



21st-Project

Publisher: best friends
Start: Mar 21, 2018
Due: Mar 21, 2018

Project Overview

Produced with  Scholar



21st-ProjectT

21st-ProjectST

[Madhu Mathi](#)

Mar 21, 2018 at 11:13 AM

Version 1

Computer



Computers and computing devices from different eras

A computer is a device that can be instructed to carry out arbitrary sequences of arithmetic or logical operations automatically. The ability of computers to follow generalized sets of operations, called programs, enables them to perform an extremely wide range of tasks.

Such computers are used as control systems for a very wide variety of industrial and consumer devices. This includes simple special purpose devices like microwave ovens and remote controls, factory devices such as industrial robots and computer assisted design, but also in general purpose devices like personal computers and mobile devices such as smartphones. The Internet is run on computers and it connects millions of other computers.

Since ancient times, simple manual devices like the abacus aided people in doing calculations. Early in the Industrial Revolution, some mechanical devices were built to automate long tedious tasks, such as guiding patterns for looms. More sophisticated electrical machines did specialized analog calculations in the early 20th century. The first digital electronic calculating machines were developed during World War II. The speed, power, and versatility of computers has increased continuously and dramatically since then.

Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. Peripheral devices include input devices (keyboards, mice, joystick, etc.), output devices (monitor screens, printers, etc.), and input/output devices that perform both functions (e.g., the 2000s-era touchscreen). Peripheral devices allow information to be retrieved from an external source and they enable the result of operations to be saved and retrieved.

Computer



Computers and computing devices from different eras

A computer is a device that can be instructed to carry out arbitrary sequences of arithmetic or logical operations automatically. The ability of computers to follow generalized sets of operations, called programs, enables them to perform an extremely wide range of tasks.

Such computers are used as control systems for a very wide variety of industrial and consumer devices. This includes simple special purpose devices like microwave ovens and remote controls, factory devices such as industrial robots and computer assisted design, but also in general purpose devices like personal computers and mobile devices such as smartphones. The Internet is run on computers and it connects millions of other computers.

Since ancient times, simple manual devices like the abacus aided people in doing calculations. Early in the Industrial Revolution, some mechanical devices were built to automate long tedious tasks, such as guiding patterns for looms. More sophisticated electrical machines did specialized analog calculations in the early 20th century. The first digital electronic calculating machines were developed during World War II. The speed, power, and versatility of computers has increased continuously and dramatically since then.

Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. Peripheral devices include input devices (keyboards, mice, joystick, etc.), output devices (monitor screens, printers, etc.), and input/output devices that perform both functions (e.g., the 2000s-era touchscreen). Peripheral devices allow information to be retrieved from an external source and they enable the result of operations to be saved and retrieved.

Computer

Computers and computing devices from different eras

A computer is a device that can be instructed to carry out arbitrary sequences of arithmetic or logical operations automatically. The ability of computers to follow generalized sets of operations, called programs, enables them to perform an extremely wide range of tasks.

Such computers are used as control systems for a very wide variety of industrial and consumer devices. This includes simple special purpose devices like microwave ovens and remote controls, factory devices such as industrial robots and computer assisted design, but also in general purpose devices like personal computers and mobile devices such as smartphones. The Internet is run on computers and it connects millions of other computers.

Since ancient times, simple manual devices like the abacus aided people in doing calculations. Early in the Industrial Revolution, some mechanical devices were built to automate long tedious tasks, such as guiding patterns for looms. More sophisticated electrical machines did specialized analog calculations in the early 20th century. The first digital electronic calculating machines were developed during World War II. The speed, power, and versatility of computers has increased continuously and dramatically since then.

Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. Peripheral devices include input devices (keyboards, mice, joystick, etc.), output devices (monitor screens, printers, etc.), and input/output devices that perform both functions (e.g., the 2000s-era touchscreen). Peripheral devices allow information to be retrieved from an external source and they enable the result of operations to be saved and retrieved.

Computer



02_23_20PM-July12-ProjectT_20(1).pdf
[[Permalink](#)]

Computers and computing devices from different eras

A computer is a device that can be instructed to carry out arbitrary sequences of arithmetic or logical operations automatically. The ability of computers to follow generalized sets of operations, called programs, enables them to perform an extremely wide range of tasks.

Such computers are used as control systems for a very wide variety of industrial and consumer devices. This includes simple special purpose devices like microwave ovens and remote controls, factory devices such as industrial robots and computer assisted design, but also in general purpose devices like personal computers and mobile devices such as smartphones. The Internet is run on computers and it connects millions of other computers.

Since ancient times, simple manual devices like the abacus aided people in doing calculations. Early in the Industrial Revolution, some mechanical devices were built to automate long tedious tasks, such as guiding patterns for looms. More sophisticated electrical machines did specialized analog calculations in the early 20th century. The first digital electronic calculating machines were developed during World War II. The speed, power, and versatility of computers has increased continuously and dramatically since then.

Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. Peripheral devices include input devices (keyboards, mice, joystick, etc.), output devices (monitor screens, printers, etc.), and input/output devices that perform both functions (e.g., the 2000s-era touchscreen). Peripheral devices allow information to be retrieved from an external source and they enable the result of operations to be saved and retrieved.

Computer



a5bfd757a792b54e5556d939e42b7f4f.jpg

[[Permalink](#)]

Computers and computing devices from different eras

A computer is a device that can be instructed to carry out arbitrary sequences of arithmetic or logical operations automatically. The ability of computers to follow generalized sets of operations, called programs, enables them to perform an extremely wide range of tasks.

Such computers are used as control systems for a very wide variety of industrial and consumer devices. This includes simple special purpose devices like microwave ovens and remote controls, factory devices such as industrial robots and computer assisted design, but also in general purpose devices like personal computers and mobile devices such as smartphones. The Internet is run on computers and it connects millions of other computers.

