

1. Java Program to find Permutation value for a given Number

Aim:- To implement a program in Java to calculate Permutation of a Number

Description: - The permutation is a method or technique in which we can determine the possible arrangements in a set. The number of ways of selection and arrangement of items in which orders matters. In short, the permutation is the number of arrangements.

While determining the permutation, keep order in mind. It is denoted by the letter P.

Permutation is a technique by which we can arrange (or select) r objects out of given n objects in a particular order.

Mathematically, we can find the permutation of the numbers by using the following formula:

$$P(n,r) = \frac{n!}{(n-r)!}$$

Algorithm:-

STEP 1: START

STEP 2: DEFINE n, r, per, fact1, fact2

STEP 3: PRINT n, r

STEP 4: fact1 = n

STEP 5: REPEAT STEP 6 UNTIL i >= 1

STEP 6: fact1 = fact1 * i

STEP 7: DEFINE number

STEP 8: SET number = n - r

STEP 9: fact 2 = fact2 * i

STEP 10: SET per = fact1 / fact2

STEP 11: PRINT per

STEP 12: END

// Program:

```
import java.util.*;
class Program
{
    public static void main(String[] args)
    {
        int n, r, per, fact1, fact2;
        Scanner sc = new Scanner(System.in);
        System.out.println("Enter the Value of n and r:");
        n = sc.nextInt();
        r = sc.nextInt();
        fact1 = n;
        for (int i = n - 1; i >= 1; i--)
        {
            fact1 = fact1 * i;
        }
        int number;
        number = n - r;
        fact2 = number;
        for (int i = number - 1; i >= 1; i--)
        {
            fact2 = fact2 * i;
        }
        per = fact1 / fact2;
        System.out.println("nPr = "+per);
    }
}
```

Output:

```
Enter the Value of n and r:
5
2
nPr = 20
```

2. Write a program in Java to find Combination for a given number

Aim: To implement a program in Java to calculate Combination of a Number

Description: Combination (nCr) can be defined as the combination of n things taken r at a time without any repetition. Combination can be calculated as

$$\text{Combination} = \text{fact}(n) / (\text{fact}(r) * \text{fact}(n-r));$$

Algorithm:-

STEP 1: START

STEP 2: RETURN $\text{fact}(n) / (\text{fact}(r) * \text{fact}(n-r))$

STEP 3: END

fact(n)

STEP 1: START

STEP 2: SET $\text{res} = 1$

STEP 3: REPEAT STEP 3 and STEP 4 UNTIL $i \leq n$

STEP 4: $\text{res} = \text{res} * i$

STEP 5: RETURN res

STEP 6: END

//Program:

```
import java.util.*;
class Combination {
static int nCr(int n, int r)
{
    return fact(n) / (fact(r) *
    fact(n - r));
}
static int fact(int n)
{
    int res = 1;
    for (int i = 2; i <= n; i++)
        res = res * i;
    return res;
}
public static void main(String[] args)
{
    int n,r;
    System.out.println("Enter the value of n and r:");
    Scanner sc = new Scanner(System.in);
    n = sc.nextInt();
    r = sc.nextInt();
    System.out.println("nCr = "+nCr(n, r));
}
}
```

Output:

```
Enter the value of n and r:
6
4
nCr = 15
```


3. Write a program in Java to find HCF / GCD of Given Numbers

Aim: Java Program to find HCF / GCD of Given Numbers

Description:- It is the highest number that completely divides two or more numbers. It is abbreviated for **GCD**. It is also known as the **Greatest Common Factor** (GCF) and the **Highest Common Factor** (HCF). It is used to simplify the fractions.

For Example: Find the GCF / HCF of 12 and 8.

Solution:

- Factors of **12**: 1, 2, 3, 4, 6, 12
- Factors of **8**: 1, 2, 4, 8
- Common Factors: 1, 2, 4
- Greatest Common Factor: 4
- Hence, the GCF of 12 and 8 is 4.

Algorithm:

- Step 1: Start
- Step 2: Read number A
- Step 3: Read number B
- Step 4: If $A > B$ then $A = A - B$;
Else
 $B = B - A$;
end if
- Step 5: Repeat Step 3 until $A = B$
- Step 6: Print GDC / HCF B
- Step 7: Stop

//Program:

```
import java.util. Scanner;
class Main {
public static void main (string {} args) {
int n1, n2;
//Reading the inputs values at runtime
Scanner cin = new Scanner( System.in);
System.out.println ("Enter the First Number :");
n1= (int) cin .next Int();
System.out.println("Enter the Second Number");
n2 = (int) cin.next Int ();
//Closing the Scanner to Avoid Memory Loss
Scanner. close ();
while (n1!=n2)
{
if(n1 >n2)
n1= n1 -
n2;else
n2= n2-n1;
}
// Display the result
System.out.println ( "GCD / HCF of Given Numbers is :"+n2);
}
}
```

Output:

```
Enter First Number: 50
Enter Second Number: 60
GCD / HCF of Given Numbers is : 10
```

4. CARTESIAN PRODUCT OF TWO SETS

Aim: Java Program to Find Cartesian Product of Two Sets

Description:- Let A and B be two sets, Cartesian product $A \times B$ is the set of all ordered pair of elements from A and B $A \times B = \{\{x, y\} : x \in A, y \in B\}$

→ Let A = {a, b, c} and B = {d, e, f} The Cartesian product of two sets is

$$A \times B = \{\{a, d\}, \{a, e\}, \{a, f\}, \{b, d\}, \{b, e\}, \{b, f\}, \{c, d\}, \{c, e\}, \{c, f\}\}$$

→ In general, if there are m elements in set A and n elements in B, the number of element's in the Cartesian Product is $m \times n$

Example :

Input : A = {1, 2}, B = {3, 4}

Output : $A \times B = \{\{1, 3\}, \{1, 4\}, \{2, 3\}, \{2, 4\}\}$

Algorithm:-

Step 1: Start

Step 2: read array of elements AA =[1,2,3]

Step 3: read array of elements BB=[4,5,6]

Step 4: call cart(A,B, length of A, length of B)

Step 5: Stop

Algorithm for Procedure cart(A,B,Alen,Blen)

Step 1: for(l=0 to A_len)for(j=0 to B_len)

Print (l,j)

