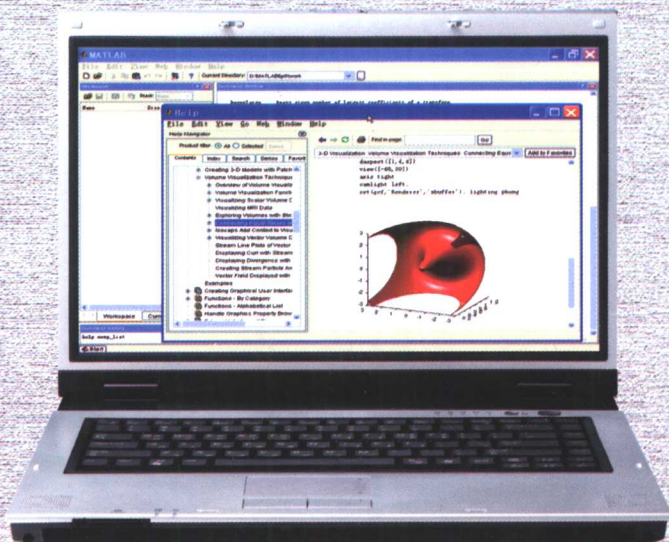




面向 21 世纪计算机应用教材
全国大中专院校教材系列

计算机英语

职业教育与成人教育教材编审委员会 编审



西安地图出版社



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内 容 简 介

本书是一部计算机英语教程,旨在帮助具有一定英语基础的读者快速掌握与计算机相关的专业词汇和基本概念,为工作和学习提供必要的知识保证。

本书内容包括计算机基础、硬件知识介绍、软件系统介绍、相关职业介绍、Windows 系统介绍、网络知识与应用介绍、网络安全、程序设计、计算机病毒、多媒体、人工智能介绍等内容,不仅选材十分广泛,而且知识紧跟时代发展,结构简洁活泼,注重实践性与实用性的结合。每课配有丰富的习题和注释,帮助读者进一步加深内容理解和拓展知识面。书后附有常用计算机缩写词汇简要解释和习题答案。

本书可作为大中专院校计算机或相关专业的计算机英语专业教材,也是广大计算机和英语爱好者理想的专业英语参考书,同时也是计算机英语快速培训教材和大中专学生首选的英语课外读物。

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前 言

随着信息技术的发展,人们生活、工作和学习与计算机的接触越来越广泛,在计算机的帮助下,能够让工作、学习更有效率。为了能够跟上时代的发展步伐,面对的问题是如何更快的掌握新知识、新技术。由于信息技术的更新大多来源于英语国家,因此技术的引进和掌握往往受到语言障碍的制约,很大程度上影响了对新技术的及时理解和消化。虽然技术最终总可以通过别人的译文来学习,但是译者在翻译的过程中总带有自己的思想和对问题的理解,可能最终不能很好的领会其中的涵义。如果自己能够掌握计算机英语,利用原始资料进行学习,除了保证资料的及时性和高效性之外,而且被译文作者思想左右的机会就更小,还能自由借鉴别人不同角度的理解。

本书以最新计算机基础知识为背景,对计算机相关技术进行了比较全面的描述,旨在帮助具有一定英语基础的读者快速掌握与计算机相关的专业词汇和基本概念,为阅读计算机相关英语文献和书籍打下坚实的基础,同时为以后的工作和学习提供必要的英语知识保证。

本书内容包括计算机基础、硬件知识介绍、软件系统介绍、相关职业介绍、Windows系统介绍、网络知识与应用介绍、网络安全、程序设计、计算机病毒、多媒体、人工智能介绍等内容,不仅选材十分广泛,而且知识紧跟时代发展,结构简洁活泼,注重实践性与实用性的结合。每课配有丰富的习题和注释,帮助读者进一步加深内容理解和拓展知识面。书后附有常用计算机缩写词汇简要解释和习题答案。

本书可作为大中专院校计算机或相关专业的计算机英语专业教材,也是广大计算机和英语爱好者理想的专业英语参考书,同时也是计算机英语快速培训教材和大中专学生首选的英语课外读物。

