COMPUTING FUNDAMENTALS

## Productivity Tools

PC-DOS & MS-DOS\*
WordPerfect\* 5.0/5.1
Lotus, 1-2-3,
Release 2.01/2.2
dBASE III PLUS\*

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PC-DOS & MS-DOS<sup>®</sup> WordPerfect<sup>®</sup> 5.0/5.1 Lotus, 1-2-3, Release 2.01/2.2 dBASE III PLUS<sup>®</sup> This book was produced by the Addison-Wesley Electronic Production Department on an Apple Macintosh II with PageMaker. The output was generated on an Apple LaserWriter II NTX.

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## **Preface**

This book was developed to support an introductory microcomputer applications course. If you are a typical student, this course may well be your first formal exposure to computers, so little or no computing experience is assumed. Some schools require this course; others offer it as an elective. However, few students view learning microcomputer applications as an end in itself. Instead, they see the computer as an important tool for future academic work or for a job.

Part One introduces basic computer concepts and terminology; you will need this background to fully understand the applications in Parts Two through Five. The first chapter is an overview of a microcomputer system. Chapter 2 discusses hardware, while Chapter 3 introduces software. A brief fourth chapter previews the tutorials.

MS-DOS/PC-DOS is the subject of Part Two. Chapter 5 introduces operating system concepts and sets the stage for the tutorials that follow. Chapters 6 and 7 teach you how to boot DOS and format a disk. This material is essential to all the tools, so start with these two tutorials. In Chapter 8 you will learn how to determine what files are stored on a disk. Chapter 9 shows you how to manipulate and copy files, while Chapter 10 teaches you how to back up disks and files. Finally, Chapter 11 explains directory structures and introduces the commands you will need to use a hard disk.

WordPerfect 5.0, the subject of Part Three, is a popular word processing program. Chapter 12 describes word processing and identifies the conventions used in this set of tutorials. In Chapter 13 you

will create and print a document; in Chapter 14 you will retrieve and edit that document. Chapter 15 introduces form letters, boilerplate, and mail merge. Some techniques for controlling document format are introduced in Chapter 16. Columns and tables are the subject of Chapter 17. The last tutorial in this section, Chapter 18, shows you how to use some basic desktop publishing features. As this book went to press, WordPerfect version 5.1 had just been released. Appendix F covers the key differences between WordPerfect versions 5.0 and 5.1.

Lotus 1-2-3 is the best selling spreadsheet program. Chapter 19 discusses some spreadsheet concepts and previews the 1-2-3 tutorials that form the balance of Part Four. Chapter 20 teaches you how to create, save, and print a worksheet; in Chapter 21 you will retrieve and modify that worksheet; Chapter 22 shows you some shortcuts such as copying and moving data and formulas. Graphs are the subject of Chapter 23, and Chapter 24 introduces several other useful features. The sample screens were generated using Lotus 1-2-3 release 2.2, but the tutorials can be completed using release 2.01 or 2.2.

dBASE III Plus, the subject of Part Five, is a database management tool. Because the need for a database is not as obvious as the need for word processing or a spreadsheet, Chapter 25 introduces key data management concepts before previewing the tutorials. You will create a database in Chapter 26, maintain it in Chapter 27, and extract information from it in Chapter 28. Chapter 29 explains indexing, teaches you how to define filters and queries, and shows you how to print mailing labels. Finally, you will create and link two database files in Chapter 30.

It is likely that the computer you will use to complete these tutorials will be linked to a network. An understanding of basic network concepts is important, so those concepts are introduced in Part Six.

All the tutorials follow a common pedagogy. The first step in developing a tutorial was to list the tasks a typical beginner might want to perform. Next, the features needed to support those tasks were identified. The necessary features were then introduced in the context of the applications.

The process of learning a feature begins with a keystroke by keystroke description. Next, the principles underlying the feature are explained; in other words, you are told why each step is necessary. Finally, you are asked to use the feature on your own, with a sample screen showing the expected result. If you make a mistake, the "What Can Go Wrong?" feature identifies problems, tells you what happened, and suggests a solution.

The "What Can Go Wrong?" feature is particularly valuable. You will make mistakes, and software does not always perform as expected. Nothing is more intimidating or discouraging to a beginner

than making a mistake and hitting a dead end. On the other hand, making a mistake, figuring out what happened, and getting back on track by yourself is tremendously reassuring.