Step2: return

//Java program to find Cartesian Product Two Sets

```
import java.io.*;
import java.util.*;
class GFG {
    static void findCart(int arr1[], int arr2[],
                        int n1, int n2)
    {
        for (int i = 0; i < n1;
            i++) for(int j = 0; j <
                n2; j++)
            System.out.print("{"+ arr1[i]+" " + arr2[j]+"}, ");
    }
    // Driver code
    public static void main (String[] args) {

        // first set
        int arr1[] = { 1, 2, 3 };

        // second set
        int arr2[] = { 4, 5, 6 };

        int n1 = arr1.length;int n2
        = arr2.length;
        findCart(arr1, arr2, n1,
            n2);
    }
}
```

Out put:

{(1,4) (1,5) (1,6) (2,4) (2,5) (2,6) (3,4) (3,5) (3,6) }

5. Java program to print the give Number in Reverse Order using Recursion

Aim:- Java to print the given number in Reverse order using Recursion

Description:- Recursion is a process by which a function calls itself repeatedly till it falls under the base condition and our motive is achieved.

To solve any problem using recursion, we should simply follow the below steps:

- ✓ Assume the smaller problem from the problem which is similar to the bigger/original problem.
- ✓ Decide the answer to the smallest valid input or smallest invalid input which would act as our base condition.
- ✓ Approach the solution and link the answer to the smaller problem given by recursive function to find the answer to the bigger/original problem using it.
- ✓

Example: Suppose, we want to reverse the number 1234.

In this example, we have taken three variables named number (the number to be reversed), remainder (stores the remainder), reverse (stores the reverse number) initialized 0.

Iteration 1:

number = 1234
remainder = $1234 \% 10 = 4$
reverse = $0 * 10 + 4 = 0 + 4 = 4$
number = $1234 / 10 = 123$

Now the value of the number and reverse variable is 123 and 4, respectively.

Iteration 2:

number = 123
remainder = $123 \% 10 = 3$
reverse = $4 * 10 + 3 = 40 + 3 = 43$
number = $123 / 10 = 12$

Now the value of the number and reverse variable is 12 and 43, respectively.

Iteration 3:

number = 12
remainder = $12 \% 10 = 2$
reverse = $43 * 10 + 2 = 430 + 2 = 432$
number = $12 / 10 = 1$

Now the value of the number and reverse variable is 1 and 432, respectively.

Iteration 3:

number = 1

remainder = $1 \% 10 = 1$

reverse = $432 * 10 + 1 = 4320 + 1 = 4321$

number = $1 / 10 = 0$

Now the variable number become 0. Hence, we get the reverse number **4321**.

Algorithm:-

Step 1:

Create a reverse(int n), a recursive function of void type.

Step 2:

Base condition will be : if ($n < 10$) , then print(n) and return.

Step 3:

Otherwise, print($n \% 10$) and call function reverse($n / 10$).

// Program

```
import java.util.Scanner;
public class ReverseNumber
{
//method for reverse a number
public static void reverseNumber(int number)
{
if (number < 10)
{
//prints the same number if the number is less than 10
System.out.println(number);
return;
}
else
{
System.out.print(number % 10);
reverseNumber(number/10);
}
}
public static void main(String args[])
{
System.out.print("Enter the number that you want to reverse: ");
Scanner sc = new Scanner(System.in);
int num = sc.nextInt();
System.out.print("The reverse of the given number is: ");
//method calling
reverseNumber(num);
}
}
```

Output:

```
Enter the number that you want to reverse: 76541
The reverse of the given number is: 14567
```

6. Net Present Value (NPV) and Internal Rate of Return (IRR) Financial Function in Excel

Aim : To demonstrate Net Present Value(NPV) and Internal Rate of Return (IRR) financial function in Ms excel

Description:

Net Present Value(NPV) financial function is the sum total of positive and negative cash flows over the years. Here's how we will represent it in excel

Formula

NPV = (Rate, Value 1, *Value 2+, *Value 3+...)

- Rate = Discount rate for a period
- Value 1, *Value 2+, *Value 3+... = Positive or negative cash flows
- Here, negative values would be considered as payments, and positive values would be treated as inflows.

Procedure:

Step1: Open Microsoft Excel

Step2: Create a table with 2 columns and enter data

Details	In US \$
Rate of Discount	5%
Initial Investment	-1000
Return from 1 st year	300
Return from 2 nd year	400
Return from 3 rd year	400
Return from 4 th year	300

Step3: Select Formulas From Menu bar

Choose Financial Functions Choose the Function NPV

Step4: Now enter the values from data **=NPV (5%, B4:B7) + B3** to Generate the Result

IRR is used to understand whether any new project or investment is profitable or not, the firm uses IRR. Fullform of IRR is **Internal Rate of Return**

Formula :

IRR = (Values, [Guess])

▮ Values = Positive or negative cash flows (an array of values)

▮ [Guess] = An assumption of what you think IRR

should beStep1: Open Microsoft Excel

Step2: Create a table with 2 columns and enter data

Details	In US \$
Initial Investment	-1000
Return from 1 st year	300
Return from 2 nd year	400
Return from 3 rd year	400
Return from 4 th year	300

Step3: Select Formulas From Menu bar▮ Choose Financial Functions ▮ Choose the Function IRR

Step4: Now enter the formula = **IRR (Values, [Guess])** to Generate the Result

NPV result:

Details	in US \$
Rate of Discount	5%
Initial Investment	-1000
Return from 1st year	300
Return from 2nd year	400
Return from 3rd year	400
Return from 4th year	300
	\$240.87

IRR result:

Details	in US \$
Initial Investment	-1000
Return from 1st year	300
Return from 2nd year	400
Return from 3rd year	400
Return from 4th year	300
	15%

7. NPER and EFFECT Financial Function in Ms Excel

Aim: To demonstrate **NPER and EFFECT** Financial Function in Ms excel

Description:

It is simply the number of periods one requires to pay off the loan.

