



职业教育计算机专业改革创新示范教材

ZHIYE JIAOYU JISUANJI ZHUANYE GAIGE CHUANGXIN SHIFAN JIAOCAI

计算机专业英语

JISUANJI ZHUANYE YINGYU

赵丽华 主编

 机械工业出版社
CHINA MACHINE PRESS



电子课件



职业教育计算机专业改革创新示范教材

计算机专业英语

主 编 赵丽华

副主编 宋洁心

参 编 白 江



机械工业出版社

本书共 10 章, 内容包括计算机基础、计算机的组成与原理、计算机软件、办公自动化、多媒体、网络、数据库、程序设计语言、互联网、计算机的发展, 每章内容包括课文、单词、难句分析和练习题, 书后附有练习题的参考答案、参考译文和常用缩写词。

本书具有选材广泛、内容丰富、形式新颖、简明实用、难度适中、可操作性强等特点, 可以作为各类职业院校计算机专业和信息技术专业的教材, 也可以作为计算机工程技术人员提高英语能力的自学用书。

图书在版编目 (CIP) 数据

计算机专业英语/赵丽华主编. —北京: 机械工业出版社, 2013.1

职业教育计算机专业改革创新示范教材

ISBN 978-7-111-40439-2

I. ①计… II. ①赵… III. ①电子计算机—英语—职业教育—教材
IV. ①H31

中国版本图书馆 CIP 数据核字 (2012) 第 273960 号

机械工业出版社 (北京市百万庄大街 22 号 邮政编码 100037)

策划编辑: 梁 伟 责任编辑: 李绍坤

版式设计: 闫玥红 责任校对: 于新华

封面设计: 鞠 杨 责任印制: 张 楠

北京双青印刷厂印刷

2013 年 1 月第 1 版第 1 次印刷

184mm × 260mm · 8 印张 · 192 千字

0 001 — 2 000 册

标准书号: ISBN 978-7-111-40439-2

定价: 20.00 元

凡购本书, 如有缺页、倒页、脱页, 由本社发行部调换

电话服务

网络服务

社服务中心: (010) 88361066

教材网: <http://www.cmpedu.com>

销售一部: (010) 68326294

机工官网: <http://www.cmpbook.com>

销售二部: (010) 88379649

机工官博: <http://weibo.com/cmp1952>

读者购书热线: (010) 88379203

封面无防伪标均为盗版

前 言

现在,计算机已经触及人们生活和工作的每个角落,同时,也在不断地改变着人们的生活和工作。为了更好地利用计算机并掌握计算机的应用,我们必须能够阅读和翻译与计算机有关的英文资料、技术文献以及国外的一些最新的计算机研究成果,以便能更快、更好地了解计算机方面的最新知识。

本书在编写过程中参考了大量国内外计算机英语资料和计算机专业英语书籍,并结合了作者多年来讲授计算机专业英语课程的经验。全书共10章,分别从计算机的常用词汇、计算机硬件、软件以及应用等不同方面进行了介绍。书中每章后附有相关练习,可以帮助读者更好地掌握相关章节的内容,在每章后还增加了最新的英文阅读资料,使读者可以学习更多计算机专业知识。

“计算机专业英语”课程是在学习了大学公共英语和计算机基础课程后开设的专业基础课,针对职业院校计算机专业的课程进行讲解,使学生能够加深对计算机相关课程的理解。本课程要求学生了解和掌握科技英语的特点,熟练掌握常用专业词汇,熟练阅读科技文章等计算机专业英语资料,能够根据实际需要查阅相关的英文资料,为学生以后进一步提高计算机专业水平打下坚实的基础。