Note that this book does not pretend to cover every feature of every tool; that is the job of a reference manual. Instead, these tutorials are designed to help you get started. Today, you may find the reference manual difficult to read, but then reference manuals are not written for beginners. However, when you finish these tutorials, the reference manuals will begin to make sense because you will no longer be a beginner.

The best way to learn how to use a computer is to use a computer. That, in a nutshell, is what these tutorials are designed to help you do. If you sit down at a computer and actually do the tutorials, you will learn to use these productivity tools. The rest is up to you.

### Acknowledgements

Addison-Wesley's Computing Fundamentals series consists of brief, inexpensive books designed to teach beginners how to use specific software packages, operating systems, and programming languages. The individual titles that comprise the series are currently in use at hundreds of colleges and universities. Computing Fundamentals: Productivity Tools is derived from five series titles and offers comparable coverage at roughly half the cost.

Primary credit for this book goes to the authors of the individual titles. Much of Part One is taken from Concepts, second edition, by William S. Davis. Part Two, PC-DOS/MS-DOS, is based on Craig A. Wood's source text. The WordPerfect 5.0 chapters are from a text by William S. Davis. Don Byrkett wrote the Lotus 1-2-3 book. Part Five essentially duplicates the dBASE III Plus book by William S. Davis and Paul Schreiner. Part Six is derived in part from Concepts, but most of the material is new.

Key reviewers included: L. Anne Cole, SUNY at Plattsburg; Bill Petersen, Mount Hood Community College; Mary Rasley, Lehigh Community College; Dana Wyatt, University of North Texas; and Pat Williams from the National Education Center in Sacramento. Although there are too many names to mention here, the reviewers of the five source titles deserve additional thanks. To ensure the accuracy and effectiveness of this material, Addison-Wesley commissioned Ken Cantrell, Jean Cristoff, and Christine White, three Miami University students, to test the tutorials. They provided invaluable feedback. Finally, Addison-Wesley's production team, coordinated by Helen Wythe, did an excellent job on a complex project.

WSD Oxford, Ohio

## **Contents**

Pa	rt One. Computer Conce	pts
1.	Getting Started 3	
	Computer Literacy 3	
	What Is a Computer 4	
	A Computer System 6	
	Summary 7	× ' -
2.	Hardware 9	
	Memory 9	
	The processor 11	
	Input and Output 13	
	Secondary Storage 15	
	Linking the Components	18
	Networks 19	
	Summary 20	
3.	Software 23	
•	Writing Programs 23	V
	Commercial Software 26	
	The User Interface 28	
	The Software Environment	30
	Summary 33	
4.	The Tools 4	
	A Plan of Attack 36	V1 - 1 - 1
	Getting Ready 39	
	Summary 41	$\delta_{i,j} = x_{i,j}$

#### Part Two. PC-DOS & MS-DOS

- 45 5. The Operating System **Operating System Functions** 45 Loading the Operating System 47 DOS Commands **Entering DOS Commands** 50 Disk Files and Naming User (Visible) and Hidden Files 51 52 **DOS Device Names** 52 **Equipment Utilized** Summary
- 6. Starting (Booting) DOS 56 Booting the Operating System Checking and Changing the System Date (DATE) 61 Checking and Changing the System Time (TIME) 62 Changing the Current (Default) Disk Drive (d:) 62 Clearing the Screen (CLS) 63 Different Versions of DOS Printing Information Displayed on the Screen Turning the Printer Echo Mode On and Off Logging Off DOS Summary
- 7. Preparing a New Disk for Use 68
  Formatting a Disk 68
  Preparing Data Diskettes (FORMAT) 72
  Preparing Bootable Diskettes (FORMAT /S) 75
  Formatting a Diskette with a Volume Label (FORMAT /V) 78
  Summary 81
- Displaying Information about a Diskette or Disk 83
   Displaying the Table of Contents (Directory Information) of a Disk 83
   Sending Directory Information to the Printer (DIR > PRN) 91
   Displaying Directory Information in Alphabetical Order (DIR | SORT) 92
   Displaying Directory Information One Screen at a Time (DIR | MORE) 93
   Checking a Diskette/Disk (CHKDSK) 94
   Diskette/Disk Volume Label 98
   Summary 100