NPER = (Rate, PMT, PV, [FV], [Type])

- ▮ Rate = It is the interest rate/period

- ▮ PMT = Amount paid per period

- ▮ PV = Present Value

- ▮ [FV] = An optional argument which is about the future value of a loan (if nothing is mentioned, FV is considered as "0")

- ▮ *Type+ = When the payment is made (if nothing is mentioned, it's assumed that the payment has been made at the end of the period)

Procedure:

Step1: Open Microsoft Excel

Step2: Create a table with 2 columns and enter data

Details	In US \$
RATE	10%
PMT	-200
LOAN	1000

Step3: Select Formulas From Menu bar → Choose Financial Functions

Choose the Function NPER

Step4: Now enter the formula = **NPER = (Rate, PMT, PV, [FV], [Type])** to Generate the Result

EFFECT function:

Through the **EFFECT function**, we can understand the effective annual interest rate. When we have the nominal interest rate and the number of compounding per year, it becomes easy to find out the effective rate.

Formula :

EFFECT = (Nominal_Rate, NPERY)

Nominal_Rate = Nominal Interest Rate

NPERY = Number of compounding per

Procedure :

Step1: Open Microsoft Excel

Step2: Create a table with 2 columns and enter data

	A	B	C	D	E
1					
2		Nominal Interest Rate	12%		
3		Compounding per year	12		
4					
5		=EFFECT(C2,C3)			
6					

Step3: Select Formulas From Menu bar > Choose Financial Functions >

Choose the Function EFFECT

Step4: Now enter the formula = **EFFECT = (Nominal_Rate, NPERY)** to Generate the Result

NPER result:

A screenshot of the Microsoft Excel interface. The active cell is B5, containing the value 7.272541. The spreadsheet data is as follows:

	A	B	C	D	E	F	G	H	I	J	K
1	Details	In US \$									
2	RATE	10%									
3	PMT	-200									
4	LOAN	1000									
5		7.272541									
6											
7											
8											
9											
10											
11											
12											
13											

EFFECT result:

A screenshot of the Microsoft Excel interface. The active cell is B3, containing the value 0.126825. The spreadsheet data is as follows:

	A	B	C	D	E	F	G	H	I
1	Normal interest rate	12%							
2	Compounding year	12							
3		0.126825							
4									
5									
6									
7									
8									
9									
10									
11									
12									

8.SLN and NOMINAL Financial Function in Ms Excel

Aim : To demonstrate SLN and NOMINAL financial function in Ms excel

Description:

Through the SLN function, we can calculate depreciation via a straight-line method.

In excel $SLN = (Cost, Salvage, Life)$

- ☐ Cost = Cost of an asset when bought (initial amount)
- ☐ Salvage = Value of asset after depreciation
- ☐ Life = Number of periods over which the asset is being depreciated

Procedure:

Step1: Open Microsoft Excel

Step2: Create a table with 2 columns and enter data

COST OF MACHINARY	500000
SOLVAGE VALUE	300
YEARS	10

Step3: Select Formulas From Menu bar☐ Choose Financial Functions ☐ Choose the Function **SLN**

Step4: Now enter the formula **SLN = (Cost, Salvage, Life)** to Generate the Result

NOMINAL FUNCTION:

When we have an effective annual rate and the number of compounding periods per year, we can calculate the NOMINAL rate for the year.

NOMINAL = (Effect_Rate, NPERY)

- ☐ Effect_Rate = Effective annual interest rate
- ☐ NPERY = Number of compounding per year

Procedure:

Step1: Open Microsoft Excel

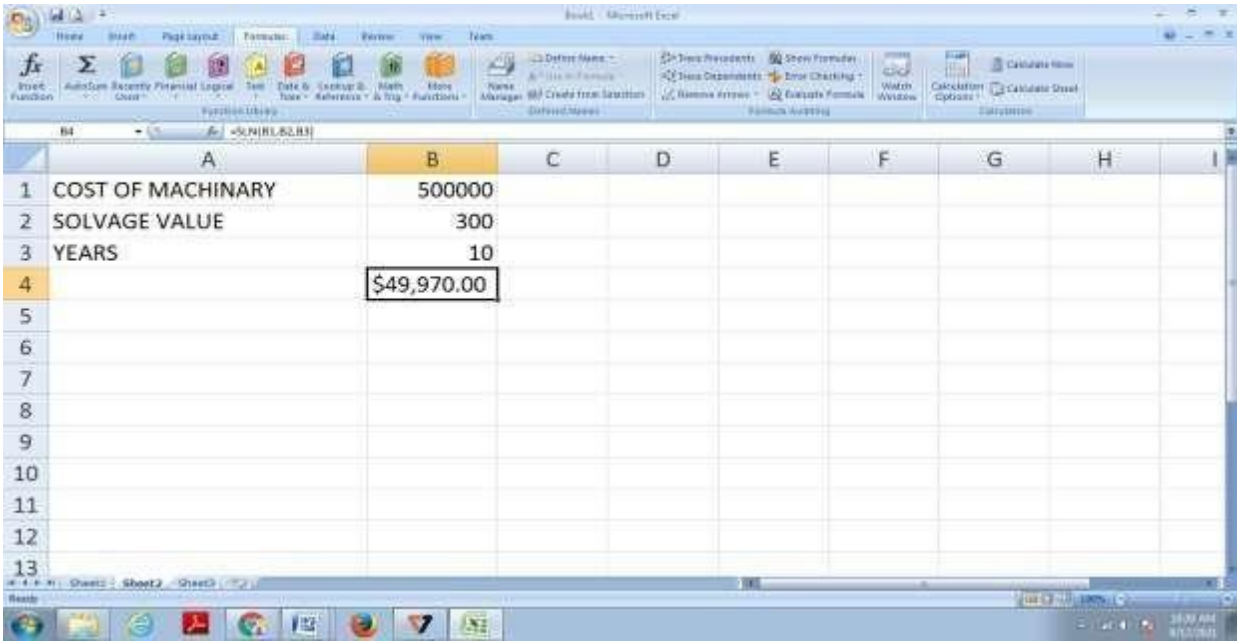
Step2: Create a table with 2 columns and enter data

