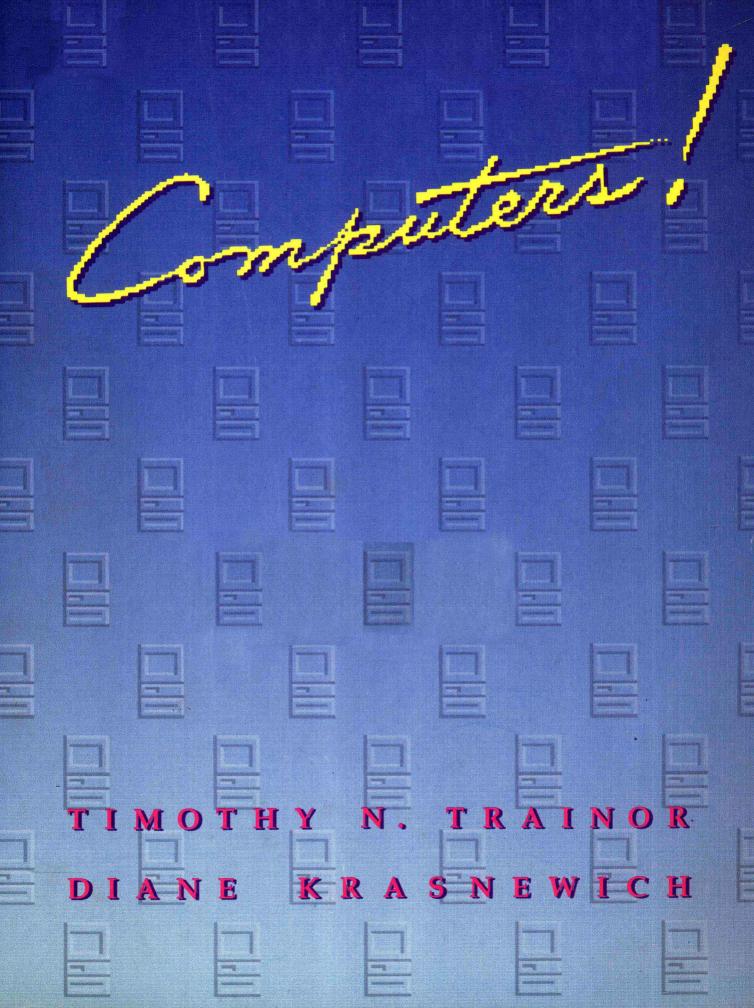
Computers

PROFESSIONAL ALFRED A. KNOP
REVIEW CORY SONOTIFOR ISALE!

WordPerfect 4.2 SuperCalc3 dBASE III PLUS

TIMOTHY N. TRAINOR DIANE KRASNEWICH



Dedication to Quality Publishing: All employees of Mitchell Publishing, Inc.

Sponsoring Editor: Erika Berg

Director of Product Development: Raleigh Wilson

Interior and Cover Design: Gary Palmatier

Typesetting: Freedmen's Organization

Computer Illustrations and Production: Jeanne Meyer-Bourne

Printing: R.R. Donnelley and Sons Company

Copyright © 1987

Mitchell Publishing, Inc., a Division of Random House, Inc., New York City

Innovators in Computer Education

915 River Street

Santa Cruz, CA 95060

(800) 435-2665; (408) 425-3581 in California

All rights reserved.

The text of this publication, or any part thereof, may not be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, storage in an information retrieval system, or otherwise, without prior permission in writing from the publisher.

FOR SOFTWARE VERSION:

ISBN: 0-394-39062-8

Library of Congress Catalog Card Number: 86-062010

FOR NON-SOFTWARE VERSION:

ISBN: 0-394-39161-6

Library of Congress Catalog Card Number: 86-063826

10 9 8 7 6 5 4 3 2 1

Printed in the United States of America

DISCLAIMER

The software version of this book and its accompanying magnetic disks are designed to help you improve your computer use. However, the authors and publishers assume no responsibility whatsoever for the uses made of this material or for decisions based on its use, and make no warranties, either express or implied, regarding the contents of this book or any accompanying magnetic disks, its merchantability, or its fitness for any particular purpose.

Neither the publishers nor anyone else who has been involved in the creation, production, or delivery of this product shall be liable for any direct, incidental, or consequential damages, such as, but not limited to, loss of anticipated profits or benefits resulting from its use or from any breach of any warranty. Some states do not allow the exclusion or limitation of direct, incidental, or consequential damages, so the above limitation may not apply to you. No dealer, company, or person is authorized to alter this disclaimer. Any representation to the contrary will not bind the publisher or the author.

Competition.

We dedicate this book to our parents

Val and Tom Trainor

Irene and Chuck Krasnewich

"Example is not the main thing in influencing others. It is the only thing."

