UNIT I

INPUT/OUTPUT UNITS Description of Computer Input Units-Other Input Methods-Computer Output Units-Computer Memory: Memory cell-Memory organization-Read Only Memory-Serial Access Memory-Physical Devices Used to construct Memories-Magnetic Hard Disk-Floppy Disk Drives-Magnetic Tape Drives.

PROCESSOR: Structure of Instructions-Description of Processor-A Machine Language Program-An Algorithm to Simulate a Hypothetical computer.

BINARY ARITHMETIC: Binary addition-Binary subtraction-Signed Numbers-Two's Complement Representation of Numbers-Addition/Subtraction of Numbers in 2's Complement Notation-Binary Multiplication-Binary Division-Floating Point Representation of Numbers-Arithmetic Operations with Normalized Floating Point Numbers.

UNIT II

COMPUTER ARCHITECTURE: Interconnection of Units-Processors to Memory Communication-I-O to Processor Communication-Interrupt Structures-Multiprogramming-Processor Features-Virtual Memory.

COMPUTER LANGUAGES: Why Programming Languages-Assembly Language-High Level Programming Languages-Some High Level Programming Languages.


UNIT III
MICROCOMPUTERS: An Ideal Microcomputer- An Actual Microcomputers-Memory Systems for Microcomputer- A Minimum Microcomputer
Configuration-Evolution of Microcomputer-Special purpose Microcomputer Software-General Purpose Software for Microcomputer-Special Purpose Applications of Microcomputers.


UNIT IV

INTRODUCTION TO INTERNET: Introduction-Evolution of Internet-How Big is Internet-Transmission Protocol Used Over Internet-Definition of Internet-Connecting to Internet-How to Get An Internet Account.


Text Books

1) Title: Fundamentals Of Computers
   Author: V.Rajaraman
   Publisher: Prentice-Hall of India Limited, New Delhi.

2) Title: Let's Learn Internet
   Author: M.K.Goel
   Publisher: Sterling Publishers Private Limited, New Delhi