Effective interest rate	12%
compounding per year	12

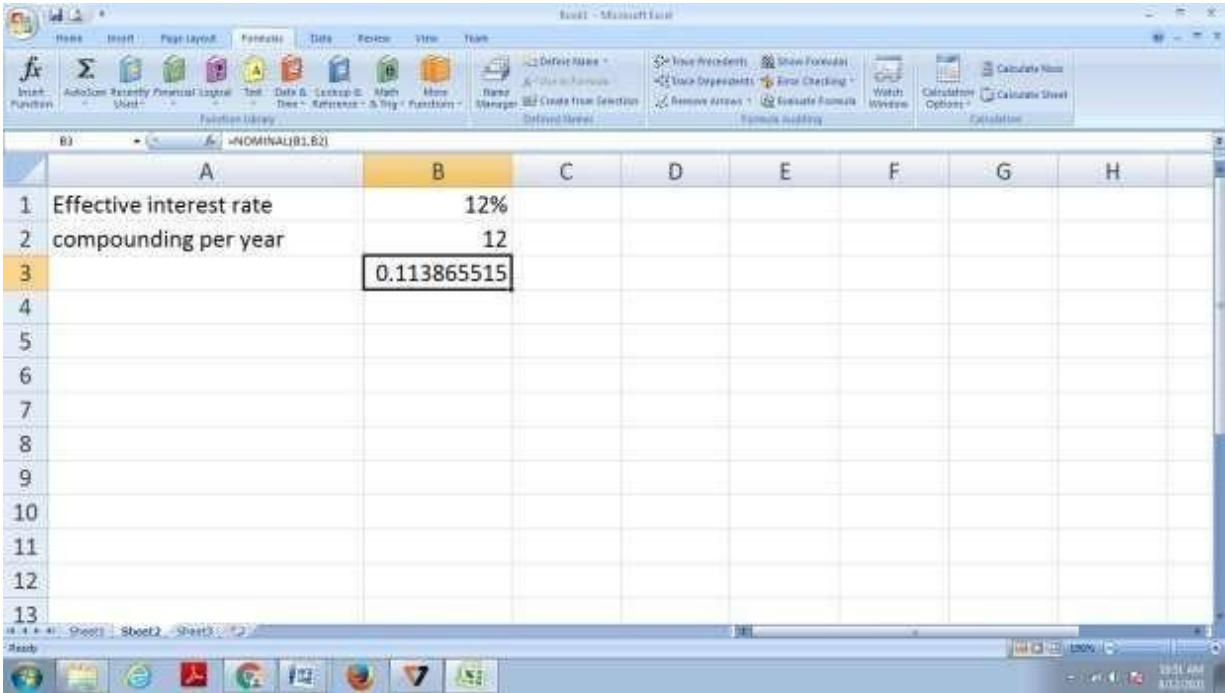
Step3: Select Formulas From Menu bar☐ Choose Financial Functions ☐ Choose the Function **NOMINAL**

Step4: Now enter the values for **NOMINAL = (Effect_Rate, NPERY)** to Generate the Result

SLN Result



NOMINAL Result:



9. Future Value (FV) Financial Function in Excel

Aim : to demonstrate future value in Excel

Description: To find out the future value of a particular investment which has a constant interest rate and periodic payment, use the following formula

FV (Rate, Nper, [Pmt], PV, [Type])

Rate = It is the interest rate/period

Nper = Number of periods

[Pmt] = Payment/period

PV = Present Value

*Type+ = When the payment is made (if nothing is mentioned, it's assumed that the payment has been made at the end of the period)

Procedure:

Step1: Open Microsoft Excel

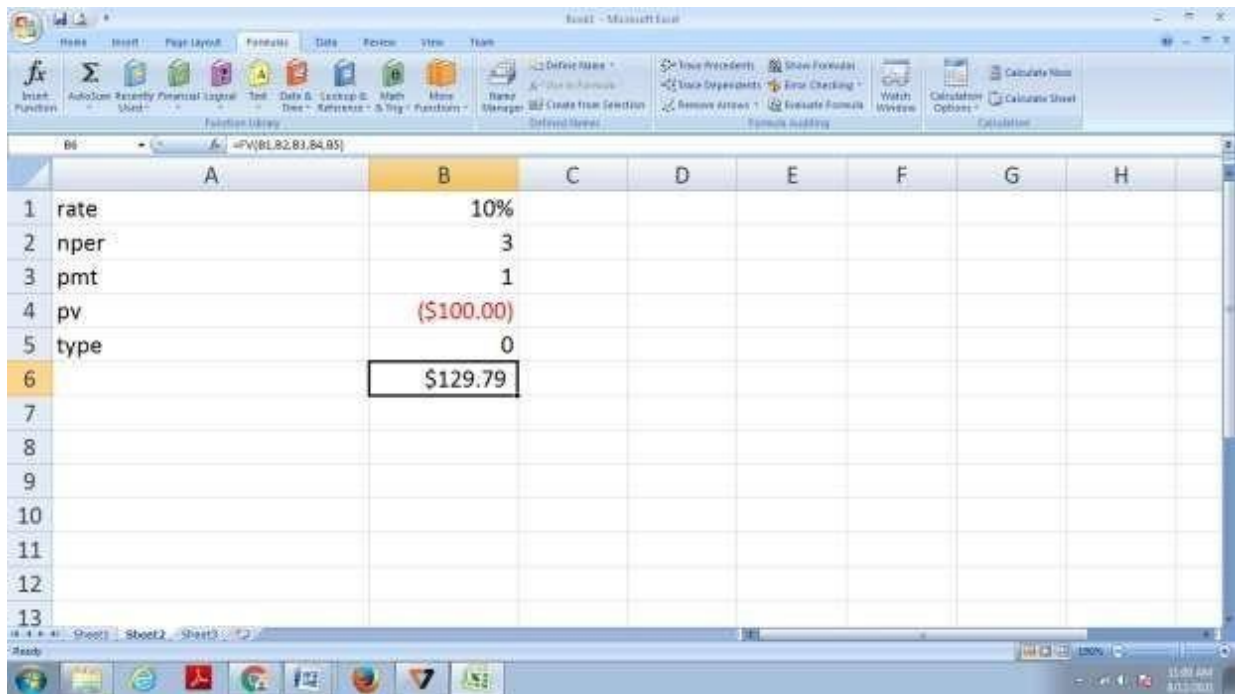
Step2: Create a table with 2 columns and enter data

	A	B	C	D
1				
2				
3		Rate	10%	
4		nper	3	
5		pmt	1	
6		pv	-100	
7		type	0	
8				
9		=FV(C3,C4,C5,C6,C7)		
10				

Step3: Select Formulas From Menu bar

Choose Financial Functions Choose the Function **FV**

Step4: Now enter the values **FV (Rate, Nper, [Pmt], PV, [Type])** for to Generate the Result



10. Write a Program in Java for Addition of Two Binary Numbers

Aim:To write a program to Add two binary numbers and to subtract two binary numbers.