本书由赵丽华任主编,其中第2~5章,第8、9章由赵丽华编写,第1、6、7章由宋洁心编写,第10章由白江编写。

由于编者水平有限,书中难免会有不当之处,敬请广大读者批评指正。

编 者

目 录

前言

Chapter 1 Computer Basics	1	Chapter 4 Office Automation	35
1.1 An Introduction to Computers	1	4.1 An Introduction to Office Automation	35
1.1.1 What Is a Computer?.....	1	4.2 Application of Office Automation	36
1.1.2 The History of Computers.....	2	4.3 The Office Automation System.....	38
1.1.3 Computer Category	3	Chapter 5 Multimedia	42
1.2 What Can You Do with Computers?	4	5.1 The Concept of Multimedia	42
1.3 Turning Your Computer Off and On	6	5.2 Elements of Multimedia.....	43
Chapter 2 Computer Components and		5.3 Multimedia Uses and Applications	44
Principals	10	5.4 Multimedia Technology	45
2.1 The Basic Structure of Computers	10	5.4.1 Computer Vision	45
2.2 Computer Processors	12	5.4.2 Point-to-Point Videoconference	46
2.2.1 What Is a Processor?.....	12	Chapter 6 Network.....	49
2.2.2 The Processor at Work	13	6.1 An Introduction to Network.....	49
2.3 Main Memory and Auxiliary Memory	14	6.2 Protocol	50
2.3.1 Internal Memory	14	6.3 Topology.....	52
2.3.2 The Basic Unit of Memory.....	15	Chapter 7 Database	56
2.3.3 Auxiliary Memory.....	15	7.1 What Is Database?	56
2.4 Computer System Input/Output	16	7.2 Foundation of Database	57
2.4.1 Computer System Input.....	16	7.2.1 Basic Database Conceptions	57
2.4.2 Computer System Output.....	17	7.2.2 Database System Application	57
2.5 Choosing Hardware	18	7.3 SQL Server 2005	58
Chapter 3 Computer Software	24	Chapter 8 The Programming Languages.....	62
3.1 What Is Computer Software?.....	24	8.1 Introduction	62
3.2 System Software	24	8.2 Machine Language.....	63
3.2.1 An Introduction to Operating		8.3 Assembly Language.....	63
System	24	8.4 High-level Language	64
3.2.2 Types of Operating System	25	8.5 Compiler.....	64
3.2.3 An Introduction to Popular OS.....	26	Chapter 9 Internet	67
3.2.4 Windows Vista	26	9.1 A Brief Introduction.....	67
3.3 Software Engineering	28	9.2 Website Design.....	68
3.3.1 What Is Software Engineering?.....	28	9.2.1 Website Design Steps	68
3.3.2 The Phase of Software Development ...	28		

9.2.2 Website Development 69

9.3 E-Commerce..... 70

9.3.1 How Does E-Commerce Create
Business Opportunities?..... 70

9.3.2 What's E-Commerce? 70

9.3.3 Types of E-Commerce..... 70

9.3.4 Benefits of E-Commerce..... 71

9.4 Internet Service Function..... 72

Chapter 10 The Development of
Computer 76

10.1 Supercomputer..... 76

10.2 Robotics..... 76

参考答案..... 78

参考译文..... 82

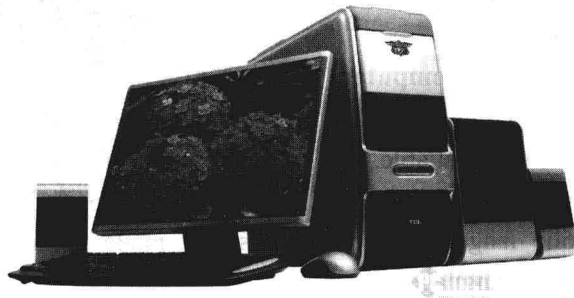
附录 常用缩写词 117

参考文献..... 120

Chapter 1 Computer Basics

1.1 An Introduction to Computers

Are you familiar with computers? Do you want to know what they can do and why you want to use them? This chapter will give an overview of computers: what they are, the different types of them and what you can do with them.



1.1.1 What Is a Computer?

A computer is a kind of tool for manipulating and storing information. Generally speaking, it is an electronic device that can accept input, process the input according to a set of instructions, store the instructions and the results of processing, and produce results as its output.

There are many different kinds of computers, ranging from hand-held calculators to large and complex computing systems which filling in several rooms or the entire building.

The letters, numbers and images input to a computer are called data. The instructions that carry out the processing are called computer program or software. The output, intended for using and interpreting by people, is called information.

Inside a computer, there is a complicated electronic circuit network that control switches or levels. They both have two possible states: for the switches are on or off and for the levels are high or low. Consequently, binary is widely used to represent information in a computer.