本书由刘宏伟、李凝、周群、刘雄伟等老师共同探讨、编写。在编写本书的过程中,很多老师和专家提出了宝贵的意见和建议,出版社的领导和编辑也给予了热情的支持和帮助,在此一致表示感谢。

由于作者水平有限,本书难免有不少缺陷或不足之处,恳请广大读者批评指正。

教材编写组

2005 年 12 月

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Lesson 1

认识计算机

Understanding The Common Computer

I. 课文

Now with the development of computer technology and decreasing of price, the computer is accessed to all people. In today's information oriented world, knowledge of computers has become absolutely essential. If we have not had the opportunity to learn about the personal computer, we find ourselves with little chance of advancement in the work place. In fact, we can't even be productive at our jobs without a basic knowledge of PC.

Without a basic understanding of what is happening inside a computer, a user cannot identify and correct even the simplest problems. This can be very frustrating for the user who can't do their work until someone comes and helps. One of the most common sources of confusion to beginners is understanding just exactly what computer hardware and software are. In normal computer terms, all physical computer equipment is considered "Hardware" and all computer programs are known as "Software." Therefore we can say that Hardware is the physical electrical and electronic parts of your computer. This includes physical equipment such as electronic, magnetic, and mechanical devices (monitor, keyboard, printer, mainboards, etc.).

Where the confusion usually comes in is when people are loading software on their computer. A lot of people consider Floppy Disks and their contents as hardware because the programs they are loading are stored on the disk. This of course, is not true. Floppy disks are hardware components. The programs or files stored on the disk are considered as software.

The computer used in family or office is called Personal Computer (PC). A Personal computer is a computer in a small cabinet or case, which is sized to fit on a desk. It can be in different cabinet configurations such as mini-tower, tower, laptop, desktop, etc.

An average computer system includes some basic parts as follows:

The Control device: The control device or Central processing Unit (CPU) is internal to the computer and not directly accessed by the user. It decides the capability of computer to a certain extent.

The Storage device: The storage device consists of internal and external storage. The internal storage device, known as RAM chips, is not directly accessed by the user. The external storage devices known as disk, tape, and CD/DVD-ROM devices are accessed.

Input devices: Input devices are the parts of the computer that directly react with the

outside world. Input devices are used to put data into the computer. They are basically the same as the senses (eyes, Nose, ears, etc.) you use to feed information into your brain, such as mouse, keyboard, scanner, etc.

Output devices: Output devices are pieces of equipment that translate the processed information from the CPU into a form that humans can understand. It can be said that they also directly react with the outside world. Output devices are used to get data from the computer. The Monitor and printer belong to output devices.

All external components are tied together by groups of interconnecting cables. Internal components are tied together by groups of interconnecting wires called the computer Bus. The Bus provides a way for information to flow between the Central Processing Unit (CPU) and all other components inside of the computer.

There are many different types of computers - used for many different jobs. Here are some of the popular types of computers that you can find in use today.

Pocket (palmtop) Computer: Pocket computers have been designed to allow people to keep lots of information close to hand - wherever they happen to be. A pocket computer has to have small, light batteries that last a long time so that the whole computer is light and small enough to be carried around in someone's pocket. These computers have special operating systems suited to pocket computers. One problem with small computers is that they don't have full-sized keyboards attached. These computers use special pens and touch-sensitive screens to enter data as well as a number of small buttons or keys.

Laptop Computer: The person using a laptop should be able to run all the same software on the laptop as runs on larger, desktop computers as laptop computers have the same types of operating system as desktop ones. Modern laptops can have floppy drives, CD-ROM drives and CD re-writers, and even DVD drives. They often have a full-sized, or near-fullsize, keyboards and a mouse or a touch-sensitive mouse pad. The screen is usually a large Liquid Crystal Display (LCD). Laptops are usually much more expensive than desktop computers. They have expensive battery packs to power the hard-disk, CD drives and LCD screen. The batteries generally don't last as long as those in a pocket computer and may need recharging more than once a day. The main advantage of a laptop is that the person using it can have all the programs and data from his desktop computer on a portable computer.