Since ancient times, simple manual devices like the abacus aided people in doing calculations. Early in the Industrial Revolution, some mechanical devices were built to automate long tedious tasks, such as guiding patterns for looms. More sophisticated electrical machines did specialized analog calculations in the early 20th century. The first digital electronic calculating machines were developed during World War II. The speed, power, and versatility of computers has increased continuously and dramatically since then.

Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. Peripheral devices include input devices (keyboards, mice, joystick, etc.), output devices (monitor screens, printers, etc.), and input/output devices that perform both functions (e.g., the 2000s-era touchscreen). Peripheral devices allow information to be retrieved from an external source and they enable the result of operations to be saved and retrieved.

Computer



R16_007_For_20Typesetting_20Output.docx

[[Permalink](#)]

Computers and computing devices from different eras

A computer is a device that can be instructed to carry out arbitrary sequences of arithmetic or logical operations automatically. The ability of computers to follow generalized sets of operations, called programs, enables them to perform an extremely wide range of tasks.

Such computers are used as control systems for a very wide variety of industrial and consumer devices. This includes simple special purpose devices like microwave ovens and remote controls, factory devices such as industrial robots and computer assisted design, but also in general purpose devices like personal computers and mobile devices such as smartphones. The Internet is run on computers and it connects millions of other computers.

Since ancient times, simple manual devices like the abacus aided people in doing calculations. Early in the Industrial Revolution, some mechanical devices were built to automate long tedious tasks, such as guiding patterns for looms. More sophisticated electrical machines did specialized analog calculations in the early 20th century. The first digital electronic calculating machines were developed during World War II. The speed, power, and versatility of computers has increased continuously and dramatically since then.

Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. Peripheral devices include input devices (keyboards, mice, joystick, etc.), output devices (monitor screens, printers, etc.), and input/output devices that perform both functions (e.g., the 2000s-era touchscreen). Peripheral devices allow information to be retrieved from an external source and they enable the result of operations to be saved and retrieved.

Computer



Annotation_enabled_info_20(1).xlsx
[[Permalink](#)]

Computers and computing devices from different eras

A computer is a device that can be instructed to carry out arbitrary sequences of arithmetic or logical operations automatically. The ability of computers to follow generalized sets of operations, called programs, enables them to perform an extremely wide range of tasks.

Such computers are used as control systems for a very wide variety of industrial and consumer devices. This includes simple special purpose devices like microwave ovens and remote controls, factory devices such as industrial robots and computer assisted design, but also in general purpose devices like personal computers and mobile devices such as smartphones. The Internet is run on computers and it connects millions of other computers.

Since ancient times, simple manual devices like the abacus aided people in doing calculations. Early in the Industrial Revolution, some mechanical devices were built to automate long tedious tasks, such as guiding patterns for looms. More sophisticated electrical machines did specialized analog calculations in the early 20th century. The first digital electronic calculating machines were developed during World War II. The speed, power, and versatility of computers has increased continuously and dramatically since then.

Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. Peripheral devices include input devices (keyboards, mice, joystick, etc.), output devices (monitor screens, printers, etc.), and input/output devices that perform both functions (e.g., the 2000s-era touchscreen). Peripheral devices allow information to be retrieved from an external source and they enable the result of operations to be saved and retrieved.

Computer

Embedded Media

Media embedded March 21, 2018

[[Permalink](#)]

Computers and computing devices from different eras

A computer is a device that can be instructed to carry out arbitrary sequences of arithmetic or logical operations automatically. The ability of computers to follow generalized sets of operations, called programs, enables them to perform an extremely wide range of tasks.

Such computers are used as control systems for a very wide variety of industrial and consumer devices. This includes simple special purpose devices like microwave ovens and remote controls, factory devices such as industrial robots and computer assisted design, but also in general purpose devices like personal computers and mobile devices such as smartphones. The Internet is run on computers and it connects millions of other computers.

Since ancient times, simple manual devices like the abacus aided people in doing calculations. Early in the Industrial Revolution, some mechanical devices were built to automate long tedious tasks, such as guiding patterns for looms. More sophisticated electrical machines did specialized analog calculations in the early 20th century. The first digital electronic calculating machines were developed during World War II. The speed, power, and versatility of computers has increased continuously and dramatically since then.

Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. Peripheral devices include input devices (keyboards, mice, joystick, etc.), output devices (monitor screens, printers, etc.), and input/output devices that perform both functions (e.g., the 2000s-era touchscreen). Peripheral devices allow information to be retrieved from an external source and they enable the result of operations to be saved and retrieved.

Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. Peripheral devices include input devices (keyboards, mice, joystick, etc.), output devices (monitor screens, printers, etc.), and input/output devices that perform both functions (e.g., the 2000s-era touchscreen). Peripheral devices allow information to be retrieved from an external source and they enable the result of operations to be saved and retrieved.

Since ancient times, simple manual devices like the abacus aided people in doing calculations. Early in the Industrial Revolution, some mechanical devices were built to automate long tedious tasks, such as guiding patterns for looms. More sophisticated electrical machines did specialized analog calculations in the early 20th century. The first digital electronic calculating machines were developed during World War II. The speed, power, and versatility of computers has increased continuously and dramatically since then.

Madhu Mathi

Peer Reviewer: Manigandan Sarvesan
Mar 21, 2018

Review**1st-Rubric: 1 of 3**

A computer is a device that can be instructed to carry out arbitrary sequences of arithmetic or logical operations automatically. The ability of computers to follow generalized sets of operations, called programs, enables them to perform an extremely wide range of tasks.

Annotations

A1. Comment: *Such computers are used as control systems for a very wide variety of industrial and consumer devices.*

Peer Reviewer: Anand Kumar
Mar 21, 2018

Review**1st-Rubric: 2 of 3**

Such computers are used as control systems for a very wide variety of industrial and consumer devices. This includes simple special purpose devices like microwave ovens and remote controls, factory devices such as industrial robots and computer assisted design, but also in general purpose devices like personal computers and mobile devices such as smartphones. The Internet is run on computers and it connects millions of other computers.

