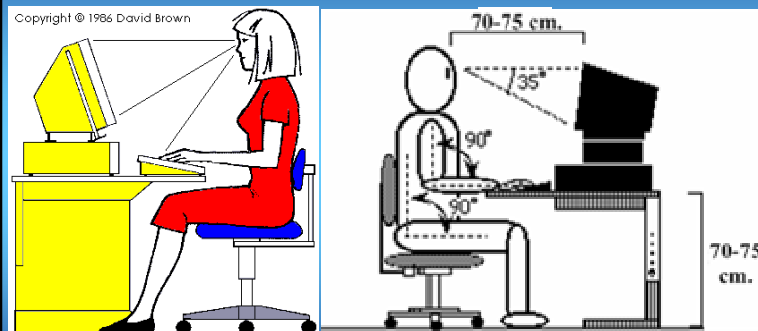
- Dust
- Sunlight
- Impacts
- Grounding
- Correct sitting position
- Computer ergonomics



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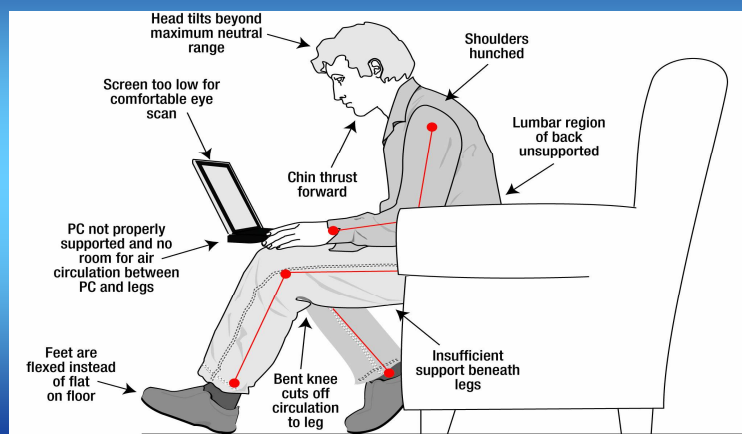
Correct sitting position

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Wrong seating



Computer Ergonomics