Micro (desktop) Computer: At the moment there are two main types of desktop computers available: the Mac (made by Apple Computers) and the PC. Mac is short for Macintosh - it is usually distinguished by its stylish looks and bright colours. When people talk about PCs they usually mean an 'IBM-compatible' computer based on an Intel (or similar) microprocessor. The most common operating system for the PC is Microsoft Windows (latest version Windows XP) although other operating systems are available (e.g. Linux). These are very popular computers. They are designed to be used on a desk or table with a separate keyboard and mouse for input.

Mainframe/Supercomputer: These computers are used for performing many millions of complex calculations in a short time. They are very large and expensive. They are used to predict the weather, handle bank accounts, hold insurance details, etc. In between the mainframe and the microcomputer is the minicomputer.

Now some personal computers have become small enough to be completely portable; these include laptop computers, which can rest on one's lap; notebook computers, which are about the size of a notebook; and pocket, or palm-sized computers, which can be held in one's hand. At the high end of the PC market, multimedia personal computers equipped with CD-ROM or DVD-ROM players and digital sound systems allow users to handle animated images, movies and sound, in addition to text and still image, which are stored on high-capacity CD-ROMs or DVD-ROMs. Personal computers are increasingly interconnected with each other and with larger computers in networks for the purpose of gathering, sending, and sharing information electronically.

The uses of personal computers have ever since multiplied as the machine become more powerful and their application software more diversified. In particular, more and more people are accessing the global Internet through ADSL or LAN connection based on their personal computers, constituting a new momentum to the ever-expanding PC industry.

II. 基本词汇

- | | |
|----------------------------|--|
| [1] Computer | n. 计算机, 俗称电脑 |
| [2] PC(personal computer) | 个人电脑 |
| [3] frustrate | v. 挫败, 使感到灰心 |
| [4] hardware | n. (电脑的) 硬件, (电子仪器的) 部件 |
| [5] software | n. 软件 |
| [6] electronic | n. 电子的 |
| [7] magnetic | adj. 磁的, 有磁性的, |
| [8] mechanical | adj. 机械的, 机械制的 |
| [9] mainboard(motherboard) | n. (计) 主机板, 主板 |
| [10] floppy disk | 软盘 |
| [11] hard disk | 硬盘 |
| [12] component | n. 组成部分, 成分 |
| [13] cabinet | n. 机柜; 机壳; 机箱 |
| [14] case | n. 箱, 壳子, 容器, (计) 计算机辅助软件工程
(Computer-Aided Software Engineering) |
| [15] monitor | n. 显示器, 监视器 |
| [16] control device | 控制设备 |

[17] storage device	存储设备
[18] input devices	输入设备
[19] output devices	输出设备
[20] CPU(central processing unit)	中央处理器
[21] keyboard	n.键盘
[22] printer	n.打印机
[23] scanner	n.扫描仪
[24] RAM (random access memory)	n. (计)内存, 随机存取存储器, 随机存储器
[25] chip	n.芯片
[26] cables	电缆
[27] Bus	n.总线, 母线;
[28] Pocket(palm) computer	掌上电脑, 袖珍电脑
[29] touch-sensitive screen	触摸屏, 手写屏
[30] Laptop computer	膝上型计算机
[31] operating system	操作系统
[32] animated images	动画
[33] Liquid Crystal Display (LCD)	液晶显示器
[34] battery packs	电池组
[35] Micro (desktop) computer	微型机, 台式机
[36] Macintosh (MAC)	Apple (苹果) 公司生产的一种型号计算机
[37] IBM	美国国际商用机器公司
[38] Compatible	adj.兼容的
[39] Mainframe/Supercomputer	大型计算机/巨型计算机
[40] Multimedia personal computer	多媒体个人电脑
[41] notebook computers	笔记本电脑
[42] digital sound systems	数字音响系统
[43] ADSL (Asymmetrical Digital Subscriber Loop)	非对称数字用户线路
[44] LAN (Local Area Network)	本地网, 局域网
[45] application	n. 应用, 运用, 应用程序, 应用软件

III. 屏幕提示信息

启动电脑相关英文词汇与屏幕提示信息:

