Tomorrow's Technology and You

8th Edition



Tomorrow's Technology and You 8/e

Chapter 1 Our Digital Planet

Objectives

- ✓ Describe critical role of computers in modern life.
- ✓ Discuss the development of the modern computer.
- ✓ Describe trends in the evolution of modern computers.
- ✓ Explain the relationship between hardware and software.









Objectives (continued)

- ✓ Outline the five major types of computers in use today.
- ✓ Describe how the Internet is use of computers and information technology.
- ✓ Explain how today's information age differs from other times in history.
- ✓ Discuss the social and ethical impact of computers and information technology.

Creating Communities on the Living Web

- ✓ Facebook is a social networking service launched in 2004
- ✓ MySpace creates an online community experience for young people.
- ✓ Flickr creates a community for people to share their pictures.









Living in a Non-Digital World

- Computers are no longer a luxury but rather a commodity.
- Computers and their applications are involved in all aspects of our daily life.











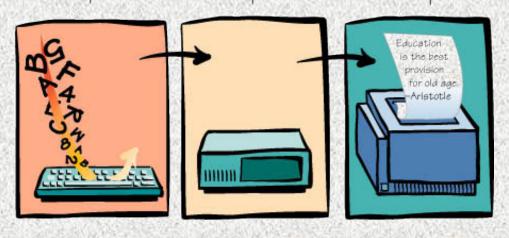
Computers evolved from mechanical calculating devices performing repetitive calculations to electronic programmable machines that process data using programs stored in their memories.



Computers in Perspective

All computers take in information called input and give out information called output.

| Output | Out











Computers in Perspective

- ✓ The computer's versatility is built upon its:
 - **► Hardware**: The physical part
 - Software: The instructions that tells hardware how to transform the input data (information in a form it can read) into the necessary output









▶ 1939: Iowa State University professor John Atanasoff developed what could have been the first (prototype of) electronic digital computer, the **Atanasoff-Berry Computer**











☐ 1943: The team led by
British mathematician
Alan Turing completed
Colossus that was used
to crack Nazi military
codes.



☐ It was considered by many to be the first fully functional electronic digital

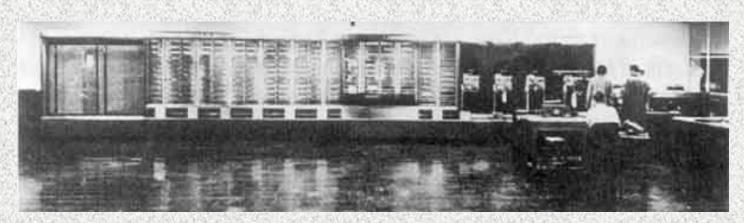




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➤ 1944: Thanks to a one million dollar grant from IBM, Harvard professor Howard Aiken developed the Mark I.











- ➤ John Mauchly and J. Presper Eckert helped the U.S. effort in World War II by constructing a machine to calculate trajectory tables for new guns.
 - ➤ ENIAC (Electronic Numerical Integrator and Computer)









After the war, Mauchly and Eckert started a private company called Sperry and created UNIVAC I, the first general-purpose commercial computer.





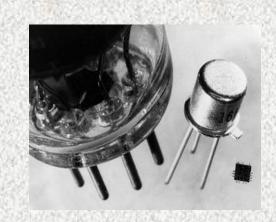








- ➤ Vacuum tubes were used in early computers.
- ➤ Transistors invented in 1948 replaced vacuum tubes ca. 1958.
- ➤ By the mid-1960s transistors were replaced by integrated circuits (a.k.a. silicon chips).









- ➤ Integrated circuits:
 - ☐ Increased reliability
 - ☐ Smaller size
 - Higher speed
 - ☐ Higher efficiency
 - ☐ Lower cost













- ► Integrated circuits:
 - **l**each equivalent to millions of transistors
 - high density
 - and growing
 - ☐ More's "Law":
 - density doubles every 18 months





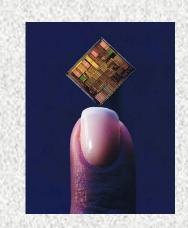








- •1971: The first microprocessor was invented by Intel engineers.
 - The personal computer revolution began in 1970:
 - □ Apple
 - **□**Commodore
 - □ Tandy













- > Microprocessors
 - ☐ CPU on one chip
 - ☐ (Central Processing Unit)
 - Silicon Valley, CA, is where numerous microprocessor manufacturers are located.