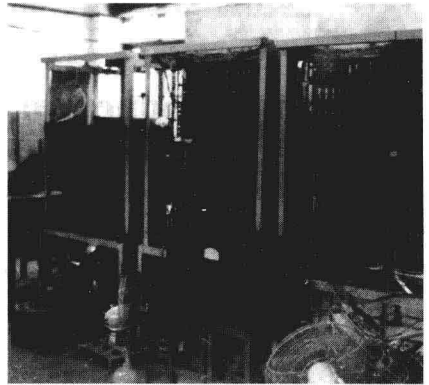
The reason why a computer can work at a rather high speed is very simple: it is an electronic device. For example, as soon as you turn on the switch, the light gets light immediately. How fast the speed of current is! Computers do all they can do instantaneously.

Sometimes, a computer seems like a mechanical “brain”, but its achievements are limited by minds of people. It is just a useful tool for us.

1.1.2 The History of Computers

Computers have been used for a relatively short period of time. The first commercial computer became available in the early 1950s. Since then, computers have gone through a rapid evolution. But before then, computers and computing devices were developed slowly.

The first general-purpose electronic computer operated successfully was ENIAC (Electronic Numerical Integrator and Computer), which was introduced in 1946. It was built for the United States military to calculate the paths of artillery shells. Physically, ENIAC was enormous, weighing more than 27,000 kilograms and filling in a large room. ENIAC used about 18,000 vacuum tubes, each had the size of a small light bulb. The vacuum tubes burned out easily and had to be replaced constantly.



1. The First Generation of Computer (1946–1958)

The first generation of computer lasted from 1946 to 1958. They were large, expensive, power consuming and often not reliable. The most prominent feature of the first generation of computer was vacuum tubes characterized. It was during this period that symbolic languages were developed. Symbolic languages use symbols that made up of letters and numbers to represent 0 and 1 of machine language.

2. The Second Generation of Computer (1959–1964)

In the second generation of computer, vacuum tubes were replaced by transistors. Although transistors had been invented in 1948, the first all-transistor computer did not become available until 1959. Transistors are smaller and cheaper than vacuum tubes and they operate faster and produce less heat. Therefore, with the development of the second generation of computer, the size and cost of computer was decreased, the speed was increased and the air-conditioning needs were reduced.

In addition, improvements were made in the symbolic programming languages. Many new programming languages were designed, including COBOL in 1960. More and more corporations and organizations were beginning to use computers for their data processing needs. New languages were more like English than the earlier ones, making programming much easier.

3. The Third Generation of Computer (1965–1970)

The third generation of computer lasted from 1965 to 1970. During this period, technology continued to be improved and computers became more smaller. But their memory capacities became larger. The technical development that marks the third generation of computer was the use of integrated circuits. The principal software development during this period was the increased sophistication of operating systems.

The third generation of computer worked so quickly that it provided the capability to run more than one program concurrently. For example, at any given time the computer might be

printing payroll checks, accepting orders and testing programs.

4. The Fourth Generation of Computer (1971–1990)

The fourth generation of computer is more difficult to define than the other three generations. Most people think that this period is from 1971 to 1990 or to present. A silicon chip contained more and more transistors, which characterizes this generation.

Software development during the fourth generation started off with few changes from the third generation. Operating systems were gradually improved and new languages were designed. Database software became widely used during this time. The most important trend, resulted from the microcomputer revolution, was that packaged software became widely available for microcomputers. Thus, most software is purchased today, instead of developing from scratch.

5. The Fifth Generation of Computer

What will be the fifth generation of computer? The answer to this question is difficult to say. New technology could be invented that changes the way computer works. There is already an effort to increase computer speed by using substances other than silicon in chips. Certainly, there will be increased numbers of transistors on a chip in the future. Computers that use light for data storage and processing are also being developed.

Some people think fifth-generation computer will be intelligent capable of reasoning similar to that of a person. Such a computer would have to be very powerful and would require sophisticated software. Researchers in the United States, Japan and elsewhere are already designing fifth-generation computer along these lines. It may be many years before we know whether they are successful. We may have to wait a long time for the fifth generation of computer.

1.1.3 Computer Category

Now that you know what a computer is and have an overview of the history of computer, it's time to become fluent in the language and vocabulary of computing. Computers come in a wide variety of types and sizes, so it is useful to sort them out by their categories. The broadest categories are special-purpose and general-purpose digital computers.