Annotations

B1. Comment: *Since ancient times, simple manual devices like the abacus aided people in doing calculations.*

B2. Suggested Change - Check spelling - suggestion?: *sophisticated*

Peer Reviewer: Jenita Xavier
Mar 21, 2018

Review

1st-Rubric: 3 of 3

Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. Peripheral devices include input devices (keyboards, mice, joystick, etc.), output devices (monitor screens, printers, etc.), and input/output devices that perform both functions (e.g., the 2000s-era touchscreen). Peripheral devices allow information to be retrieved from an external source and they enable the result of operations to be saved and retrieved.

Annotations

C1. Comment: *Computers and computing devices from different eras*

C2. Comment: *Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory.*

C3. Comment: *A computer is a device that can be instructed to carry out arbitrary sequences of arithmetic or logical operations automatically.*

Feedback

Peer Reviewer: Madhu Mathi
Mar 21, 2018

Review

Overall Feedback Criterion: 2 of 3

Such computers are used as control systems for a very wide variety of industrial and consuSuch computers are used as control systems for a very wide variety of industrial and consumer devices. Such computers are used as control systems for a very wide variety of industrial and consumer devices. mer devices.



21st-ProjectT

21st-ProjectST

Madhu Mathi

Mar 21, 2018 at 11:05 AM

Version 2

Computer



Computers and computing devices from different eras

A computer is a device that can be instructed to carry out arbitrary sequences of arithmetic or logical operations automatically. The ability of computers to follow generalized sets of operations, called programs, enables them to perform an extremely wide range of tasks.

Such computers are used as control systems for a very wide variety of industrial and consumer devices. This includes simple special purpose devices like microwave ovens and remote controls, factory devices such as industrial robots and computer assisted design, but also in general purpose devices like personal computers and mobile devices such as smartphones. The Internet is run on computers and it connects millions of other computers.

Since ancient times, simple manual devices like the abacus aided people in doing calculations. Early in the Industrial Revolution, some mechanical devices were built to automate long tedious tasks, such as guiding patterns for looms. More sophisticated electrical machines did specialized analog calculations in the early 20th century. The first digital electronic calculating machines were developed during World War II. The speed, power, and versatility of computers has increased continuously and dramatically since then.

Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. Peripheral devices include input devices (keyboards, mice, joystick, etc.), output devices (monitor screens, printers, etc.), and input/output devices that perform both functions (e.g., the 2000s-era touchscreen). Peripheral devices allow information to be retrieved from an external source and they enable the result of operations to be saved and retrieved.

Computer



Computers and computing devices from different eras

A computer is a device that can be instructed to carry out arbitrary sequences of arithmetic or logical operations automatically. The ability of computers to follow generalized sets of operations, called programs, enables them to perform an extremely wide range of tasks.

Such computers are used as control systems for a very wide variety of industrial and consumer devices. This includes simple special purpose devices like microwave ovens and remote controls, factory devices such as industrial robots and computer assisted design, but also in general purpose devices like personal computers and mobile devices such as smartphones. The Internet is run on computers and it connects millions of other computers.

Since ancient times, simple manual devices like the abacus aided people in doing calculations. Early in the Industrial Revolution, some mechanical devices were built to automate long tedious tasks, such as guiding patterns for looms. More sophisticated electrical machines did specialized analog calculations in the early 20th century. The first digital electronic calculating machines were developed during World War II. The speed, power, and versatility of computers has increased continuously and dramatically since then.

Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. Peripheral devices include input devices (keyboards, mice, joystick, etc.), output devices (monitor screens, printers, etc.), and input/output devices that perform both functions (e.g., the 2000s-era touchscreen). Peripheral devices allow information to be retrieved from an external source and they enable the result of operations to be saved and retrieved.

Computer

Computers and computing devices from different eras

A computer is a device that can be instructed to carry out arbitrary sequences of arithmetic or logical operations automatically. The ability of computers to follow generalized sets of operations, called programs, enables them to perform an extremely wide range of tasks.

Such computers are used as control systems for a very wide variety of industrial and consumer devices. This includes simple special purpose devices like microwave ovens and remote controls, factory devices such as industrial robots and computer assisted design, but also in general purpose devices like personal computers and mobile devices such as smartphones. The Internet is run on computers and it connects millions of other computers.

Since ancient times, simple manual devices like the abacus aided people in doing calculations. Early in the Industrial Revolution, some mechanical devices were built to automate long tedious tasks, such as guiding patterns for looms. More sophisticated electrical machines did specialized analog calculations in the early 20th century. The first digital electronic calculating machines were developed during World War II. The speed, power, and versatility of computers has increased continuously and dramatically since then.

Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. Peripheral devices include input devices (keyboards, mice, joystick, etc.), output devices (monitor screens, printers, etc.), and input/output devices that perform both functions (e.g., the 2000s-era touchscreen). Peripheral devices allow information to be retrieved from an external source and they enable the result of operations to be saved and retrieved.

Computer



02_23_20PM-July12-ProjectT_20(1).pdf
[[Permalink](#)]

Computers and computing devices from different eras

A computer is a device that can be instructed to carry out arbitrary sequences of arithmetic or logical operations automatically. The ability of computers to follow generalized sets of operations, called programs, enables them to perform an extremely wide range of tasks.

Such computers are used as control systems for a very wide variety of industrial and consumer devices. This includes simple special purpose devices like microwave ovens and remote controls, factory devices such as industrial robots and computer assisted design, but also in general purpose devices like personal computers and mobile devices such as smartphones. The Internet is run on computers and it connects millions of other computers.