Description :Binary number system has only two symbols 0 & 1 so a binary numbers consists of only 0's and 1's. Before we write a program for addition.In this program we are using Scanner to get the input from user (user enters the two binary numbers that we need to add and subtract).

Procedure (Addition of two binary numbers) :

Step1:start

Step2:Initialize the variables to hold the binary inputs.

Int i=0,carry=0

Step3:To read the i/p binary numbers entered by users.

Scanner scanner =new Scanner

(system. in)Step4:Next,getting first and
secondbinary numbers.

b1=Scanner.next

Long

b2=Scanner.next

Long

Step4:close the scanner after use to avoid memory leak.

Scanner.close()

Step5:we are adding them bit by bit using while loop and storing the result in an array.

Step6:Stop

//Java program for addition of two binary numbers

Source code:

```
import
java.util.Scanner;
public class Addition
{
public static void main (String[] args)
{
long b1,b2;
int i=0,carry=0;
int[] sum=new int[10];
Scanner scanner=new Scanner(System.in);
System.out.println("enter first binary
number:");b1=scanner.nextLong();
System.out.println("enter second binary
number:");b2=scanner.nextLong();
scanner.close();
while(b1!=0| |b2!=
0)
{
sum[i++]=((int)((b1%10+b2%10+carry)%2);
carry=(int)((b1%10+b2%10+carry)/2);
b1=b1/10
;
b2=b2/10
;
}
if(carry!=0)
{
sum[i++]=carry;
}
--i;
System.out.println("output:
");while(i>=0)
{
System.out.print(sum[i--]);
}
System.out.print("\n");
}
}
OUTPUT
:
Enter first binary number:11100
Enter second binary
number:10101Output:110001
```

11. Write a Program in Java for subtraction of Two Binary Numbers

Procedure(subtraction of two binary numbers) :

Step1:Start Step2:Initialize the values

String first=scnr.nextLine()String second=scnr.nextLine()

Step3:To take the difference between two strings.

String Difference=subtract(first,second)

Step4: Calculate sum by first converting binary string to Binary number than subtracting by using binary arithmetic.

Int sum=b1-b2Step5: return Integer.to Binary String(sum)

Step6:Stop

// Java program for subtraction of two binary numbers

Source code:

```
import java.util.Scanner; public class Main {
public static void main(String[] args) {
System.out.println("Welcome to Java program to add
two binary numbers");Scanner scnr=new
Scanner(System.in);
System.out.println("Please enter first binary number");
String first=scnr.nextLine();
System.out.println("Please enter second binary number");
String second =scnr.nextLine();
String difference =subtract(first, second);
System.out.println("difference between two binary number is :"+difference);
scnr.close();
}
public static String subtract(String first,
Stringsecond) {int b1
=Integer.parseInt(first, 2);
int b2
=Integer.parseInt(second
,2);int sum = b1 - b2;
return Integer.toBinaryString(sum);
}
}
```

OUTPUT:

```
Welcome to Java program to add
two binary numbersPlease enter the
first binary number110101
Please enter the second
binarynumber100101
Difference between two binary number is:10000
```

12 .Write a program to demonstrate Multiplication of two binary numbers?

Aim:To Write a program to Multiply two binary numbers.

Description :In digital electronics and mathematics, a binary number is a number expressed in the base-2 numeral system or binary numeral system. This system uses only two symbols: typically 1 (one) and 0 (zero).

Procedure :

Step1:start

Step2:Initialize the variables multiplier and multiplicands.

$Sum[i++]=(b1\%10+b2\%10+rmndr)\%2$

$rmndr=(b1\%10+b2\%10+rmndr)/2$

Step3:If($rmndr!=0$)

$sum[i++] = rmndr$

Step4:Now least significant bits of multiplier is checked.

if it is 1 add the content of register A with multiplicand register B and result is assigned in A Reg with carry bit.

Step5:content of EAQ is shifted to right by one position. i.e content of E is shifted to most significant bit (MSB).

Step6:If the $qn=0$ only shift right operation on content of EAQ is performed in a decremented by 1.

Step7:content of sequence counter is decremented by 1.

Step8:check the content of sequence counter (SC) .if it is 0 end the process and final product is present in the register A and Q else repeat the process.

Step9:stop

//Write a java program for multiplication of two binary numbers

Source code:

```
import java.util.Scanner;
public class Main1 {
static long calc(long b1, long b2)
{
int i = 0;
long rmndr = 0; long result = 0;
long[] sum = new long[20]; while(b != 0 || b2 != 0)
{
//actual multiplying process-heart of this program
sum[i++] = (b1 % 10 + b2 % 10 + rmndr) % 2;
rmndr = (b1 % 10 + b2 % 10 + rmndr) / 2;
b1 = b1 / 10;
b2 = b2 / 10;
}
if(rmndr != 0)
{
sum[i++] = rmndr;
} --i;
while(i >= 0)
{ //forming the result
result = result * 10 + sum[i--];
}
return result;
}
public static void main(String[] args)
{
long b1, b2, m = 0;
long d, f = 1;
Scanner sc = new Scanner(System.in);
System.out.println("Enter A: ");
b1 = sc.nextLong();
System.out.println("\nEnter B: ");
b2 = sc.nextLong();
while(b2 != 0)
{ d = (b2 % 10);
if(d == 1){ b1 = b1 * f; m = calc(b1, m);
```

```
}  
else  
{  
b1 = b1 * f;  
}  
b2 = b2 /10;f = 10;  
}  
System.out.println("\nA X B is: " + m + "\n");  
}  
}
```

OUTPUT:

```
Enter A: 11100  
Enter B: 10101  
A X B is: 1001001100
```

13 Write a program to demonstrate division of two binary numbers

Aim: To Write a program to demonstrate division of two binary numbers.

Description: Multiplication of two fixed point binary number in signed magnitude representation is done with process of successive shift and add operation. In the multiplication process we are considering successive bits of the multiplier, least significant bit first. If the multiplier bit is 1, the multiplicand is copied down else 0's are copied down. The numbers copied down in successive lines are shifted one position to the left from the previous number. Finally numbers are added and their sum form the product. The sign of the product is determined from the sign of the multiplicand and multiplier. If they are alike, sign of the product is positive else negative.