—Albert Schweitzer

Learning Themes

The special themes and emphasis of *Computers!* lie in the practical nature of its content. The materials in this book are designed to help you establish a perspective that will carry forward in your future encounters with computer-related systems. Accordingly, special symbols, or icons, have been created to call your attention to three major content features of this book: problem indentification, problem solving, and increases in personal productivity. In addition, a special icon has been devised to highlight another content feature: articles reprinted from major newspapers and magazines. These articles have been selected to help you relate the impact of computers to the events and environment of your everyday life. The icons and their significance are displayed below.



Problem Identification



Solution



Personal Productivity



News Clips

Preface

Those of us teaching introductory computer classes must continuously balance the emphasis of basic concepts against the practice of hands-on applications. With too much of the former, students lose interest and fail to understand the relevance of computer technology to their own lives. An exclusive hands-on approach may be easier and more fun to teach, but it is like teaching nail-pounding instead of carpentry.

In writing *COMPUTERS!*, we have tried to provide the opportunity to integrate basic concepts and hands-on applications through the use of projects, worksheets, software tutorials, and an introduction to BASIC programming. The common denominator in these features is the problem solving approach. Computers are seen as a personal and organizational tool to meet the needs of users.

Comprehensive Coverage

We feel an introductory textbook must be based upon a strong foundation of terms and concepts. *COMPUTERS!* is carefully designed to provide complete definitions of common terms. They are then clarified by examples relevant to college students. Study questions, placed throughout each chapter, clearly highlight critical material. A summary of the key concepts and a list of important terms are at the end of each chapter. In addition, the separate test bank contains true/false, multiple choice, and fill-in items related to each study question.

However, learning about computers is not just memorizing terms and concepts. Students must be able to use this knowledge to work with changing technology. Materials at the end of each chapter are designed to support this goal. They contain hands-on projects, specifications for written reports, and thought-provoking questions to stimulate discussions about the computer's role in society, where emphasis is on problem identification, problem solving, and personal productivity. Additional assignments and accompanying worksheets are provided in the student study guide.

Hands-on Applications

Designing a book that integrates hands-on applications with basic concepts is a difficult task. It is impossible to anticipate all the situations under which this text could be used—the hardware available, the computer lab arrangement (if any), the background and experience of the instructor, etc.

Our goal is versatility. For example, Unit III presents a general overview of personal productivity software features and their practical applications. Those classes with access to hardware can enhance this overview by taking advantage of the applications software included with the software version of this book. Each of the three popular commercial software packages—SuperCalc 3, WordPerfect 4.2, and dBASE III PLUS—is accompanied by a hands-on tutorial provided as an addendum in the software version of this book. Including software with the text eliminates the need for an instructor to obtain on-site licenses or to maintain legal copies of software for each student.

If little or no hardware exists for student use, instructors can show handson computer applications through the supplementary videotapes and the Insight sections in the text. The version of *COMPUTERS!* without the software packages is available for those schools or sites where there is enough software to support individual student use.

Additional opportunities for hands-on applications are presented through BASIC programming. Provided as an additional addendum in the software version, a step-by-step tutorial offers a unique introduction to the BASIC programming language. The emphasis of this tutorial is on the use of BASIC as a tool to solve common programming problems.

The Support Package

A variety of classroom settings and instructional philosophies are supported by the following supplementary materials for *COMPUTERS!*:

- APPLICATION SOFTWARE AND TUTORIALS. WordPerfect 4.2, Super-Calc 3, dBASE III PLUS sampler software and a step-by-step, hands-on tutorial are included with each copy of the software version of COMPUTERS!
- BASIC PROGRAMMING TUTORIAL. A brief, menu-driven BASIC tutorial on disk, accompanied by documentation, is available in three versions—for the IBM PC, Apple II, and DEC Rainbow.
- COMPREHENSIVE INSTRUCTOR'S MANUAL. It includes terms, detailed lecture outlines, answers to all study questions in the text, worksheet and project answers, additional class exercises, teaching tips, a pretest for each chapter, and references.
- LECTURE NOTES/STUDY OBJECTIVES ON DISKETTE. Detailed lecture
 notes are available on diskette to allow easy modification. In addition, study
 questions (without answers) for each chapter are arranged on disk. Instructors can provide these files to students who wish to complete the study questions using the WordPerfect software.
- STUDENT STUDY GUIDE. Included are terms, space for answering in-text study questions, projects with related worksheets, mix-and-match exercises, and references.