- 9. Manipulating Files and File Characteristics 104
  Copying One User File (COPY) 104
  Copying Selected User Files (COPY) 110
  Removing (Deleting, Erasing) File Names from a Disk's
  Directory (DEL, ERASE) 114
  Changing File Names (RENAME) 121
  Text Files 123
  Summary 126
- 10. Backing Up Diskettes and Files 129
  Backup Copies of Files and Diskettes 129
  Making Identical Diskette Copies (DISKCOPY) 130
  Backing Up Files 132
  Comparing the Contents of Files (COMP) 134
  Summary 134
- 11. Using a Hard Disk 136 **Background Information** 136 Managing Disk Files 137 Types of Directories 137 Creating (Making) Subdirectories (MKDIR, MD) Changing the Current Directory (CHDIR, CD) Automatically Displaying the Current Directory Name with PROMPT Copying Files Between Different Directories 149 Displaying Information in a Directory Structure Setting an Extended Search Path for DOS to Locate Commands (PATH) 151 Deleting (Removing) Subdirectories (RMDIR, RD) 154 Summary 156

#### Part Three. WordPerfect 5.0 161

- 12. Word Processing on a Computer 163
  Word Processing 163
  Conventions 164
  A Look Ahead 167
  Summary 167
- 13. Creating and Printing a Document 168 Starting WordPerfect 168 Exiting WordPerfect 173 Typing a Document 174 Correcting Typing Errors 179 Printing the Document 183 **Exiting WordPerfect** 185 Summary 185

14. Editing a Document 188
The Second Tutorial 188
Retrieving a Document from Disk 189
Adding Material to a Document 191
Editing 197
Finishing Touches 205
The HELP Feature 208 Exiting WordPerfect 208
DAILING WOLGE CLICAL
Dammary
15. Form Letters and Boilerplate 211
Business Communications 211 Creating Some Boilerplate Files 212
Creating Bonne Bonerpiaco 2 2200
The List Files Screen 214 Creating Templates 217
Adding Custom Data 220
Mail Merge 226
Exiting WordPerfect 233
Summary 233
16. Controlling Document Format 236
Preparing a Document for Printing 236
Special Effects 245
Printing the Letters 250
Exiting WordPerfect 254
Summary 254
17. Columns and Tables 256
Creating a Table 256
Parallel Columns 261
Newspaper Columns 270
Exiting WordPerfect 270
Summary 271
18. Desktop Publishing and Graphics 273
Desktop Publishing 273
Checking Your System 274 Changing Print Size and Appearance 275
Changing Print Size and Appearance 275 Drawing Lines 275
Graphics 279
Exiting WordPerfect 284
Summary 284

Part Four. Lotus 1-2-3 287

19. Electronic Spreadsheets 289Electronic Spreadsheets 289

292 Lotus 1-2-3 The Tutorials 293 Summary 293 20. Creating, Saving, and Printing a Worksheet 295 295 Starting 1-2-3 Creating a Worksheet 299 1-2-3 Menus 312 Saving a Worksheet 317 Modifying a Worksheet 319 Printing a Worksheet 323 Exiting 1-2-3 326 Summary 327 21. Modifying a Worksheet 330 Overview 330 Retrieving a Worksheet 331 Deleting Rows and/or Columns 333 Inserting Rows and/or Columns 338 Adjusting Column Widths 341 Adjusting Label-Prefix Characters 345 Formatting Worksheet Values 348 **Erasing Worksheets** Exiting 1-2-3 355 Summary 355 22. Some Worksheet Shortcuts 358 Overview 358 Using Point Mode to Enter Addresses Copying Data from One Part of the Worksheet to Another 365 Moving Data from One Part of the Worksheet to Another 373 **Functions** 376 379 Summary 23. Creating Worksheet Graphics 383 Overview 383 Types of Graphs 386 **Creating Graphs** 387 Labeling Graphs 394 Saving Graphs 398 Other Graphing Features 399 Summary 400 24. Other Useful Features 403 Overview 403 Freezing Row Labels and Column Headings

Using Windows 406
Introducing Macros 409
Macro Examples 417
1-2-3 Add-Ins 419
Summary 421