Procedure :

Step1:start

Step2:Initialize the scanner it is used for obtaining the input of the primitive types like int , double etc.Scanner scan=new Scanner(system.in);

Step3:Next,here the integer.parseInt() method will convert the string value to the integer by

treating them as a binary number. Int

dividend=Integer.parseInt(scan.nextLine(7,2))

Step5:Next,if the divisor is not equal to zero then enter into the strings quotient, remainder to read the values.String quotient=Integer.toBinaryString((dividend/divisor))

Step6:print the quotient and remainder values

Step7:stop

Write a java program for division of two binary numbers

Source code:

```
import java.util.*;
public class Main{
public static void main(String[] args)
{
Scanner scan = new Scanner(System.in);
System.out.println("Enter dividend:");
/*Integer.parseInt() method will convert the string
value to the integer by treating them as a binary
number*/
int dividend = Integer.parseInt(scan.nextLine(),2);
System.out.println("\nEnter divisor: ");
int divisor = Integer.parseInt(scan.nextLine(),2);
if(divisor!=0)
{

}
else

}
}
String quotient = Integer.toBinaryString((dividend/divisor));
String remainder = Integer.toBinaryString((dividend%divisor));
System.out.println("\nquotient is: "+quotient+" and remainder is:"+remainder);
System.out.println("\ndivisor can't be zero!");
```

OUTPUT:

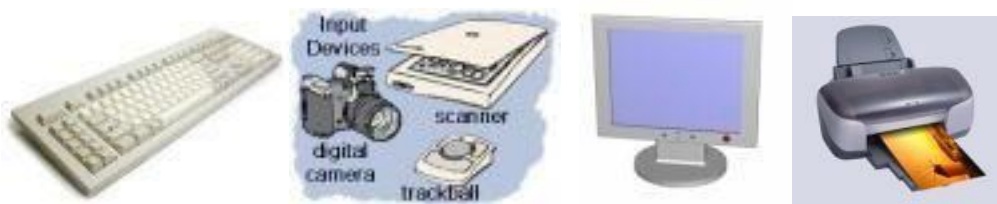
```
Enter dividend:
01000
Enter divisor:
100
Quotient is: 10 and remainder is: 0
```


14 Computer Hardware Basics

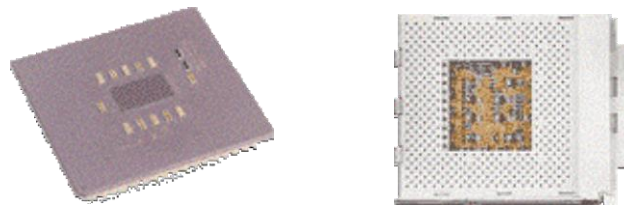
The Computer

A computer is made up of many parts:

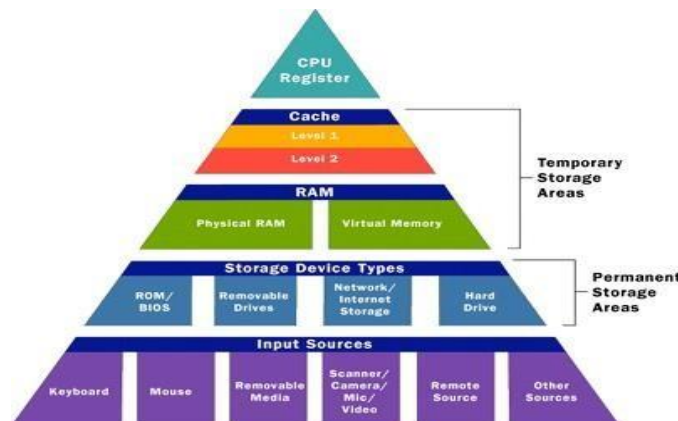
1. **Input/Output (I/O) devices** – These allow you to send information to the computer or get information from the computer.



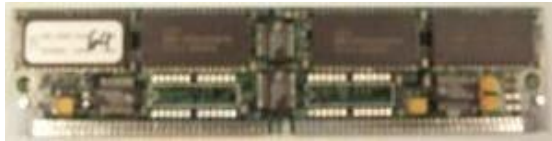
2. **Central Processing Unit – CPU or Processor for short.** The brain of a computer. Approximately 1.5 in X 1.5 in. Does all the computation/work for the computer.



3. **Memory** – Although memory is technically any form of electronic storage, it is used most often to identify fast, temporary forms of storage. Accessing the hard drive for information takes time. When the information is kept in memory, the CPU can access it much more quickly.



- a. **Random Access Memory** – RAM. Where information is stored temporarily when a program is run. Information is automatically pulled into memory, we cannot control this. RAM is cleared automatically when the computer is shutdown or rebooted. RAM is volatile (non-permanent).



- b. **Read Only Memory** – ROM. More permanent than RAM. Data stored in these chips is nonvolatile -- it is not lost when power is removed. Data stored in these chips is either unchangeable or requires a special operation to change. The BIOS is stored in the CMOS, read-only memory.



- c. **Hard Drive** – Where you store information permanently most frequently. This is also nonvolatile.



4. **Motherboard** – A circuit board that allows the CPU to interact with other parts of the computer.



5. **Ports** – Means of connecting peripheral devices to your computer.

- a. **Serial Port** – Often used to connect a older mice, older external modems, older digital cameras, etc to the computer. The serial port has been replaced by USB in most cases. 9-pin connector. Small and short, often gray in color. Transmits data at 19 Kb/s.



- b. **Monitor Ports** – Used to connect a monitor to the computer.

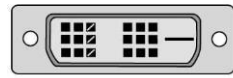
PCs usually use a VGA (Video Graphics Array) analog connector (also known as a D-Sub connector) that has 15 pins in three rows. Typically blue in color.



Because a VGA (analog) connector does not support the use of digital monitors, the Digital Video Interface (DVI) standard was developed.



Single Link DVI-I



Single Link DVI-D

© 2002 Intel Corporation

LCD monitors work in a digital mode and support the DVI format. At one time, a digital signal offered better image quality compared to analog technology. However, analog signal processing technology has improved over the years and the difference in quality is now minimal.