Notebook PC diagram

http://richardbowles.tripod.com/durhant/congsarch/arch1.html

ltterr//focus.tt.com/vf/dect/blockdiagram/tsp?family=vf&blockDiagram.ld xpzz

http://www.yangbns-1-nagers.com/computer/pc-block-diagram.htm

http://www.hiteuwest.com/Klss/computer_arch.htm



System unit. a.k.a. motherboard

http://computervbowstrifworks.com/motherboard1.htm









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✓ Embedded Computers

- Special-purpose computer:
 Dedicated computers that perform specific tasks.
 - ☐ Controlling the temperature and humidity
 - ☐ Monitoring your heart rate
 - ☐ Monitoring your house security system
- The program is etched on silicon so it cannot be altered. This is called **firmware**.













- **✓ Personal Computers**
 - **PCs** serve a single user at a time.
 - ☐Common applications include:
 - word processing
 - accounting
 - gaming
 - •enjoying digital music and video











► Workstations

☐ High-end
desktop
computers with
massive
computing power
used for high-end
interactive
applications













- ➤ Portable Computers: machines that are not tied to the desktop
 - □Notebooks (laptops)
 - ☐ Hand held computers (PDAs)















Servers

□Computers designed to provide software and other resources (e.g., data) to other computers over a network to users in different locations













✓ Mainframes

Used by large organizations, such as banks and airlines, for big computing jobs













•Mainframes

□Communicate with mainframe through terminals (mostly, a keyboard and a screen)













•Mainframes

☐ Multiple users can access and use a mainframe at one time through process of timesharing













Supercomputers

□ For power users who need access to the fastest, most powerful computers made







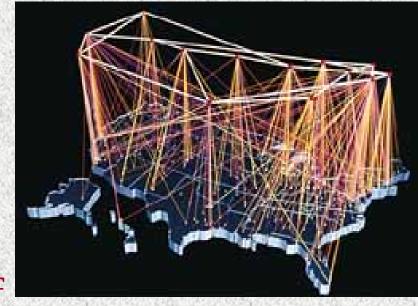




Computer Connections: The Internet Revolution

The Emergence of Networks

- Connect computers together
- ➤ 1960s: Internet
 developed by a group of
 computer scientists and
 engineers with backing of
 the U.S. government











Computer Connections: The Internet Revolution

✓ The Internet Explosion- Over a billion people with Internet access by the end of 2005



☐ E-mail software

► World Wide Web

a system of interlinked hypertext documents accessed via the Internet











Computer Connections: The Internet Revolution

- **▶** Web browsers
 - ☐Programs that, in effect, serve as navigable windows into the Web
- > Hypertext links
 - ☐ Tie together millions of Web pages created by diverse authors
- Internet supports varied activities
 - ☐eBay used to make international transactions
 - Real-time multiplayer games







Into the Information Age

- ✓ In the history of our society we have had:
 - An agricultural age
 - An industrial age

Now we are in a new age, the information age:

- More and more people earn their livings working with words, numbers, and ideas.
- This change is referred to as paradigm shift.











Into the Information Age

- ✓ In the history of our society we have had:
 - An agricultural age

However, in 1700s during the Industrial Revolution, a paradigm shift did occur, too.

- The productivity and average incomes increased dramatically.
- Yet the Industrialized World ended up in revolutions (1848, 1917) and world wars.



Living with Digital Technology

- ✓ **Applications:** Computers in Action
 - Applications enable to use a computer for specific purposes
 - Applications are programs that run on behalf of **end users**.











Living with Digital Technology

Implications: Social, Legal, and Ethical Issues

- The threat to personal privacy posed by large databases and computer networks
- The hazards of high-tech crime and the difficulty of keeping data secure
- The difficulty of defining and protecting intellectual property in an all-digital age

Living with Digital Technology

- The threat of automation and the dehumanization of work (alienation)
- The abuse of information as a tool of political and economic power
- The emergence of bio-digital technology
- The dangers of dependence on complex technology







Lesson Summary

- ✓ Computers today come in all shapes and sizes, with specific types being well-suited for particular jobs.
- Connecting to a network enhances the value and power of a computer:
 - > Internet
 - >www
 - **Email**









Lesson Summary (continued)

- ✓ Computers and information technology have changed the world rapidly and irreversibly.
- ✓ Emerging technologies, such as artificial intelligence, offer promise for future applications.
- ✓ Computers also threaten our privacy, our security, and perhaps our way of life.