Turn ON the computer

启动电脑

POST:Power-On Self-Tests 开机时执行的开机自我测试程序

NVIDIA Geforce2 MX VGA BIOS Version 2.11.00.08.00

Copyright ©1996-2000 NVidia Corp. 32.0MB RAM

电脑启动时首先显示的显卡信息，上面信息表示该电脑使用的是 NVIDIA 公司，型号为 Geforce2 MX 版本的显卡，其显存为 32 兆。

BIOS

BIOS 是 basic input/output system 基本输入输出系统的略写。启动电脑后首先出现的就是 BIOS 相关的版本信息和显卡信息。

Main Processor: CELERON 2.4GHz

在这里显示 CPU 的型号和速度，如上面为 Intel 公司生产的速度为 2.4G 的赛扬 CPU。

Press ESC to skip memory test

按一下 ESC 键可以跳过内存检查。如果在 BIOS 内并没有设定快速加电自检的话，那么开机时就会检测内存三次，如果你不想等待，可按 ESC 键跳过。

Memory Testing: 196608K OK**Main Memory Clock is 266 MHz**

内容检测正常，容量大小为 196608KB，约 196 兆，运行总线速度为 266MHz。

Primary Master: Maxtor 3498H4 YAH814Y0**Primary Slave: None****Secondary Master: SAMSUNG CDRW/DVD SM-3486 T501****Secondary Slave: None**

分别显示了连接在 IDE 接口上不同的设备类型和型号，没有连接则表示为空 (None)，其中 Primary 为一根数据线，Secondary 为一根数据线上的设备。

Press DEL to enter SETUP

按下 Del 键，可以进入 BIOS 设置窗口，进行相关参数设置。

Press TAB to show POST screen

按 TAB 键可以切换屏幕显示。有一些 OEM 厂商会以自己设计的显示画面来取代 BIOS 预设的开机显示画面，按 TAB 来把自定义画面和 BIOS 预设的开机画面进行切换。

Serial port(s), Parallel Port(s), SDRAM at Row(s), Display Cache Size

在第一个启动画面后显示的是相信的设备列表信息，以上各对应的分别为：串行端口，并行端口，内存位置信息和显卡缓存大小。

Pri. Master HDD S.M.A.R.T. capability....Disabled

主硬盘的 S.M.A.R.T 功能禁用。S.M.A.R.T (Self-Monitoring Analysis & Reporting Technology) 技术就是硬盘自动监测分析报告技术。这项技术使得硬盘可以监测和分析自己的工作状态和性能，并将其显示出来。

PCI device listing...

PCI 设备列表。显示通过 PCI 总线（插槽）连接的设备信息。

Device Class: IDE cntlr, Serial Bus Cntrlr, SMBus cntlr, Multimedia Device, Display cntlr, Network cntlr, ACPI controller

设备类型：IDE 控制器，串行总线控制器，SMBus (System Management Bus) 系统管理总线，多媒体设备，显示控制器，网络控制器，ACPI (Advanced Configuration and Power

Interface) 高级电源管理控制器。

Verifying DMI Pool Data....

校验 DMI 数据信息……。DMI 是 Desktop Management Interface 缩写, 包含有关于系统硬件的配置信息, 计算机每次启动时都对 DMI 数据进行校验, 如果该数据出错或硬件有所变动, 就会对机器进行检测, 并把测试的数据写入 BIOS 芯片保存。

IV. 课后练习

一、判断题

1. Monitor, keyboard, printer, mainboard, and RAM are hardware. ()
2. Software contains all the computer programs, files and floppy disks. ()
3. CPU and RAM are internal computer components and they can be directly accessed by users. ()
4. Output device is the heart of any computer system.
5. Output devices take output results from the CPU in machine-coded form and convert them into a form that used by people. ()

二、根据课文内容填空

1. There are notebook computers, mini-tower computers _____, _____, _____ and pocket or palm-sized computers.
2. Some _____ devices allow direct human communication.
3. Hardware includes _____, _____, and _____ devices, etc.
4. Generally speaking, people are able to use their own PC to surf on the Internet through _____ and _____ connection.
5. Multimedia personal computers enable people to deal with various kinds of data such as still image, movies, sound, _____ and _____, etc.