- COMPUTERIZED TESTBANK. Over 2,000 testbank entries are coded to correspond to the text's study questions. A test generator allows the instructor to add, delete, and modify questions in the test bank. Also, tests with answer keys can be easily generated.
- TRANSPARENCY MASTERS WITH UPDATES. Transparencies contain illustrations from the text plus examples highlighting state-of-the-art topics. To keep them current, the transparencies will be updated on a semiannual basis.
- BROADCAST QUALITY VIDEOTAPES. The series, "Computers at Work," has been broadcast by PBS and numerous statewide consortia. This documentary-style series of 16 half-hour tapes includes a Student Videocourse Manual that keys reading assignments in the text to each video lesson.
- *INTERFACE* JOURNAL. This quarterly journal, written by computer educators for computer educators, has a wealth of articles, teaching tips, and software reviews designed to help teachers stay current in the ever-changing computer age. A subscription rate is available to adopters upon request.

Special Acknowledgments

The development of an instructional package like *COMPUTERS!* takes the dedicated effort of many people. We have identified the people to whom we owe a great deal of thanks in the following acknowledgments. However, there are always a few whose effort and professionalism goes beyond the call of duty.

First and foremost, Erika Berg of Mitchell Publishing supplied us with inspiration and energy when we needed it the most. Her tireless work in bringing all the pieces of this project together is greatly appreciated.

C. Brian Honess, University of South Carolina, gave us hard-hitting reviews of the book's content and wrote the BASIC tutorial which is included as an addendum in the software version of this textbook. Keiko M. Pitter, Truckee Meadows Community College, bailed us out by writing the software tutorials for WordPerfect, SuperCalc 3, and dBASE III PLUS for the software version. Both Brian and Keiko deserve very special thanks for working under tight schedules while producing excellent materials.

Thanks are also due to the following people who provided helpful comments and suggestions each step of the way: Geoff Alexander, Cabrillo College; William Cornette, Southwest Missouri State University; Steve Deam, Milwaukee Area Technical College; Patrick Fenton, West Valley College; Enid Irwin, Santa Monica College; Peter Irwin, Richland College; Thom Luce, Odessa College; Michael Michaelson, Palomar College; Herb Rebhun, University of Houston, Downtown; Fred Scott, Broward Community College; David Wen, Diablo Valley College; and Louis Wolff, Moorpark Community College.

Brief Table of Contents

UN	IT I.	Ov	erview	2
		1.	Computers: Helping People Solve Problems	4
		2.	History of Computing: Solving Information Problems	
		3.	What Is a Computer System?	. 56
UN	IT II.	Co	mputer Technology	86
		4.	Processing Hardware: Microcomputers to Mainframes	. 88
		5.	Storage Devices and File Organization	116
		6.	Input/Output Operations	144
		7.	Data Communications: Distributing Processing Power	168
UN	ІТ Ш.	Sof	tware: Concepts and Applications	192
		8.	Using Software	194
		9.	Word Processing: Working With Words	218
		10.	Electronic Spreadsheets: Working With Numbers	246
		11.	Graphics: Working With Computer Images	270
		12.	Databases and Integrated Software: Pulling It All Together	296
		1.00		
UN	IT IV.	Sys	stems	322
		13.	Management and Decision Making Systems	324
		14.	Privacy, Computer Crime, and Security	350
		15.	Systems Development	372
		16.	Software Development	402
UN	IT V.	Loc	oking Ahead	438
		17.	Trends	440
		18.	Computers in Your Future: Education and Careers	474
		App	lication Software Tutorial	531

Complete Table of Contents

Preface		•	•	•	•	÷		ě	•	•	•		•	•	•	•	•	•	•	•	•	•	•	٠	•	•	•	XXV	

UNIT I. OVERVIEW

Computers: Helping People Solve Problems
Key Ideas 5
Why Learn About Computers? 6
Impact on Your Daily Life 7
Computers: Powerful Tools for People 8
CLIP FILE: Hot-Wiring the Hit Parade 10
What Do Computers Do?' 11
The IPOS Cycle 11
The Processing Breakthrough 12
People and Computers 14
Expanding Your Capabilities 14
What Computers Can and Cannot Do 15
CLIP FILE: Wall Street Reaps Benefits of Computers 17
Dealing With Change: Your Challenge 18
CLIP FILE: High-flying TV Camera Seeks Sporting Chance 19

ix

Conclusion	20			
Chapter Facts	21			
Terms 22				
Check Your Unde	erstanding 22			
Applying What Y		23		
	erstanding Answers	23		
	O			
	2 History of Com Solving Informa	_	blems	
Key Ideas	25			
Information Need	ds Before Computers	26		
Calculating '	Tools 27			
Impacts of the	he Industrial Revolut	ion 30	Ē	
A Processing	g Challenge: The 1890	Census (31	
Meeting the	Demands of Social S	ecurity	33	
Early Computers	34			
First-Genera	tion Computers	34		
Second-Gen	eration Computers	38		
Third-Gener	ration Computers	40		
CLIP FILE: Living	g With Computers	41		
Computers Toda	ay and Tomorrow	42		
•	eration Computers	42		
	ation Computers	45		
CLIP FILE: Packi	ng More Into Less	47		
Conclusion	47	\		*
INSIGHT: Mode	rn Day Pioneers	48		
CLIP FILE: The (Computer Age:			
A Time Lin	e, 1946 A.D. to 200	00 A.D.	50	
Chapter Facts	52			
Terms 53				
Information Tec	thnology Pioneers	53		