6.Parallel Port – Most often used to connect a printer to the

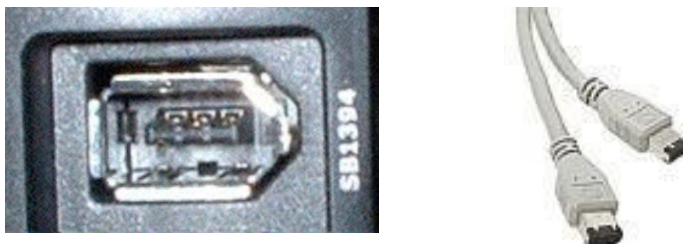
computer. 25-pin connector. Long and skinny, often pink in color. Transmits data at 50-100 Kb/s.



USB Port – Universal Serial Bus. Now used to connect almost all peripheral devices to the computer. USB 1.1 transmits data at 1.5 Mb/s at low speed, 12 Mb/s at full speed. USB 2.0 transmits data at 480 Mb/s.



- c. **Firewire/ IEEE 1394 Port** – Often found on Apple Computers. Often used with digital camcorders. Firewire transmits data at 400 Mb/s. Firewire 1394B (the new firewire) transmits data at 3.2 Gb/s.



- d. **PS/2 Port** - sometimes called a mouse port, was developed by IBM. It is used to connect a computer mouse or keyboard. Most computers come with two PS/2 ports.



- e. **Ethernet Port** – This port is used for networking and fast internet connections. Data moves through them at speeds of either 10 megabits or 100 megabits or 1 gigabit (1,000 megabits) depending on what speed the network card in the computer supports. Little monitor lights on these devices flicker when in use.



6. **Power Supply** – Gives your computer power by converting alternating current (AC) supplied by the wall connection to direct current (DC).



5. **Expansion Cards** – Used to add/improve functionality to the computer.

- a. **Sound Card** – Used to input and output sound under program control. Sound cards provide better sound quality than the built in sound control provided with most computers.



- b. **Graphics Card** – Used to convert the logical representation of an image to a signal that can be used as input for a monitor.



- c. **Network Card** – Used to provide a computer connection over a network. Transmit data at 10/100/1000 Mb/s.



6. **CD ROM** – A device used to read CD-ROMs. If capable of writing to the CD-ROM, then they are usually referred to as a 'burner' or CD-RW.



7. **DVD ROM** – A device that is used to read DVDs/CDs. If capable of writing to the DVD, then it is often referred to as a DVD-burner or a DVD-RW.



8. **Floppy Drive** – A device that is used to read/write to floppy diskettes.



9. **Fan** – Keeps your computer cool. If the inside of your computer becomes too hot, then the computer can overheat and damage parts.



10. **Heatsink** – Used to disperse the heat that is produced inside the

computer by the CPU and other parts by increasing surface area.



The little parts – Capacitors – store energy, Resistors – allows a current through, Transistors – a valve which allows currents to be turned on or off.



11. **Case** – (Tower if standing upright.) What your motherboard, CPU, etc is contained in.



The three main components of a computer:

1. **CPU** – Central Processing Unit, coordinates all actions that occur in the system, executes program instructions.
2. **Memory** – Used to store information.
3. **I/O Devices** – Input/Output devices, which allow you to obtain or display data.

15. Installation of windows 10 Operating System with BIOS Booting Options

Installation of Windows 10 Operating System with BIOS Booting Options

Part1

Booting to the Windows 10 Installer

1 Make sure your Windows 10 installation media is connected. **In order for you to install Windows 10, your Windows 10 installation file must be loaded onto a disc or flash drive, and the disc or flash drive must be inserted into your computer.**

- If you haven't yet downloaded the Windows 10 installation tool, follow the instructions from this Microsoft support page:

<https://www.microsoft.com/en-us/software-download/windows10>

2 Open the Start menu. **Either click the Windows icon in the bottom-left corner of the screen, or press the  Win key.**

3 Click the power icon. **This is the circle with a line through its top that's in the bottom-left corner of the Start window.**

4 Click Restart. **It's in the pop-up menu above the power icon. Doing so will restart your computer.**

5 Press and hold Del or F2 to enter setup.

This key may also be a different key— most computers will display a message on startup that says "Press [key] to enter setup" or something similar, so look for this message when your computer restarts to confirm the key you should press to access the BIOS.

- Consult your computer's manual or online support page to confirm your computer's BIOS key.

6 Navigate to the Boot tab. **You'll use the arrow keys to select it.**

The **Boot** tab may instead say **Boot Options**, depending on your computer's manufacturer.

7 Select a device from which to boot. **You have a couple of options here:**

- For a **USB flash drive**, select the **Removable Devices** option.
- For a **disc installation**, select the **CD-ROM Drive** option.

8 Press the + key until your boot option is first. **Once either Removable Devices or CD-ROM Drive is at the top of the list, your computer will select your choice as its default boot option.**

- On some computers, you'll instead press one of the function keys (e.g., F5) to navigate an option up to the top of the menu. The key will be listed on the right side of the screen.

9 Save your settings. You should see a key prompt (e.g., F10) at the bottom of the screen that correlates to "Save and Exit"; pressing it should save your settings and restart your computer.

- You may have to press ↵ Enter to confirm the changes.

10 Wait for your computer to restart. **Once your computer finishes restarting,** you'll see a window here with your geographical data. You're now ready to begin setting up your Windows 10 installation.

Part2

Installing

11

Click Next when prompted. You can also change the options on this page (e.g., the setup language) before continuing if need be.

12

Click Install Now. It's in the middle of the window.

13

Enter your Windows 10 key, then click Next. If you don't have a Windows 10 key, instead click **Skip** in the bottom-right corner of the screen.

14

Click the "Accept" box and click Next. This will indicate that you accept the terms of use.

