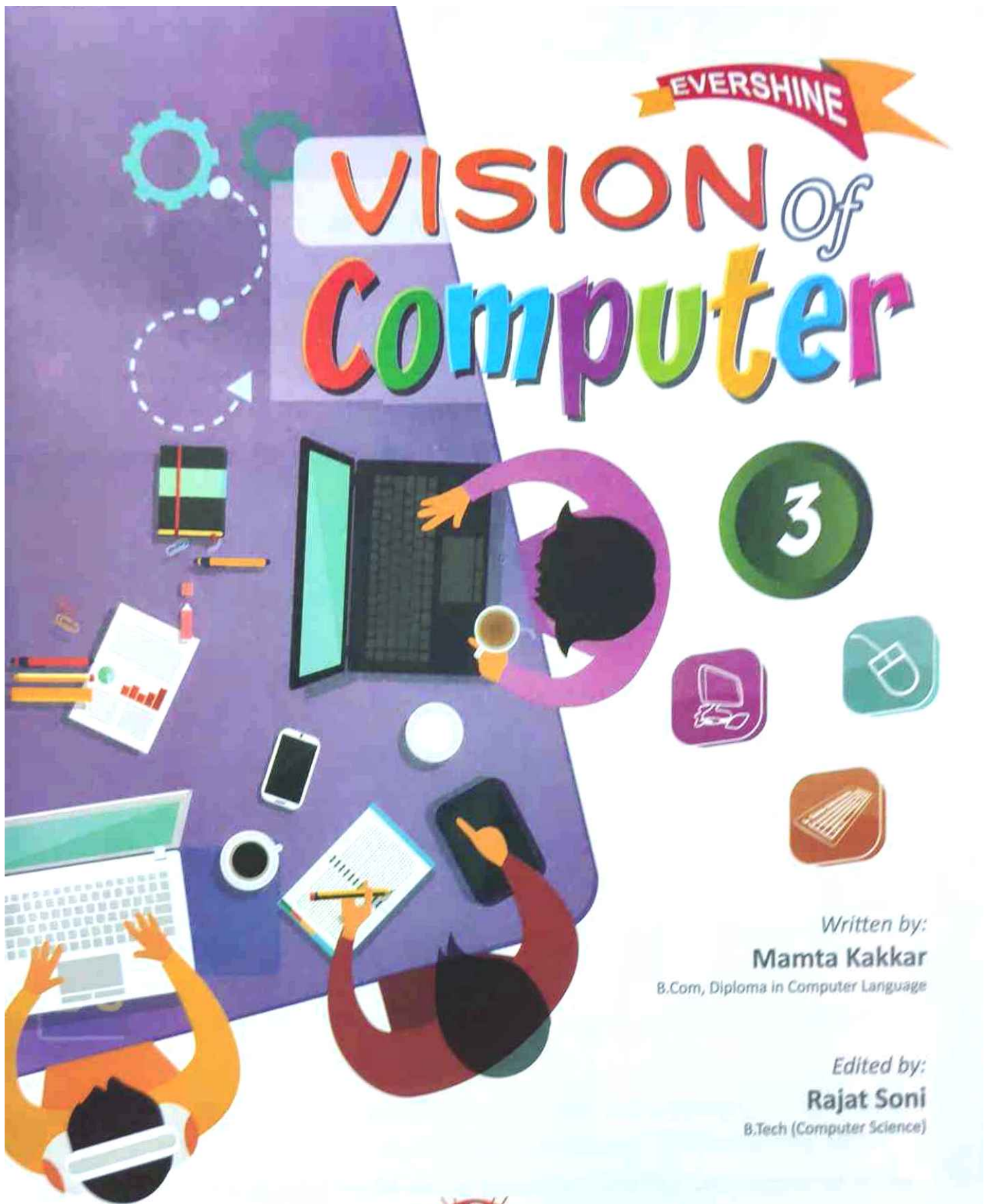




**Evershine** <sup>TM</sup> **ESP** **Publishers**

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E-mail-evershinepub@gmail.com

₹ 210

# VISION<sup>of</sup> Computer

Published by:

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## Preface

*Dear Reader,*

In the current world, it's almost impossible to imagine that someone can live without computers. Computers have become an electronic device of almost everyday use for individuals of every age. And today, the parents and teachers also think that learning computer is just as important to a student's future success as math, science, history and English. So, we need the book that can help the students learn computer in an easy manner.

'**Vision of Computer**' is a series of eight books for class I to VIII. The series covers the latest syllabus and guidelines and each and every topic that is essential for the children's knowledge. The language used is very simple and easy to understand. The main focus of the series lies on the teacher/facilitator to optimise the use of this book to result in efficient teaching and effective learning.