Special-purpose computers are dedicated to only one function: controlling the machines in which they are embedded. They have been given a permanent set of instructions. In fact, they have been preprogrammed to perform their special purpose. Although it lacks versatility, it does its single task quickly and efficiently.

For example, tiny special-purpose computers tell you what time it is on your digital watch, control traffic signals and inject fuel into your car engine as you drive. Some even can speak to you, telling you that your car's door is open or that your car is low on gas. They help you scramble eggs in your microwave oven or unscramble programs on your cable TV decoder box. In your telephone, they remember numbers and deal with them for you when you press a button.

Other computers that you might be aware of have such brand names as IBM, Macintosh or Compaq. These computers are different from their special-purpose cousins by being programmable,

that is their operation can be changed by altering instructions or programs that are given. Being programmable, they become general-purpose computers. They can be adapted to many situations if given appropriate programs. For example, there are programs that can help to store and organize data, to sort data alphabetically, to write letters and reports, and to generate charts and graphics. Like special-purpose computers, general-purpose computers also come in a wide range of size and capabilities. The versatility of general-purpose system is limited only by human imagination. And so, unless otherwise noted, all our future discussion of “computer” will be about general-purpose digital systems.

The physical size of modern computers vary from those that fill several rooms to those with CPUs the size of dime. Usually, the larger the system, the greater its processing speed, storage capacity and cost. Also, larger systems are better equipped to handle a large number of more powerful input and output devices.

Some general-purpose computers known as personal computers are signed for using by individuals, such as students, office workers and executives. Some are even small enough to carry around in your pocket or purse. Close cousin of the personal computer is called a workstation. Although in resembles a personal computer in appearance, it is used by scientists and engineers for technical applications that require more computational power. Much larger and far more expensive computers, called mainframes, are designed to process large amount of data and to be shared by many different people in business, government agencies, and scientific and educational institutions. The fastest computers made are called supercomputers. They are used for weather prediction, computer animation and scientific research. Their performance are far outpaces that of even the largest and most powerful mainframe computers. In the midrange of size and price are the minicomputers that are suitable for use in the departments, branch offices, factories and scientific laboratories.

Key Words

manipulate 处理	information 信息	electronic 电子的
instruction 指令	hand-held 手持的	calculator 计算器
entire 整个的	image 图像	switch 开关
binary 二进制	general-purpose 通用的	numerical 数字的
integrator 积分	generation 代	memory 存储器, 内存
category 种类	special-purpose 专用的	supercomputer 超级计算机

1.2 What Can You Do with Computers?

In workplaces, people use computers to keep records, analyze data, do research and manage projects. At home, people can use computers to find information, store pictures and music, track finances, play games and communicate with others — those are just a few of the possibilities.

You can also use your computer to connect to the Internet, a network that links computers

around the world. Internet access is available for a monthly fee in most urban areas and increasingly in less populated areas. With Internet access, you can communicate with people all over the world and find a vast amount of information.

Here are some of the most popular things to do with computers.

1. The Web

The World Wide Web (usually called the web) is a tremendous storehouse of information. It is the most popular part of the Internet, partly because it displays most information in a visually appealing format. Headlines, text and pictures can be combined on a single webpage — much like a page in a magazine — along with sound and animations. Usually, a website is a collection of interconnected Web Pages. And the web contains millions of websites and billions of webpages.

Surfing the web means exploring it. You can find almost any topic imaginable information on the web. For instance, you can read news stories and movie reviews, check airline schedules, see street maps, get the weather forecast for your city or research a health condition. Many companies, government agencies, museums and libraries have their websites which could provide information about their products, services or collections. Reference sources, such as dictionaries and encyclopedias, are also widely available on the web.

Also, the web is a shopper's delight. You can browse and purchase products — books, music, toys, clothing, electronic and so on — on the websites of major retailers. Through websites you can also buy and sell used items by using auction-style bidding.

2. E-mail

E-mail is a convenient way to communicate with other people. When you send an E-mail, it arrives almost immediately in the recipient's E-mail inbox. You can send E-mail to many people at the same time and you can save, print and forward an E-mail to others. You can send almost any type of file in an E-mail, including documents, pictures and music. With E-mail, you don't need the stamp any more!