Since ancient times, simple manual devices like the abacus aided people in doing calculations. Early in the Industrial Revolution, some mechanical devices were built to automate long tedious tasks, such as guiding patterns for looms. More sophisticated electrical machines did specialized analog calculations in the early 20th century. The first digital electronic calculating machines were developed during World War II. The speed, power, and versatility of computers has increased continuously and dramatically since then.

Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. Peripheral devices include input devices (keyboards, mice, joystick, etc.), output devices (monitor screens, printers, etc.), and input/output devices that perform both functions (e.g., the 2000s-era touchscreen). Peripheral devices allow information to be retrieved from an external source and they enable the result of operations to be saved and retrieved.

Computer



a5bfd757a792b54e5556d939e42b7f4f.jpg

[[Permalink](#)]

Computers and computing devices from different eras

A computer is a device that can be instructed to carry out arbitrary sequences of arithmetic or logical operations automatically. The ability of computers to follow generalized sets of operations, called programs, enables them to perform an extremely wide range of tasks.

Such computers are used as control systems for a very wide variety of industrial and consumer devices. This includes simple special purpose devices like microwave ovens and remote controls, factory devices such as industrial robots and computer assisted design, but also in general purpose devices like personal computers and mobile devices such as smartphones. The Internet is run on computers and it connects millions of other computers.

Since ancient times, simple manual devices like the abacus aided people in doing calculations. Early in the Industrial Revolution, some mechanical devices were built to automate long tedious tasks, such as guiding patterns for looms. More sophisticated electrical machines did specialized analog calculations in the early 20th century. The first digital electronic calculating machines were developed during World War II. The speed, power, and versatility of computers has increased continuously and dramatically since then.

Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. Peripheral devices include input devices (keyboards, mice, joystick, etc.), output devices (monitor screens, printers, etc.), and input/output devices that perform both functions (e.g., the 2000s-era touchscreen). Peripheral devices allow information to be retrieved from an external source and they enable the result of operations to be saved and retrieved.

Computer



R16_007_For_20Typesetting_20Output.docx

[[Permalink](#)]

Computers and computing devices from different eras

A computer is a device that can be instructed to carry out arbitrary sequences of arithmetic or logical operations automatically. The ability of computers to follow generalized sets of operations, called programs, enables them to perform an extremely wide range of tasks.

Such computers are used as control systems for a very wide variety of industrial and consumer devices. This includes simple special purpose devices like microwave ovens and remote controls, factory devices such as industrial robots and computer assisted design, but also in general purpose devices like personal computers and mobile devices such as smartphones. The Internet is run on computers and it connects millions of other computers.

Since ancient times, simple manual devices like the abacus aided people in doing calculations. Early in the Industrial Revolution, some mechanical devices were built to automate long tedious tasks, such as guiding patterns for looms. More sophisticated electrical machines did specialized analog calculations in the early 20th century. The first digital electronic calculating machines were developed during World War II. The speed, power, and versatility of computers has increased continuously and dramatically since then.

Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. Peripheral devices include input devices (keyboards, mice, joystick, etc.), output devices (monitor screens, printers, etc.), and input/output devices that perform both functions (e.g., the 2000s-era touchscreen). Peripheral devices allow information to be retrieved from an external source and they enable the result of operations to be saved and retrieved.

Computer



Annotation_enabled_info_20(1).xlsx
[[Permalink](#)]

Computers and computing devices from different eras

A computer is a device that can be instructed to carry out arbitrary sequences of arithmetic or logical operations automatically. The ability of computers to follow generalized sets of operations, called programs, enables them to perform an extremely wide range of tasks.

Such computers are used as control systems for a very wide variety of industrial and consumer devices. This includes simple special purpose devices like microwave ovens and remote controls, factory devices such as industrial robots and computer assisted design, but also in general purpose devices like personal computers and mobile devices such as smartphones. The Internet is run on computers and it connects millions of other computers.

Since ancient times, simple manual devices like the abacus aided people in doing calculations. Early in the Industrial Revolution, some mechanical devices were built to automate long tedious tasks, such as guiding patterns for looms. More sophisticated electrical machines did specialized analog calculations in the early 20th century. The first digital electronic calculating machines were developed during World War II. The speed, power, and versatility of computers has increased continuously and dramatically since then.

Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. Peripheral devices include input devices (keyboards, mice, joystick, etc.), output devices (monitor screens, printers, etc.), and input/output devices that perform both functions (e.g., the 2000s-era touchscreen). Peripheral devices allow information to be retrieved from an external source and they enable the result of operations to be saved and retrieved.

Computer

Embedded Media

Media embedded March 21, 2018

[[Permalink](#)]

Computers and computing devices from different eras

A computer is a device that can be instructed to carry out arbitrary sequences of arithmetic or logical operations automatically. The ability of computers to follow generalized sets of operations, called programs, enables them to perform an extremely wide range of tasks.

Such computers are used as control systems for a very wide variety of industrial and consumer devices. This includes simple special purpose devices like microwave ovens and remote controls, factory devices such as industrial robots and computer assisted design, but also in general purpose devices like personal computers and mobile devices such as smartphones. The Internet is run on computers and it connects millions of other computers.

Since ancient times, simple manual devices like the abacus aided people in doing calculations. Early in the Industrial Revolution, some mechanical devices were built to automate long tedious tasks, such as guiding patterns for looms. More sophisticated electrical machines did specialized analog calculations in the early 20th century. The first digital electronic calculating machines were developed during World War II. The speed, power, and versatility of computers has increased continuously and dramatically since then.

Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. Peripheral devices include input devices (keyboards, mice, joystick, etc.), output devices (monitor screens, printers, etc.), and input/output devices that perform both functions (e.g., the 2000s-era touchscreen). Peripheral devices allow information to be retrieved from an external source and they enable the result of operations to be saved and retrieved.

Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. Peripheral devices include input devices (keyboards, mice, joystick, etc.), output devices (monitor screens, printers, etc.), and input/output devices that perform both functions (e.g., the 2000s-era touchscreen). Peripheral devices allow information to be retrieved from an external source and they enable the result of operations to be saved and retrieved.

Since ancient times, simple manual devices like the abacus aided people in doing calculations. Early in the Industrial Revolution, some mechanical devices were built to automate long tedious tasks, such as guiding patterns for looms. More sophisticated electrical machines did specialized analog calculations in the early 20th century. The first digital electronic calculating machines were developed during World War II. The speed, power, and versatility of computers has increased continuously and dramatically since then.

Madhu Mathi

Peer Reviewer: Madhu Mathi
Mar 21, 2018

Review

Overall Feedback Criterion: 3 of 3

3 of 3 Weight: 3/3 Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. 3 of 3 Weight: 3/3 Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information.

Peer Reviewer: Madhu Mathi
Mar 21, 2018

Review

Overall Feedback Criterion: 3 of 3

3 of 3 Weight: 3/3 Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. 3 of 3 Weight: 3/3 Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information.

Peer Reviewer: Madhu Mathi
Mar 21, 2018

Review

Overall Feedback Criterion: 3 of 3

3 of 3 Weight: 3/3 Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. 3 of 3 Weight: 3/3 Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in

response to stored information.



21st-ProjectT

21st-ProjectST

[Madhu Mathi](#)

Mar 21, 2018 at 11:49 AM

Version 3

Computer



Computers and computing devices from different eras

A computer is a device that can be instructed to carry out arbitrary sequences of arithmetic or logical operations automatically. The ability of computers to follow generalized sets of operations, called programs, enables them to perform an extremely wide range of tasks.

Such computers are used as control systems for a very wide variety of industrial and consumer devices. This includes simple special purpose devices like microwave ovens and remote controls, factory devices such as industrial robots and computer assisted design, but also in general purpose devices like personal computers and mobile devices such as smartphones. The Internet is run on computers and it connects millions of other computers.

Since ancient times, simple manual devices like the abacus aided people in doing calculations. Early in the Industrial Revolution, some mechanical devices were built to automate long tedious tasks, such as guiding patterns for looms. More sophisticated electrical machines did specialized analog calculations in the early 20th century. The first digital electronic calculating machines were developed during World War II. The speed, power, and versatility of computers has increased continuously and dramatically since then.

Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. Peripheral devices include input devices (keyboards, mice, joystick, etc.), output devices (monitor screens, printers, etc.), and input/output devices that perform both functions (e.g., the 2000s-era touchscreen). Peripheral devices allow information to be retrieved from an external source and they enable the result of operations to be saved and retrieved.

Computer



Computers and computing devices from different eras

A computer is a device that can be instructed to carry out arbitrary sequences of arithmetic or logical operations automatically. The ability of computers to follow generalized sets of operations, called programs, enables them to perform an extremely wide range of tasks.

Such computers are used as control systems for a very wide variety of industrial and consumer devices. This includes simple special purpose devices like microwave ovens and remote controls, factory devices such as industrial robots and computer assisted design, but also in general purpose devices like personal computers and mobile devices such as smartphones. The Internet is run on computers and it connects millions of other computers.

Since ancient times, simple manual devices like the abacus aided people in doing calculations. Early in the Industrial Revolution, some mechanical devices were built to automate long tedious tasks, such as guiding patterns for looms. More sophisticated electrical machines did specialized analog calculations in the early 20th century. The first digital electronic calculating machines were developed during World War II. The speed, power, and versatility of computers has increased continuously and dramatically since then.

Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. Peripheral devices include input devices (keyboards, mice, joystick, etc.), output devices (monitor screens, printers, etc.), and input/output devices that perform both functions (e.g., the 2000s-era touchscreen). Peripheral devices allow information to be retrieved from an external source and they enable the result of operations to be saved and retrieved.

Computer

Computers and computing devices from different eras

A computer is a device that can be instructed to carry out arbitrary sequences of arithmetic or logical operations automatically. The ability of computers to follow generalized sets of operations, called programs, enables them to perform an extremely wide range of tasks.

Such computers are used as control systems for a very wide variety of industrial and consumer devices. This includes simple special purpose devices like microwave ovens and remote controls, factory devices such as industrial robots and computer assisted design, but also in general purpose devices like personal computers and mobile devices such as smartphones. The Internet is run on computers and it connects millions of other computers.

Since ancient times, simple manual devices like the abacus aided people in doing calculations. Early in the Industrial Revolution, some mechanical devices were built to automate long tedious tasks, such as guiding patterns for looms. More sophisticated electrical machines did specialized analog calculations in the early 20th century. The first digital electronic calculating machines were developed during World War II. The speed, power, and versatility of computers has increased continuously and dramatically since then.

Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. Peripheral devices include input devices (keyboards, mice, joystick, etc.), output devices (monitor screens, printers, etc.), and input/output devices that perform both functions (e.g., the 2000s-era touchscreen). Peripheral devices allow information to be retrieved from an external source and they enable the result of operations to be saved and retrieved.

Computer



Computers and computing devices from different eras

A computer is a device that can be instructed to carry out arbitrary sequences of arithmetic or logical operations automatically. The ability of computers to follow generalized sets of operations, called programs, enables them to perform an extremely wide range of tasks.

Such computers are used as control systems for a very wide variety of industrial and consumer devices. This includes simple special purpose devices like microwave ovens and remote controls, factory devices such as industrial robots and computer assisted design, but also in general purpose devices like personal computers and mobile devices such as smartphones. The Internet is run on computers and it connects millions of other computers.

Since ancient times, simple manual devices like the abacus aided people in doing calculations. Early in the Industrial Revolution, some mechanical devices were built to automate long tedious tasks, such as guiding patterns for looms. More sophisticated electrical machines did specialized analog calculations in the early 20th century. The first digital electronic calculating machines were developed during World War II. The speed, power, and versatility of computers has increased continuously and dramatically since then.

Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. Peripheral devices include input devices (keyboards, mice, joystick, etc.), output devices (monitor screens, printers, etc.), and input/output devices that perform both functions (e.g., the 2000s-era touchscreen). Peripheral devices allow information to be retrieved from an external source and they enable the result of operations to be saved and retrieved.

Computer



a5bfd757a792b54e5556d939e42b7f4f.jpg

[[Permalink](#)]

Computers and computing devices from different eras

A computer is a device that can be instructed to carry out arbitrary sequences of arithmetic or logical operations automatically. The ability of computers to follow generalized sets of operations, called programs, enables them to perform an extremely wide range of tasks.

Such computers are used as control systems for a very wide variety of industrial and consumer devices. This includes simple special purpose devices like microwave ovens and remote controls, factory devices such as industrial robots and computer assisted design, but also in general purpose devices like personal computers and mobile devices such as smartphones. The Internet is run on computers and it connects millions of other computers.

Since ancient times, simple manual devices like the abacus aided people in doing calculations. Early in the Industrial Revolution, some mechanical devices were built to automate long tedious tasks, such as guiding patterns for looms. More sophisticated electrical machines did specialized analog calculations in the early 20th century. The first digital electronic calculating machines were developed during World War II. The speed, power, and versatility of computers has increased continuously and dramatically since then.

Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. Peripheral devices include input devices

(keyboards, mice, joystick, etc.), output devices (monitor screens, printers, etc.), and input/output devices that perform both functions (e.g., the 2000s-era touchscreen). Peripheral devices allow information to be retrieved from an external source and they enable the result of operations to be saved and retrieved.

Computer



R16_007_For_20Typesetting_20Output.docx
[[Permalink](#)]

Computers and computing devices from different eras

A computer is a device that can be instructed to carry out arbitrary sequences of arithmetic or logical operations automatically. The ability of computers to follow generalized sets of operations, called programs, enables them to perform an extremely wide range of tasks.

Such computers are used as control systems for a very wide variety of industrial and consumer devices. This includes simple special purpose devices like microwave ovens and remote controls, factory devices such as industrial robots and computer assisted design, but also in general purpose devices like personal computers and mobile devices such as smartphones. The Internet is run on computers and it connects millions of other computers.

Since ancient times, simple manual devices like the abacus aided people in doing calculations. Early in the Industrial Revolution, some mechanical devices were built to automate long tedious tasks, such as guiding patterns for looms. More sophisticated electrical machines did specialized analog calculations in the early 20th century. The first digital electronic calculating machines were developed during World War II. The speed, power, and versatility of computers has increased continuously and dramatically since then.

Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. Peripheral devices include input devices (keyboards, mice, joystick, etc.), output devices (monitor screens, printers, etc.), and input/output devices that perform both functions (e.g., the 2000s-era touchscreen). Peripheral devices allow information to be retrieved from an external source and they enable the result of operations to be saved and retrieved.

Computer



Annotation_enabled_info_20(1).xlsx
[[Permalink](#)]

Computers and computing devices from different eras

A computer is a device that can be instructed to carry out arbitrary sequences of arithmetic or logical operations automatically. The ability of computers to follow generalized sets of operations, called programs, enables them to perform an extremely wide range of tasks.

Such computers are used as control systems for a very wide variety of industrial and consumer devices. This includes simple special purpose devices like microwave ovens and remote controls, factory devices such as industrial robots and computer assisted design, but also in general purpose devices like personal computers and mobile devices such as

smartphones. The Internet is run on computers and it connects millions of other computers.

Since ancient times, simple manual devices like the abacus aided people in doing calculations. Early in the Industrial Revolution, some mechanical devices were built to automate long tedious tasks, such as guiding patterns for looms. More sophisticated electrical machines did specialized analog calculations in the early 20th century. The first digital electronic calculating machines were developed during World War II. The speed, power, and versatility of computers has increased continuously and dramatically since then.

Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. Peripheral devices include input devices (keyboards, mice, joystick, etc.), output devices (monitor screens, printers, etc.), and input/output devices that perform both functions (e.g., the 2000s-era touchscreen). Peripheral devices allow information to be retrieved from an external source and they enable the result of operations to be saved and retrieved.

Computer



Media embedded March 21, 2018
[[Permalink](#)]

Computers and computing devices from different eras

A computer is a device that can be instructed to carry out arbitrary sequences of arithmetic or logical operations automatically. The ability of computers to follow generalized sets of operations, called programs, enables them to perform an extremely wide range of tasks.

Such computers are used as control systems for a very wide variety of industrial and consumer devices. This includes simple special purpose devices like microwave ovens and remote controls, factory devices such as industrial robots and computer assisted design, but also in general purpose devices like personal computers and mobile devices such as smartphones. The Internet is run on computers and it connects millions of other computers.

Since ancient times, simple manual devices like the abacus aided people in doing calculations. Early in the Industrial Revolution, some mechanical devices were built to automate long tedious tasks, such as guiding patterns for looms. More sophisticated electrical machines did specialized analog calculations in the early 20th century. The first digital electronic calculating machines were developed during World War II. The speed, power, and versatility of computers has increased continuously and dramatically since then.

Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. Peripheral devices include input devices (keyboards, mice, joystick, etc.), output devices (monitor screens, printers, etc.), and input/output devices that perform both functions (e.g., the 2000s-era touchscreen). Peripheral devices allow information to be retrieved from an external source and they enable the result of operations to be saved and retrieved.

Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. Peripheral devices include input devices (keyboards, mice, joystick, etc.), output devices (monitor screens, printers, etc.), and input/output devices that perform both functions (e.g., the 2000s-era touchscreen). Peripheral devices allow information to be retrieved from an external

source and they enable the result of operations to be saved and retrieved.