#### Part Five. dBASE III Plus 425

25. Data Management 427

Data Management on a Computer 427

Database Concepts 427

Conventions 432

Summary 432

26. Creating a Database 434

Starting dBASE III Plus 434

The dBASE III Plus Assistant Screen 438

Creating the First Database File 445

Entering Data into a Database 452

Appending More Records 456

Exiting dBASE III Plus 457

Summary 457

27. Maintaining a Database 461 The Second Tutorial 461 Loading a Database File from Disk 461 Opening and Closing Files 464 The EDIT Command 466 **Examining the Database Structure** Modifying the Database Structure 467 Locating a Record in the Database Entering Data in a Record with the REPLACE Command 477 Full-Screen Editing with the BROWSE Command 479 Deleting Records Exiting dBASE III Plus 487

28. Extracting Information from a Database 492 Working from the Dot Prompt 498 Retrieving Records from a Database Modifying Commands 501 The Scope Clauses 506 Condition Clauses Printing the Output 511 Exiting dBASE III Plus 512 Summary 513

487

Summary

29.	Manipulating a Database	51	5
	Rearranging Database Or	der	515
	Indexing 516		•
	Filters and Queries 52	8	
	Printing Mailing Labels	534	
	Exiting dBASE III Plus	539	
	Summary 539		

541 30. Using Multiple Database Files 541 Designing a Database Creating a Second Database File 543 Working with Multiple Databases 547 · Relating Multiple Databases Using View File 556 559 Creating a Report Form 564 Exiting dBASE III Plus Summary 564

#### Part Six. Networks 567

31. Data Communication and Networks 569
Networks 569
Signals 572
Communication Systems 574
Summary 577

#### Appendix 581

- A. DOS Quick Reference 583
- B. WordPerfect 5.0 Quick Reference 587
- C. Lotus 1-2-3 Quick Reference 590
- D. dBASE III Plus Quick Reference 594
- E. Answers to Chapter Self-Tests 599
- F. WordPerfect 5.1 606

Index 611

## ■ PART ONE

# **Computer Concepts**

# -1

## **Getting Started**

## This chapter:

- discusses the importance of computer literacy
- summarizes the essential components of a modern computer
- introduces the stored program concept
- distinguishes between hardware and software

## Computer Literacy

In the early 1950s the first commercial computer, the UNIVAC I, sold for over one million dollars. Today, an infinitely better computer can be purchased for a few *thousand* dollars. If the automobile industry had performed nearly as well, a luxury car would now cost less than \$100, run thousands of miles on a single gallon of gasoline, and almost never break down.

In today's economy, computer literacy is almost as important as traditional literacy. Computers have become essential in virtually every discipline, and people who cannot (or will not) deal with them find it difficult to function effectively. Computer literacy implies an ability to use a computer. In this book you will learn how to use four popular computer programs. PC-DOS is an operating system; it serves as the base for the other applications. WordPerfect 5.0 is a word processing program, Lotus 1-2-3 is a spreadsheet program, and

dBASE III Plus supports database management. They all run on IBM PC/XT/AT, PS-2, and compatible computers.

The book is organized as a series of tutorials. Don't just read them; you can't learn how to use these tools by reading about them. Instead, sit down at a computer and follow along, step by step. You'll be surprised at how quickly your confidence and skill develop.

There are some basic computer concepts that you should understand before you begin. They will be covered in the balance of this chapter and in Chapters 2 and 3.

## What Is a Computer?

#### **Data and Information**

A medieval astronomer named Tycho Brahe spent his entire adult life observing and recording the positions of the planets. His successor, Johannes Kepler, sensed a pattern in those observations and spent much of his life processing them, performing tedious computations in an attempt to verify the pattern. He eventually succeeded, publishing his laws of planetary motion in 1621.

Tycho Brahe collected data, raw facts. Kepler's laws represent information. Using them, he could understand and predict the motions of the planets. Using them, modern scientists and engineers plan space flights. Information has meaning.

Clearly, Kepler's laws were derived from Brahe's data, but the raw data were useless without processing. Until they were organized and the necessary calculations performed, the data were just unstructured facts with no clear meaning. Knowing the exact position of Mars on April 1, 1599 might earn an extra move in Trivial Pursuit, but, by itself, that fact is not very useful. Processing data extracts their meaning.

### **Data Processing**

A computer is a data processing machine. Data flow into the machine as input (Fig. 1.1). Information flows from the machine as

Figure 1.1

A computer is a machine that 'processes data into information. It accepts data, processes these data, and generates information as output.

