

## Checklist for Web Book

### Chapter 2: The Anatomy of a Computer

Know the context and significance of the following people, things, and concepts

#### Introduction

- GUI Culture
- User, end user, knowledgeable end user
- Illusion

#### Lesson 1: Computer History

- Why computers were invented
- History of the term *computer*
- Charles Babbage
  - Difference engine
  - Analytical engine
  - Universal machine
- The punched card
- Luddite
- Ada Augusta: the first programmer
- ENIAC
  - Mauchly & Eckert
  - Vacuum tube
- Electronic versus mechanical
- UNIVAC
- The transistor era
  - Transistor
  - Mainframe, minicomputers, and timesharing
  - Personal Computer, microcomputers, Apple II, IBM PC
- Characteristics of modern computers
  - Digital
  - Doing versus modeling arithmetic
  - Binary
  - Electronic

#### Lesson 2: Hardware Perspective

- CPU
  - Task
  - Heat sink, motherboard, etc.
  - Moore's Law
  - Clock speed
  - Megahertz, gigahertz, etc.

- Storage
  - Task
  - Primary vs. secondary
  - DIMM, SIMM
  - RAM, volatility
  - Metric storage units
  - How computer stores information
  - Storage hierarchy
- Input/Output
  - Types of devices
  - Polling versus interrupt driven

### **Lesson 3: Software Perspective**

- Operating system software
  - Command line vs. GUI
  - Examples
- Application software
  - Taxonomy
  - Common features
  - Examples

### **Lesson 4: User Perspective**

- Login & password selection
- File management
- Saving your work
- Ergonomics
- Computer care
- Screen savers
- Viruses
- Environment