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### **The special features include**

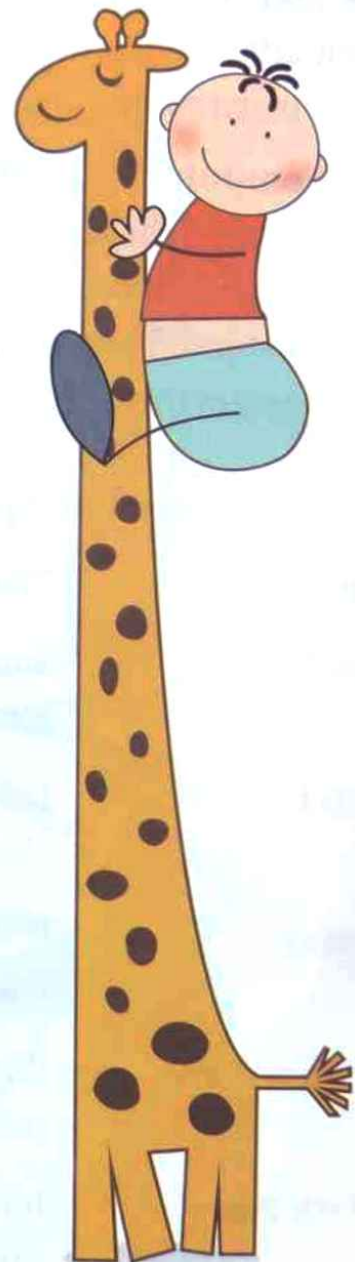
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- |                         |                                                                                                                     |
|-------------------------|---------------------------------------------------------------------------------------------------------------------|
| <b>Learning Points</b>  | – The topics taught in the chapter.                                                                                 |
| <b>Do Yourself</b>      | – Some activities/tasks related to chapter that motivate the student to do the tasks himself/herself.               |
| <b>Extra Point</b>      | – It contains some extra knowledge related to the chapter.                                                          |
| <b>Quick Recap</b>      | – It is the backup of the chapter with main points learnt in the chapter.                                           |
| <b>Performance Time</b> | – It includes different exercises to check the learning power of the students.                                      |
| <b>Learn With Fun</b>   | – It includes the activities that are helpful in enhancing the knowledge of students without stressing their brain. |

We hope the series would prove very beneficial to all the readers. And also your suggestions would be accepted for the betterment of the series.

## Contents

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# Working of a Computer

## Learning Points

1. IPO Cycle
2. How to Input Data
3. Processing in Computer
4. How to Get Output Data



Dear friends, We studied the features and some programs of computer in the previous classes. Now, I'll tell you how a computer works, takes input and gives output. Let us begin with IPO cycle.

## IPO Cycle

Do you know how the toys are made with clay?



**Step 1:** Different coloured clay.

**Step 2:** Child moulding the clay.

**Step 3:** Toys made with clay.

Similarly, a computer works through these three simple steps.



This process is called IPO cycle, i.e.,



## Do Yourself



Explain IPO cycle with a suitable example.

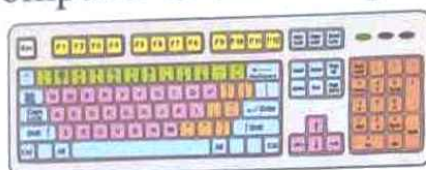
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## HOW TO INPUT DATA

Whatever goes into the computer is called input. We use the following main devices to Input data:

1. Mouse
2. Keyboard
3. Scanner
4. Joystick



### Extra Point

Data refers to a collection of numbers, characters, images or information.

### Mouse

Mouse is an input device. it is used to give commands to the computer. It inputs data in many ways.



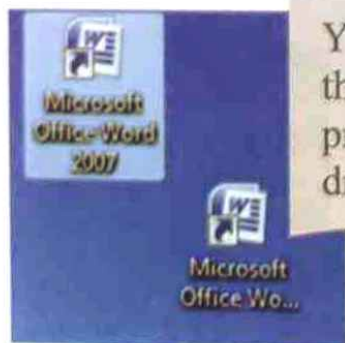
Click



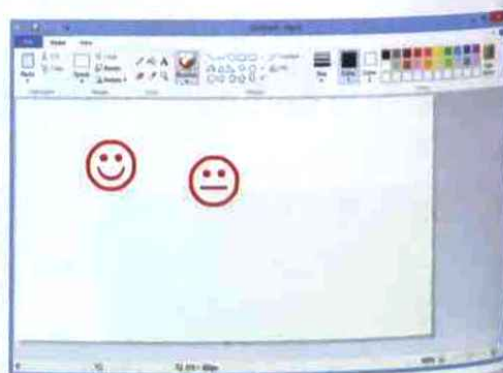
A single click selects an item



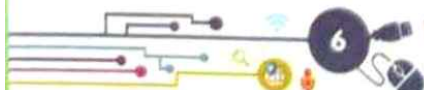
Double click an item opens a program



You can drag an icon by moving the mouse with left button pressed. Releasing the button drops the icon being dragged.



