Basic Computing Using Windows

Wikibooks.org

On the 28th of April 2012 the contents of the English as well as German Wikibooks and Wikipedia projects were licensed under Creative Commons Attribution-ShareAlike 3.0 Unported license. An URI to this license is given in the list of figures on page 33. If this document is a derived work from the contents of one of these projects and the content was still licensed by the project under this license at the time of derivation this document has to be licensed under the same, a similar or a compatible license, as stated in section 4b of the license. The list of contributors is included in chapter Contributors on page 31. The licenses GPL, LGPL and GFDL are included in chapter Licenses on page 37, since this book and/or parts of it may or may not be licensed under one or more of these licenses, and thus require inclusion of these licenses. The licenses of the figures are given in the list of figures on page 33. This PDF was generated by the LATEX typesetting software. The LATEX source code is included as an attachment (source.7z.txt) in this PDF file. To extract the source from the PDF file, we recommend the use of http://www.pdflabs.com/tools/pdftk-the-pdf-toolkit/ utility or clicking the paper clip attachment symbol on the lower left of your PDF Viewer, selecting Save Attachment. After extracting it from the PDF file you have to rename it to source.7z. To uncompress the resulting archive we recommend the use of http://www.7-zip.org/. The IATFX source itself was generated by a program written by Dirk Hünniger, which is freely available under an open source license from http://de.wikibooks.org/wiki/Benutzer:Dirk_Huenniger/wb2pdf. This distribution also contains a configured version of the pdflatex compiler with all necessary packages and fonts needed to compile the LATEX source included in this PDF file.

Contents

1	Computers and Peripherals				
2	Operating Systems and Controls	5			
3	The Desktop	9			
4	File Systems	13			
5	Concepts and Settings	17			
6	Networks and the Internet	21			
7	Email, Chat-rooms, and IM	25			
8	Switching the Control Panel to Classic View	27			
9	Connecting to the Internet	29			
10	Contributors	31			
Lis	20 Contributors 3 List of Figures 3				
11	Licenses	37			
	11.1 GNU GENERAL PUBLIC LICENSE	37			
	11.2 GNU Free Documentation License	38			
	11.3 CNU Lesser General Public License	30			

1 Computers and Peripherals

What is a computer? A computer is an automatic, electronic, data-processing machine that takes in facts and figures known as data, and then processes or organizes it in some useful way. Afterwards it outputs, or displays, the results for you to see as information. Keep in mind that data is not information but rather information is derived from accurate data that are entered into a computer. Only after processing, is data transformed into information which is then used for decision making.

When talking about computers, there are two terms which must be correctly distinguished, hardware and software. Hardware is all the parts of a computer that can be seen and touched. Hardware includes the internal components that we do not usually see unless we open up our machine. Software is all of the instructions that a computer uses to do what you ask it to do. Pieces of software are often called **programs** and an **operating system** is a suite of programs that help all the other **programs** run. Think of software as the power behind the hardware. Without software your computer is useless. Likewise, without hardware the software can't exist. Computers do not think for themselves so they need software, which is made to manipulate the computer's hardware in such a way that you, the user, can understand.

A calculator is a simple computer. It is not as complex or versatile as your net book, laptop or desktop computer though. It acquires information as series of key presses and computes the result which is displayed on a small screen. Since calculators are faster than humans this creates utility in the form of time saved. They can also repeat processes much more easily than humans can.

Many people mistakenly think that the part of the computer that normally displays pictures and text is the computer. This is usually not true. That part is called the **monitor**. The computer is usually a box. Also, you may call the whole assembly of all the hardware (the computer and the monitor, for example) the computer. Occasionally though, the computer and monitor are built together, for example, certain Apple computers.

There are different types of monitors. One of these is the one already shown. It is called a **CRT** monitor. It takes more power than the other popular kind, called **LCD**s. However, CRT monitors work faster, which makes them better for fast games because the movement will blur less. LCDs are thinner than CRTs, but they are generally more expensive.

Monitors are only one way the computer can output information for you to see. Another popular output device is called a **printer**. Printers are used to put data on paper. This is called **hard copy**, what monitors show is called **soft copy**. Computers can also output sounds through speakers; this is also soft copy.

There are also different kinds of input hardware. The two most important of which are the **mouse** and the **keyboard**. A mouse is used to move the **cursor** (or arrow) around the

Click here to download full PDF material