3. Instant Messaging

Instant messaging is like having a real-time conversation with others. When you send an instant message, it is immediately visible to all participants. Unlike E-mail, all participants have to be online (connected to the Internet) and in front of their computers. Usually, communicating by means of instant messaging is called chatting.

4. Pictures, Music and Movies

If you have a digital camera, you can copy your pictures from the camera to your computer. Then you can print them, create slide shows or share them with others by E-mail or by posting them on a website. You can also listen to music on your computer, either by copying it from audio CDs or by purchasing it from a music website. If your computer has installed a DVD player or other media play software, you can watch movies.

5. Game

Do you like to play games? Thousands of computer games in every imaginable category are available. You can sit behind the wheel of a race car, battle frightening creatures in a dungeon, or control civilizations and empires in the game. Also, many games allow you to

compete with other players around the world through the Internet. Windows includes a variety of card games, puzzle games and strategy games.

6. Money Management

There are many financial programs which can help you to track monthly expenses, calculate tax payments and monitor investment. You can also pay your bills electronically, which ensures that the payments are received on time.

Key Words

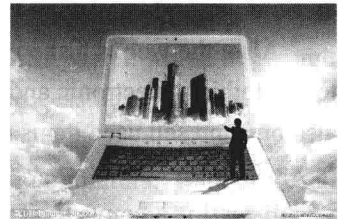
network 网络	access 访问	World Wide Web 万维网
webpage 网页	website 网站	document 文档, 文件
file 文件	online 在线	digital camera 数码相机
slide show 幻灯片	management 管理	financial program 财务程序

1.3 Turning Your Computer Off and On

You can turn the power on to start or off to stop.

1. On

Almostly, all computers are made with a power switch in the front. However, some older type of them may have a power switch on the back of the computer chassis.



Generally, after you turn the computer on, it will “boot up” or load the startup software and the operating system and then bring you to the computer’s desktop (a place where you can access its services).

1) If the computer isn’t shut down properly, it will probably run a program to scan the hard disk drive for errors and try to fix them if found. (Windows users: If the computer prompts you to fix a problem, allow it to do so and choose “Skip Undo” if it is an option. Macintosh users: You won’t have to do anything except click “Done” or “OK” to continue.)

2) If the computer prompts you to enter a password, to do so if you know it and click “OK”. If there isn’t supposed to be a password, click “OK” to go on (hopefully). If it doesn’t work, you will need to find out what the password is.

2. Off

When you have quit all of the programs and are ready to shut down the computer, click the button on the proper sequence below.

Windows: Start→Shut Down→Shut down the computer?→Yes.

Macintosh: Special→Shut Down.

Your computer may display an extra screen, but it will ultimately do one of the two things:

1) Turn it off (including the power). You’ll need to turn off any devices that need to be turned off (including printers, monitors, speakers, etc.).

2) Display a screen saying it’s OK to turn the power off (or shut down). Go ahead and turn

the power off, you'll need to turn any devices off that need it (including printers, monitors, speakers, etc.).

Key Words

power switch 电源开关	boot up 启动	load 载入
startup 启动	desktop 桌面	service 服务
hard drive 硬盘驱动器	fix 修复	skip undo 跳过
quit 退出	shut down 关机	speaker 音箱

Screen English

- Acknowledge and accept conditions of the message.
承认并接受该信息的条件。
- All data on the specified hard disk will be lost.
指定硬盘上的所有数据将会丢失。
- All files in directory will be deleted.
目录里的所有文件将被删除。
- Another file already exists by this name.
已经存在一个同名文件。
- A read-only file cannot be changed or saved.
只读文件不能被修改或保存。
- A password is needed to connect to this network device.
连接此网络设备需要一个密码。
- A serious disk error has occurred while writing to drive A.
写磁盘 A 时发生了严重的磁盘错误。
- A shortcut key or a name for the macro is required before recording.
需要一个快捷键或宏名才能记录。
- In addition to adding and subtracting numbers, the calculator also displays and manipulates text.
除了加减数字外，计算器还可以显示及处理文本。
- Accept the configuration shown above.
接受以上所显示的配置。
- Access denied.
拒绝访问。
- Are you sure to quit setup?
确定要退出安装吗？
- Are you sure you want to delete these 10 items?
确定要删除这 10 个项目吗？
- Attempt to remove the current directory.
试图删除当前目录。
- Be sure that the printer is connected properly and use the "Control Panel" to verify that the printer is properly configured.