You can draw a picture by pressing its buttons.



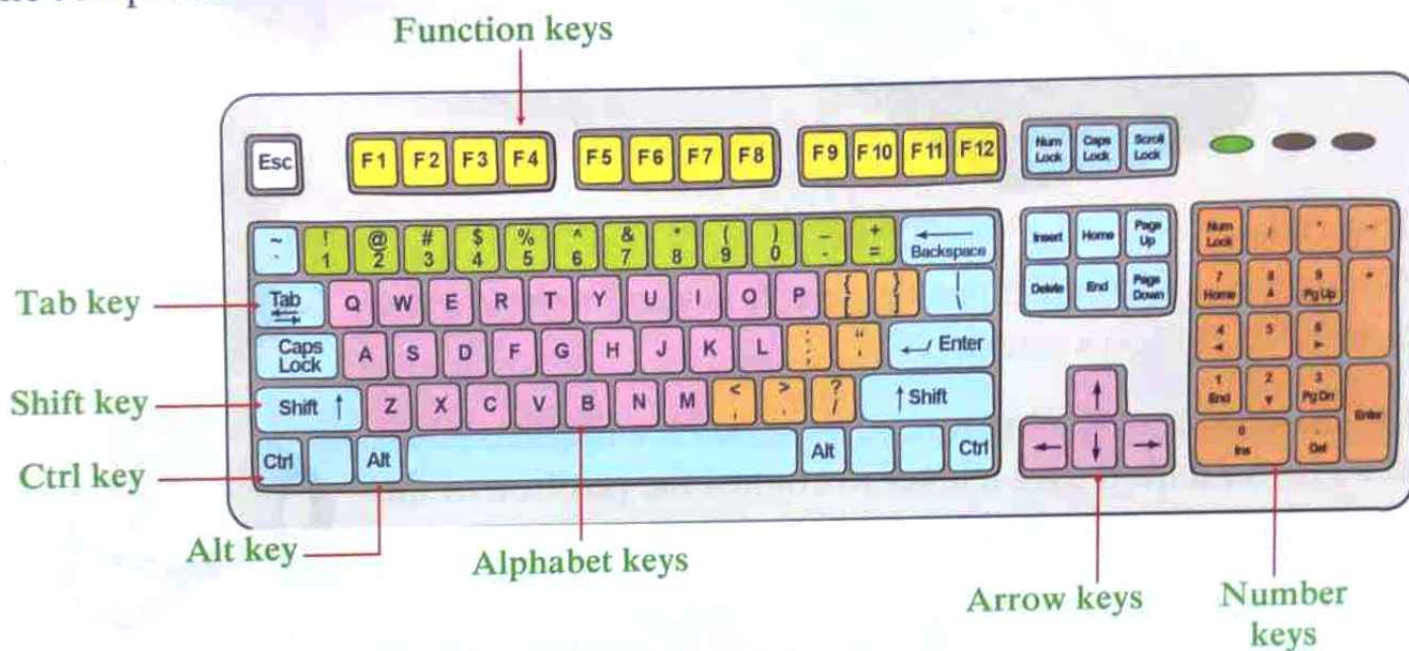


### Extra Point

The keys on the keyboard are not in alphabetical order. The arrangement of keys is based on QWERTY which makes typing easier.

## Keyboard

Keyboard is an important input device. It is used to enter data and commands to the computer.



The different types of keys on the keyboard are:

Alphabet keys : From A to Z

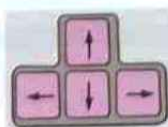
Number keys : From 0 to 9

Function keys : From F1 to F12

Punctuation keys : , ; ' ? .

Special keys : Shift, Ctrl, Alt, Del, Ins, PgUp, PgDn, etc.

Arrow keys :



### Extra Point

The QWERTY keyboard was invented by Christopher Sholes who also invented the typewriter.

## Scanner

Scanner is a kind of input device that reads text and images printed on paper and saves the information onto the computer in an image form. Scanners are of two types.

### 1. Flatbed or simple Scanner



### 2. Hand-held Scanner



## Joystick

A joystick is also an input device. It is used to move the cursor position on a screen.

Its function is similar to a mouse. It is a stick which has a ball at its lower end. It uses a lever to control the position of the cursor by rolling this ball.

Joysticks are used in playing computer games.



## Microphone

A microphone is an input device that allows you to record sound into the computer.

## Do Yourself



Tick (✓) the correct statement.

1. Keyboard is an output device.
2. A mouse is used to open programs.
3. ; , . are punctuation keys.
4. To input picture into a computer joystick is used.