三、翻译

1. A computer is a machine that manipulates information or "data." You can use a computer to type documents, send email, and surf the Internet. You can also use it to handle spreadsheets, accounting, database management, presentations, games, and desktop publishing.

2. Computers are not very intelligent devices, but they handle instructions flawlessly and fast. They must follow explicit directions from both the user and computer programmer. Computers are really nothing more than a very powerful calculator with some great accessories. Applications like word processing and games are just a very complex math problem.

3. Computer Science is a relatively young academic discipline that has matured rather quickly due to the rapidly changing technological environment. Computer professional today need an excellent education foundation to enable them to deal with this ever-changing world of computer software and hardware. Computer science is much more than knowing how to use the

latest application package or access nodes on the Internet. It has a core that changes superficially very frequently, but whose essence provides the thread that binds successive generation of computer science graduates into a common discipline. Like other academic disciplines, computer science is a collection of related subfields that share a fundamental of knowledge and practice. Here are some of the areas that lie within the broad concept of computer science, but it is only one aspect of the discipline.

V. 参考译文

认识计算机

如今, 电脑技术的不断发展及电脑价格的降低, 使电脑走近了大众。在当今这个以信息为导向的社会, 对电脑知识的掌握已经显得不可或缺。如果我们没有学习电脑知识, 我们在职业生涯中也鲜有机会得以升迁。事实上, 不具备基本的电脑知识, 一般的工作都无法做好。

若缺乏对于电脑内部运行结构的基本了解, 用户连最简单的问题也无法确定和解决。而没有别人来帮忙修理就无法工作, 这是很令人沮丧的。对于初学电脑的人来说, 最容易混淆的就是到底什么是电脑硬件, 什么又是软件。在标准的电脑术语中, 所有物理的电脑设备都被看作是硬件, 而所有的电脑程序都被认为是软件。因此我们可以说硬件即电脑中物理的, 用电的设备以及其电子部件。这包括了诸如电子的, 磁性的以及机械装置之类的物理设备 (如显示器, 键盘, 打印机和主板等)。

当人们在电脑上装载软件的时候又会有这样疑惑: 很多人认为软盘和其中的内容都是硬件, 因为所装载的程序是存储在这张软盘上的, 这当然不正确。软盘是硬件, 但储存在这张软盘内的程序或文件是软件。

在家中或办公室里使用的电脑被称为个人电脑。个人电脑即装在一个小的机箱内的电脑, 其大小正适合放在一台书桌上。这种个人电脑也可以装在不同外形的机箱内, 比如有袖珍塔型电脑, 塔型电脑, 膝上型电脑和桌上型电脑等等。

通常一台电脑包括以下的一些基本部件:

控制设备: 控制设备又称为中央处理器, 处于电脑内部, 用户无法直接访问。中央处理器从某种程度上决定了电脑的性能。

存储设备: 存储设备由内存储器 and 外存储器组成。内存储器, 即内存, 用户无法直接向其存取数据。而外部存储器, 如我们所知道的磁盘, 磁带, CD-ROM 光盘或 DVD 光盘是可以直接存取数据的。

输入设备: 输入设备是与外部环境进行直接交互的电脑部件, 用于将数据输入电脑。他们和人的感官 (如眼睛, 鼻子, 耳朵等) 将信息输入大脑的原理是一样的。鼠标, 键盘, 扫描仪等都属于输入设备。

输出设备: 输出设备的作用是把中央处理器所处理的信息转换成人们可以理解的形

式，可以说他们同样直接作用于外部世界。输出设备用于从电脑上获取数据。显示器和打印机都属于输出设备。

所有的外围设备均由多组电缆线相互连接在一起，而内部设备由称之为电脑总线的多组导线相互连接。总线为中央处理器和电脑内部其他部件之间的信息流通提供了通路。

在不同的工作中可使用不同类型的计算机，下面是现在比较流行的对计算机的分类：

掌上型电脑：掌上型电脑设计使人们随时随地都可以让信息在自己的掌握之中。掌上型电脑设计非常小巧，而且带有持续时间较长的便携式电池，便于放入口袋携带。这样的电脑安装有专门的操作系统。掌上型电脑虽然没有标准的键盘，但是使用专门的手写笔或者触摸屏也可以像使用按钮和键一样输入数据。