Since ancient times, simple manual devices like the abacus aided people in doing calculations. Early in the Industrial Revolution, some mechanical devices were built to automate long tedious tasks, such as guiding patterns for looms. More sophisticated electrical machines did specialized analog calculations in the early 20th century. The first digital electronic calculating machines were developed during World War II. The speed, power, and versatility of computers has increased continuously and dramatically since then.

Madhu Mathi

Feedback

Peer Reviewer: Madhu Mathi
Mar 21, 2018

Review

1st-Rubric: 2 of 3

Such computers are used as control systems for a very wide variety of industrial and consumer devices.



21st-ProjectT

21st-ProjectST

Madhu Mathi

Mar 21, 2018 at 11:35 AM

Version 4

Computer



Computers and computing devices from different eras

A computer is a device that can be instructed to carry out arbitrary sequences of arithmetic or logical operations automatically. The ability of computers to follow generalized sets of operations, called programs, enables them to perform an extremely wide range of tasks.

Such computers are used as control systems for a very wide variety of industrial and consumer devices. This includes simple special purpose devices like microwave ovens and remote controls, factory devices such as industrial robots and computer assisted design, but also in general purpose devices like personal computers and mobile devices such as smartphones. The Internet is run on computers and it connects millions of other computers.

Since ancient times, simple manual devices like the abacus aided people in doing calculations. Early in the Industrial Revolution, some mechanical devices were built to automate long tedious tasks, such as guiding patterns for looms. More sophisticated electrical machines did specialized analog calculations in the early 20th century. The first digital electronic calculating machines were developed during World War II. The speed, power, and versatility of computers has increased continuously and dramatically since then.

Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. Peripheral devices include input devices (keyboards, mice, joystick, etc.), output devices (monitor screens, printers, etc.), and input/output devices that perform both functions (e.g., the 2000s-era touchscreen). Peripheral devices allow information to be retrieved from an external source and they enable the result of operations to be saved and retrieved.

Computer



Computers and computing devices from different eras

A computer is a device that can be instructed to carry out arbitrary sequences of arithmetic or logical operations automatically. The ability of computers to follow generalized sets of operations, called programs, enables them to perform an extremely wide range of tasks.

Such computers are used as control systems for a very wide variety of industrial and consumer devices. This includes simple special purpose devices like microwave ovens and remote controls, factory devices such as industrial robots and computer assisted design, but also in general purpose devices like personal computers and mobile devices such as smartphones. The Internet is run on computers and it connects millions of other computers.

Since ancient times, simple manual devices like the abacus aided people in doing calculations. Early in the Industrial Revolution, some mechanical devices were built to automate long tedious tasks, such as guiding patterns for looms. More sophisticated electrical machines did specialized analog calculations in the early 20th century. The first digital electronic calculating machines were developed during World War II. The speed, power, and versatility of computers has increased continuously and dramatically since then.

Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. Peripheral devices include input devices (keyboards, mice, joystick, etc.), output devices (monitor screens, printers, etc.), and input/output devices that perform both functions (e.g., the 2000s-era touchscreen). Peripheral devices allow information to be retrieved from an external source and they enable the result of operations to be saved and retrieved.

Computer

Computers and computing devices from different eras

A computer is a device that can be instructed to carry out arbitrary sequences of arithmetic or logical operations automatically. The ability of computers to follow generalized sets of operations, called programs, enables them to perform an extremely wide range of tasks.

Such computers are used as control systems for a very wide variety of industrial and consumer devices. This includes simple special purpose devices like microwave ovens and remote controls, factory devices such as industrial robots and computer assisted design, but also in general purpose devices like personal computers and mobile devices such as smartphones. The Internet is run on computers and it connects millions of other computers.

Since ancient times, simple manual devices like the abacus aided people in doing calculations. Early in the Industrial Revolution, some mechanical devices were built to automate long tedious tasks, such as guiding patterns for looms. More sophisticated electrical machines did specialized analog calculations in the early 20th century. The first digital electronic calculating machines were developed during World War II. The speed, power, and versatility of computers has increased continuously and dramatically since then.

Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. Peripheral devices include input devices (keyboards, mice, joystick, etc.), output devices (monitor screens, printers, etc.), and input/output devices that perform both functions (e.g., the 2000s-era touchscreen). Peripheral devices allow information to be retrieved from an external source and they enable the result of operations to be saved and retrieved.

Computer



02_23_20PM-July12-ProjectT_20(1).pdf
[[Permalink](#)]

Computers and computing devices from different eras

A computer is a device that can be instructed to carry out arbitrary sequences of arithmetic or logical operations automatically. The ability of computers to follow generalized sets of operations, called programs, enables them to perform an extremely wide range of tasks.

Such computers are used as control systems for a very wide variety of industrial and consumer devices. This includes simple special purpose devices like microwave ovens and remote controls, factory devices such as industrial robots and computer assisted design, but also in general purpose devices like personal computers and mobile devices such as smartphones. The Internet is run on computers and it connects millions of other computers.

Since ancient times, simple manual devices like the abacus aided people in doing calculations. Early in the Industrial Revolution, some mechanical devices were built to automate long tedious tasks, such as guiding patterns for looms. More sophisticated electrical machines did specialized analog calculations in the early 20th century. The first digital electronic calculating machines were developed during World War II. The speed, power, and versatility of computers has increased continuously and dramatically since then.

Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. Peripheral devices include input devices (keyboards, mice, joystick, etc.), output devices (monitor screens, printers, etc.), and input/output devices that perform both functions (e.g., the 2000s-era touchscreen). Peripheral devices allow information to be retrieved from an external source and they enable the result of operations to be saved and retrieved.