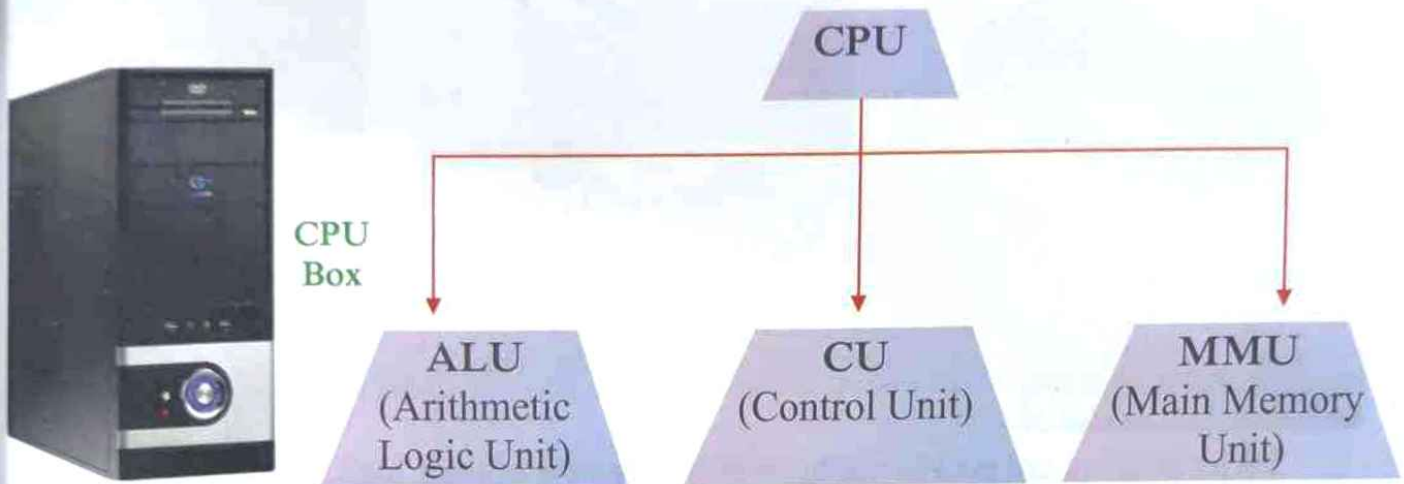




## PROCESSING IN COMPUTER

Input data is processed in CPU (Central Processing Unit).

CPU is the most important part of computer. It does all the processing and decision making in the computer. It also controls all the other parts of the computer system. It is fit inside the CPU box. The CPU consists of three units.



## HOW TO GET OUTPUT DATA

Output is the result which the computer produces after processing the input data in CPU. Following are the main output devices.

- |            |              |
|------------|--------------|
| 1. Monitor | 2. Printer   |
| 3. Speaker | 4. Headphone |

### Monitor

When you type anything, you can see it on the monitor screen. Monitors are available in various shapes and sizes. Two types of monitors are displayed below:



CRT (Cathode Ray Tube) Monitor



LCD (Liquid Crystal Diode) Monitor

## Printer

A printer produces output on paper. You can print texts and pictures using a printer. A printer can print in black and white as well as in colour. There are mainly three types of printers:



Dot Matrix Printer



Laser Printer



Inkjet Printer



### Extra Point

Inkjet printers are best in photo printing because of their high picture quality.

## Speaker

There are usually two speakers attached in a computer. These are used to listen to music and sound output. They come in various sizes and shapes.



## Headphone

A headphone is a device used for listening to music or sound coming from a computer in your ears only.





## Quick Recap

- Computer works in IPO cycle.
- IPO cycle means Input, Processing, and Output.
- An input unit lets you communicate with the computer.
- Input devices of a computer are:  
1. Keyboard      2. Mouse      3. Joystick      4. Scanner
- Processing unit does all the necessary operations on the given data.
- CPU is the main processing device.
- Output is the result which the computer produces after processing in CPU input.
- Output devices of a computer are:  
1. Monitor      2. Printer      3. Speaker      4. Headphone



## Performance Time

A. Tick (✓) the correct answer.

-   
(a) Input Device ☐      (b) Processing Device ☐      (c) Output Device ☐
-   
(a) Input Device ☐      (b) Processing Device ☐      (c) Output Device ☐
-   
(a) Input Device ☐      (b) Processing Device ☐      (c) Output Device ☐

B. Write the full form of the following:

1. CPU .....
2. CRT .....
3. LCD .....
4. IPO .....



**C. Answer the following questions.**

1. What is IPO cycle?

.....  
.....

2. What is the purpose of an input device?

.....  
.....

3. What is a CPU?

.....  
.....

4. Name any two input and output devices.

.....  
.....



**Learn With Fun**

**Draw and colour the pictures of an input, a processing and an output device.**

Output device

[ ]

Processing device

[ ]

Input device

[ ]