笔记本电脑：笔记本电脑可以像台式电脑一样运行同样的操作系统和软件。现在的笔记本电脑也可以配置软驱，光驱，CD刻录机，甚至DVD光驱等设备。笔记本电脑一般配备有标准或者接近标准的键盘和触摸式鼠标屏。显示器一般使用液晶显示器。笔记本电脑价格通常比台式电脑要贵得多；一般配有昂贵的电池组给硬盘，光驱和LCD显示屏供电。这些电池组一般不如掌上电脑那样延续的时间长，一般来说一天至少需要充电一次。笔记本电脑最大的优点就是在一台便携式的电脑上能够使用与台式机同样的软件和数据。

微机（台式机）：当今台式机有两种类型：Mac 和 PC。Mac 是苹果公司生成的一种型号的计算机——它通常具有时尚的外观和明亮的颜色特征。人们谈论的个人计算机通常指的是与 IBM 兼容的使用英特尔（或相似的）微处理器为基础计算机。这些计算机一般使用的是 Windows 操作系统（最新版本为 Windows XP），当然也可使用其他操作系统，如 Linux 操作系统。这些是非常流行的计算机，他们一般使用独立的键盘和鼠标进行数据输入，并且一般放置在桌子上使用。

大型机/巨型计算机：这些计算机用于在短时间内执行数百万次的复杂计算。他们体积庞大和价格昂贵。一般在预报天气，处理银行账目，保存保险数据等方面发挥作用。在大型机和和微机之间是小型计算机。

现在一些个人计算机已变得相当轻便，完全适于携带了。如可放在膝上的膝上型电脑；如笔记本大小的笔记本电脑，还有口袋或手掌大小的掌上电脑。在高端个人电脑市场上，多媒体个人电脑配置了光盘驱动器或数字化视频光盘驱动器以及数字语音系统，用户可处理大量存储在 CD 和 DVD 上的动画，电影，声音和文本以及静态图像。为了收发信息以及信息共享，个人电脑之间、个人电脑与网络上大型电脑之间的相互联系也日益紧密

由于电脑功能的日益强大和其应用软件的多样化，个人电脑的使用愈加频繁。特别是越来越多的人使用个人电脑通过 ADSL 或 LAN 连接方式访问全球互联网，这为个人电脑产业的持续扩张注入了新的动力。

Lesson 2**计算机发展史****The History of Computer****I. 课文**

The word “computer” has been part of the English language since 1646, but if you look in a dictionary printed before 1940, you might be surprised to find a computer defined as a person who performs calculations! Prior to 1940, machines that were designed to perform calculation were referred to as calculators and tabulators, not computers. The modern definition and use of the term “computer” emerged in the 1940s, when the first electronic computing devices were developed.

1. First Generation Computers

First Generation computers were characterised by the use of vacuum tubes. These vacuum tubes were used for calculation as well as storage and control. Later, magnetic tapes and magnetic drums were implemented as storage media. The first vacuum tube computer, ENIAC, was developed by US army ordinance to calculate ballistic firing tables in WWII. It had about 17 000 vacuum tubes. The machine weighed 30 tons, covered about 1000 square feet of floor, and consumed 130 or 140 kilowatts of electricity. The ENIAC's clock speed was about 100 kHz. In addition to ballistics, the ENIAC's field of application included weather prediction, atomic-energy calculations, cosmic-ray studies, thermal ignition, random-number studies, wind-tunnel design, and other scientific uses. No electronic computers were being applied to commercial problems until about 1951.

2. Second Generation Computers

The second generation saw several important developments at all levels of computer system design, from the technology used to build the basic circuits to the programming languages used to write scientific applications. Transistors replaced vacuum tubes. Transistors use a semiconducting material to control the flow of electricity through the circuit. Circuits using transistors are smaller, faster, more powerful and more energy efficient than vacuum tube based circuits. By using transistors in place of vacuum tubes, manufacturers could produce more reliable computers. Using transistors was also less expensive than building a computer with vacuum tubes. The combination of smaller size, better reliability, and lower cost made these second generation computers very popular with buyers. During this second generation many