Computer



a5bfd757a792b54e5556d939e42b7f4f.jpg

[[Permalink](#)]

Computers and computing devices from different eras

A computer is a device that can be instructed to carry out arbitrary sequences of arithmetic or logical operations automatically. The ability of computers to follow generalized sets of operations, called programs, enables them to perform an extremely wide range of tasks.

Such computers are used as control systems for a very wide variety of industrial and consumer devices. This includes simple special purpose devices like microwave ovens and remote controls, factory devices such as industrial robots and computer assisted design, but also in general purpose devices like personal computers and mobile devices such as smartphones. The Internet is run on computers and it connects millions of other computers.

Since ancient times, simple manual devices like the abacus aided people in doing calculations. Early in the Industrial Revolution, some mechanical devices were built to automate long tedious tasks, such as guiding patterns for looms. More sophisticated electrical machines did specialized analog calculations in the early 20th century. The first digital electronic calculating machines were developed during World War II. The speed, power, and versatility of computers has increased continuously and dramatically since then.

Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. Peripheral devices include input devices (keyboards, mice, joystick, etc.), output devices (monitor screens, printers, etc.), and input/output devices that perform both functions (e.g., the 2000s-era touchscreen). Peripheral devices allow information to be retrieved from an external source and they enable the result of operations to be saved and retrieved.

Computer



R16_007_For_20Typesetting_20Output.docx

[[Permalink](#)]

Computers and computing devices from different eras

A computer is a device that can be instructed to carry out arbitrary sequences of arithmetic or logical operations automatically. The ability of computers to follow generalized sets of operations, called programs, enables them to perform an extremely wide range of tasks.

Such computers are used as control systems for a very wide variety of industrial and consumer devices. This includes simple special purpose devices like microwave ovens and remote controls, factory devices such as industrial robots and computer assisted design, but also in general purpose devices like personal computers and mobile devices such as smartphones. The Internet is run on computers and it connects millions of other computers.

Since ancient times, simple manual devices like the abacus aided people in doing calculations. Early in the Industrial Revolution, some mechanical devices were built to automate long tedious tasks, such as guiding patterns for looms. More sophisticated electrical machines did specialized analog calculations in the early 20th century. The first digital electronic calculating machines were developed during World War II. The speed, power, and versatility of computers has increased continuously and dramatically since then.

Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. Peripheral devices include input devices (keyboards, mice, joystick, etc.), output devices (monitor screens, printers, etc.), and input/output devices that perform both functions (e.g., the 2000s-era touchscreen). Peripheral devices allow information to be retrieved from an external source and they enable the result of operations to be saved and retrieved.

Computer



Annotation_enabled_info_20(1).xlsx
[[Permalink](#)]

Computers and computing devices from different eras

A computer is a device that can be instructed to carry out arbitrary sequences of arithmetic or logical operations automatically. The ability of computers to follow generalized sets of operations, called programs, enables them to perform an extremely wide range of tasks.

Such computers are used as control systems for a very wide variety of industrial and consumer devices. This includes simple special purpose devices like microwave ovens and remote controls, factory devices such as industrial robots and computer assisted design, but also in general purpose devices like personal computers and mobile devices such as smartphones. The Internet is run on computers and it connects millions of other computers.

Since ancient times, simple manual devices like the abacus aided people in doing calculations. Early in the Industrial Revolution, some mechanical devices were built to automate long tedious tasks, such as guiding patterns for looms. More sophisticated electrical machines did specialized analog calculations in the early 20th century. The first digital electronic calculating machines were developed during World War II. The speed, power, and versatility of computers has increased continuously and dramatically since then.

Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. Peripheral devices include input devices (keyboards, mice, joystick, etc.), output devices (monitor screens, printers, etc.), and input/output devices that perform both functions (e.g., the 2000s-era touchscreen). Peripheral devices allow information to be retrieved from an external source and they enable the result of operations to be saved and retrieved.

Computer

Embedded Media

Media embedded March 21, 2018

[[Permalink](#)]

Computers and computing devices from different eras

A computer is a device that can be instructed to carry out arbitrary sequences of arithmetic or logical operations automatically. The ability of computers to follow generalized sets of operations, called programs, enables them to perform an extremely wide range of tasks.

Such computers are used as control systems for a very wide variety of industrial and consumer devices. This includes simple special purpose devices like microwave ovens and remote controls, factory devices such as industrial robots and computer assisted design, but also in general purpose devices like personal computers and mobile devices such as smartphones. The Internet is run on computers and it connects millions of other computers.

Since ancient times, simple manual devices like the abacus aided people in doing calculations. Early in the Industrial Revolution, some mechanical devices were built to automate long tedious tasks, such as guiding patterns for looms. More sophisticated electrical machines did specialized analog calculations in the early 20th century. The first digital electronic calculating machines were developed during World War II. The speed, power, and versatility of computers has increased continuously and dramatically since then.

Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. Peripheral devices include input devices (keyboards, mice, joystick, etc.), output devices (monitor screens, printers, etc.), and input/output devices that perform both functions (e.g., the 2000s-era touchscreen). Peripheral devices allow information to be retrieved from an external source and they enable the result of operations to be saved and retrieved.

Conventionally, a modern computer consists of at least one processing element, typically a central processing unit (CPU), and some form of memory. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored information. Peripheral devices include input devices (keyboards, mice, joystick, etc.), output devices (monitor screens, printers, etc.), and input/output devices that perform both functions (e.g., the 2000s-era touchscreen). Peripheral devices allow information to be retrieved from an external source and they enable the result of operations to be saved and retrieved.

Since ancient times, simple manual devices like the abacus aided people in doing calculations. Early in the Industrial Revolution, some mechanical devices were built to automate long tedious tasks, such as guiding patterns for looms. More sophisticated electrical machines did specialized analog calculations in the early 20th century. The first digital electronic calculating machines were developed during World War II. The speed, power, and versatility of computers has increased continuously and dramatically since then.

Madhu Mathi