确保打印机已经正确联机，并通过“控制面板”验证打印机配置是否正确。

- Before you can send a fax, you must specify your name and fax number.
发送传真前必须指定你的姓名和传真号码。
- Boot sector infection warning.
引导扇区感染病毒警告。
- Your station is not attached to server.
工作站未连接到服务器。

Exercises

1. Match the following key terms to the appropriate definitions.

- (1) Computer _____
- (2) Information _____
- (3) Data _____
- (4) Auxiliary storage _____
- (5) Microprocessor _____
- (6) Special-purpose computers _____
- (7) Cursor _____
- (8) Display _____

- a. The output, intend for using and interpreting by people.
- b. Which can be contained on a single silicon ship, a product of the micro-miniaturization of electronic circuitry.
- c. A set of keys marked with arrows that control the movement of a visual aid on the display screen.
- d. A device that is used to give you feedback while you operate the computer and view the computer's output.
- e. The device that plays the disk.
- f. An electronic device that can accept input, process it according to a set of instructions, store the instructions and the results of processing and produce results as its output.
- g. A computer that is dedicated to a single purpose.
- h. Data was stored outside a computer on either magnetic tapes or magnetic disks.
- i. The fastest computers, which are used for weather prediction, computer animation and scientific research.
- j. The facts, numbers, letters and images input to a computer.
- k. Featuring thousands of electronic components on a single silicon chip.

2. Fill in the blanks using the sentences and definitions found in texts.

- (1) A _____ is a tool for manipulating and storing information.
- (2) A computer is an electronic device that can accept input, process it according to a set of _____, store the instructions and the results of processing and produce results as its output.
- (3) General-purpose computer was a stored-program machine with many electronic parts, but it hand a mechanical _____.

(4) The _____, which can be contained on a single silicon chip, is a product of the micro-miniaturization of electronic circuitry.

(5) A display, often called a _____, is one of the output parts of the system.

(6) In the second generation of computer, _____ replaced vacuum tubes.

(7) An integrated circuit is a piece of _____ (a chip) containing numerous transistors.

(8) The principal software development during the third generation of computer was the increased sophistication of _____.

(9) _____ computers are dedicated to only one function: controlling the machines in which they are embedded.

(10) In contrast to _____, storage provide a place to store data and programs before and after processing.

3. True / False

(1) _____ The facts, numbers, letters and images input to a computer are called information.

(2) _____ Computers can work at rather high speed because it is an electronic machine.

(3) _____ The broadest categories of computers are special-purpose and general-purpose digital computers.

(4) _____ All data is stored and manipulated inside the computer in binary.

(5) _____ Vacuum tubes were used for processing in first-generation computer.

(6) _____ An integrated circuit is a piece of silicon containing numerous vacuum tubes.

(7) _____ The first operating systems were mainly virtual memory, but during the third generation, interactive systems, especially of minicomputers, became common.

(8) _____ Generally, the larger the system, the greater its processing speed, storage capacity and cost. But the smaller systems are better equipped to handle a greater number of more powerful input and output devices.

(9) _____ In a personal computer, the CPU carries out the processing tasks by interpreting and executing the instructions in a program.

4. Multiple Choices

(1) Instructions that carry out the processing are called _____.

- A. Computer program or software
- B. Data
- C. Information
- D. Computer

(2) Which of the following is not the basic hardware component of computers?

- A. Keyboard
- B. Display
- C. Operating system
- D. CPU

(3) Transistors and magnetic core memory are distinguishing features of which generation of computers?

- A. First
- B. Second
- C. Third
- D. Fourth

(4) Which of the following is not a kind of medium for the storage part of the computer system?

- A. Floppy disks
- B. Hard disks
- C. CD-ROM
- D. Disk drive

Chapter 2 Computer Components and Principals

2.1 The Basic Structure of Computers

The computer is an entity that interacts in some way with its external environment. In general, all of its linkages to the external environment can be classified as peripheral devices and communication lines. We will have something to say about both types of linkages.

The internal structure of the computer includes four main structural components.