Check Your Understanding

Applying What You've Learned

Check Your Understanding Answers

What Is a Computer System?
Key Ideas 57 People 59 Computer Users 59 Computer Professionals 60
CLIP FILE: Reddy's Robots Able to Grasp, See, Smell 64
Data 65 Data: Building Blocks 65 The Value of Data 68
CLIP FILE: Using Computers in the Medical Field 69
Hardware 70 Software 73 System Software 73 Application Software 74
CLIP FILE: Giant Web Coordinates Travel Plans 76
Procedures 77 Operating Procedures 78 Emergency Procedures 79
INSIGHT: The Five Components: Working Together to Publish an Issue of USA TODAY 80
Conclusion 82 Chapter Facts 82 Terms 83 Check Your Understanding 84 Applying What You've Learned 85 Check Your Understanding Answers 85

54

55

55

Contents xi

UNIT II. COMPUTER TECHNOLOGY

Processing Hardware: Microcomputers to Mainframes
Key Ideas 89 Expanding Processing Power 90 Real-Time Processing 90 Teleprocessing 92 Distributed Processing 92 Multiprogramming and Time-Sharing 93 Multiprocessing 94
CLIP FILE: Supercomputer Sales Hot—at \$5 Million Plus 95 Hardware to Solve Different Problems 96 Mainframes 96 Minicomputers 98 Embedded Microprocessors 99 Supercomputers 100 Fault-Tolerant Computers 100 CLIP FILE: Laptops: A Tough Sell 101
Representing Data 102 The Central Processing Unit 104 The Processor 104 Memory 106 CPU Operations 109 INSIGHT: Lasers—Lighting the Way With New Technology 110
Conclusion 112 Chapter Facts 112 Terms 113 Check Your Understanding 114 Applying What You've Learned 115 Check Your Understanding Answers 115

5 Storage Devices and File Organization
Key Ideas 117
Organizing Data for Use 118 Data Organization 118
Data Organization 118 Sequential Files 120
Relative Files 120
Indexed Files 124
Databases 125
CLIP FILE: User Friendly Sequential File System 127
Storage Media and Hardware 128
Magnetic Tape Storage 128
Magnetic Disk Storage 130
Other Disk Storage Media 135
INSIGHT: The Microprocessor:
From Chips of Quartz Rock to Silicon Chips 136
Conclusion 140
Chapter Facts 140
Terms 141
Check Your Understanding 142
Applying What You've Learned 143
Check Your Understanding Answers 143



Key Ideas	145		
User Friendlines	ss and I/O Operation	ons	146
Input Challenge	147		
Types of Ir	nput Operations	147	
Input Solutions	150		
Torminals	150		

Other Input Devices 151 Scanners 152 Types of Output 155
Permanent Output 155
Temporary Output 159
CLIP FILE: Voice Mail Takes Order Entry 161
Action Output 162
CLIP FILE: Surgical Robot Performs Biopsies 163
Conclusion 164
Chapter Facts 165
Terms 166
Check Your Understanding 166
Applying What You've Learned 167
Check Your Understanding Answers 167
Check Tour Orderstanding Phiswers
Data Communications: Distributing Processing Power
Key Ideas 169
Communication of Data 170
Data Transmission 171
Modems 171
Modem Types 172
Patterns for Data Transmission 173
Transmission Speeds 174
Types of Transmission 175
Using Data Communication Systems 175
Network Topologies 177
The state of the s
INSIGHT: Local Area Networks 180
CLIP FILE: How a Modernized Network Will

182

Change Communications

Network Applications	183
Local Area Networks	183
Distributing Processing	183
Bulletin Boards 1	.84
Information Utilities	184

CLIP FILE: The Bulletin Board Connection 185

Electronic Mail 186

CLIP FILE: Use of Electronic Mail Continues to Grow 187

Conclusion 188
Chapter Facts 188
Terms 189

Check Your Understanding 190

Applying What You've Learned 191

Check Your Understanding Answers 191

UNIT III. SOFTWARE: CONCEPTS AND APPLICATIONS



Key Ideas 195

The Software Solution 196

System Software 198

Operating Systems 198 Language Translators 201

Compilers 202
Interpreters 203
Utilities 204

CLIP FILE: How Computers Can Help You Solve Problems