1) Central Processing Unit (CPU): Controls the operation of the computer and performs its data processing functions. It is often simply referred to as processor.

2) Main memory: Stores data.

3) I/O: Move data between the computer and its external environment.

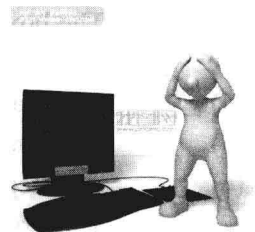
4) System Interconnection: Some mechanism that provides communication among CPU, main memory and I/O.

There may be one or more component of the above. Traditionally, there has just a single CPU in a computer. In recent years, there has been increasing use of multiple processors in a single system. Computer systems use many devices for input purpose. Some input devices allow direct human-machine communication, while some first require data to be recorded on an input medium such as a magnetically material. Devices that read data magnetically recorded on specially coated plastic tapes or flexible floppy plastic disks are popular. The keyboard of a workstation connected directly to or online to a computer is an example of a direct input device. Additionally direct input devices include the mouse, input pen, touch screen and microphone. Regardless of the type of device used, all are components for interpretation and communication between people and computer system. Like input devices, output devices are instruments of interpretation and communication between humans and computer systems of all sizes. These devices take output results from the CPU in machine-coded form and convert them into a form that can be used by people (e.g.a printed and / or displayed report) or as machine input in another processing cycle.

Sometimes, the input/output and secondary storage units are called peripheral. This term refers to the fact that although they are not a part of the CPU, they are often located near it.

1. Mainframe

Means for placing the computer motherboard and other key components of the container



(mainframe).

2. Optical Disks

All the preceding technologies for improving the capacity of disks are pushing magnetic media to their density limitations.

3. Hard Disk

The hard disk drive provides increased storage capabilities and faster access. It was developed by IBM in 1973.

4. Keyboard

A keyboard is a device that converts keystrokes into codes that can be electronically manipulated by the computer.

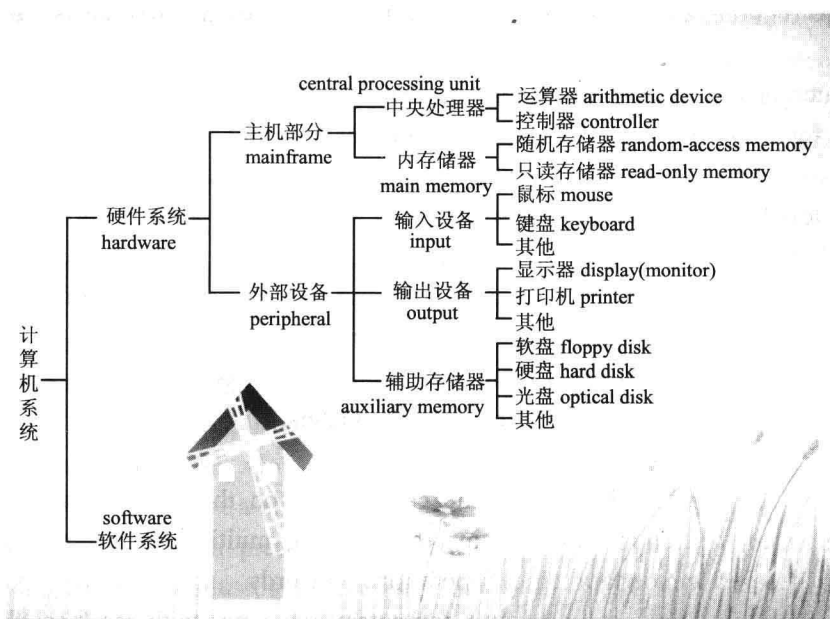
5. Display or Monitor

It is often called monitor, which is one of the output parts of the system. It is a device that used to view the computer's output.

6. Mouse

The mouse is a unique device used with personal computers and computer terminals. It easily fits in the palm of your hand.

The computer hardware constitution is shown in the picture below.



Key Words

entity 实体

environment 环境

peripheral 外设

function 功能, 函数

I/O 输入/输出设备

interact 相互作用

linkage 连接

communication 通信

referred to as 被称为……

system interconnection 系统互联

external 外部的

be classified as 被分类

perform 执行; 完成; 操作

main memory 主存储器

mechanism 机制