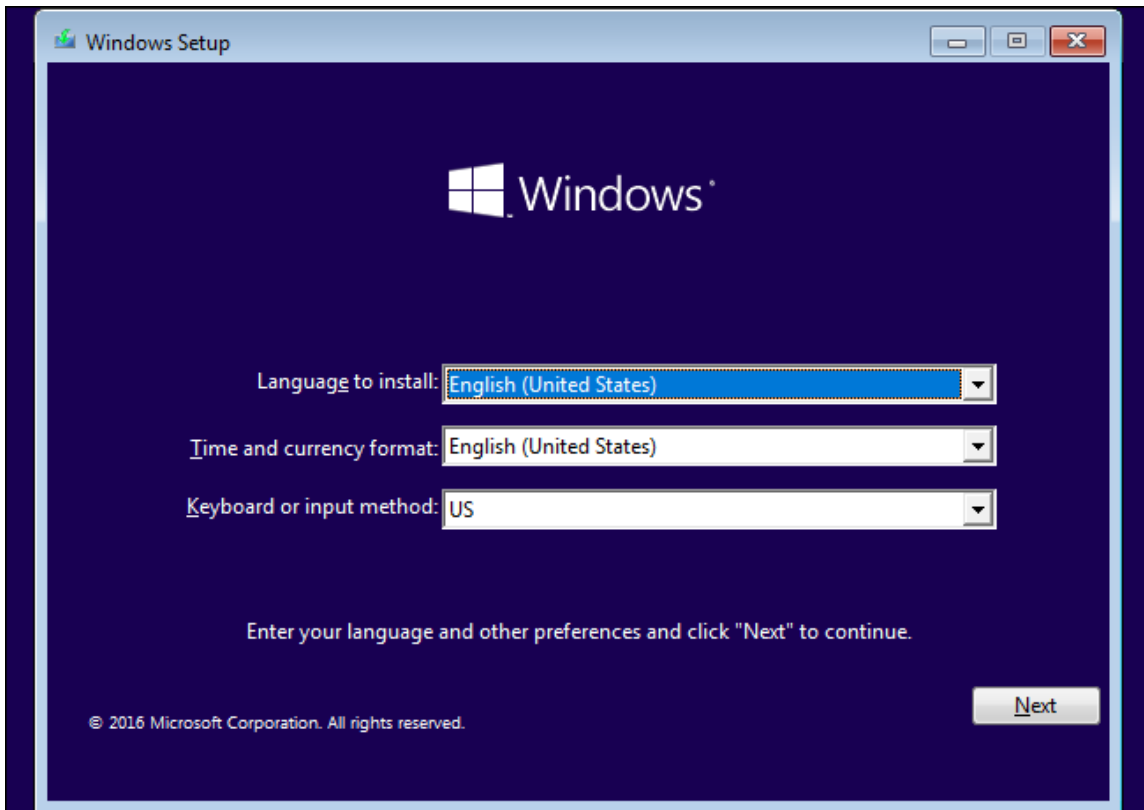
15

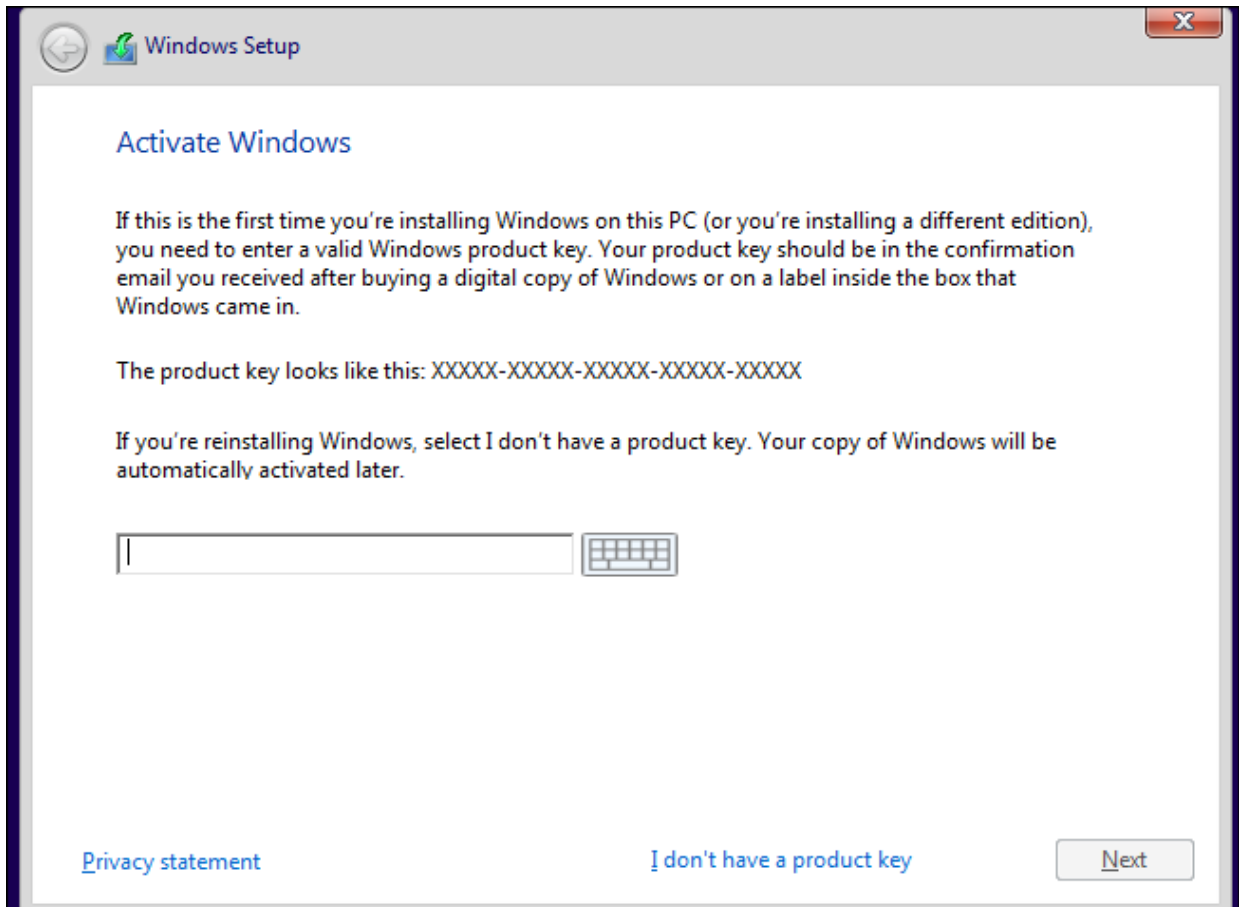
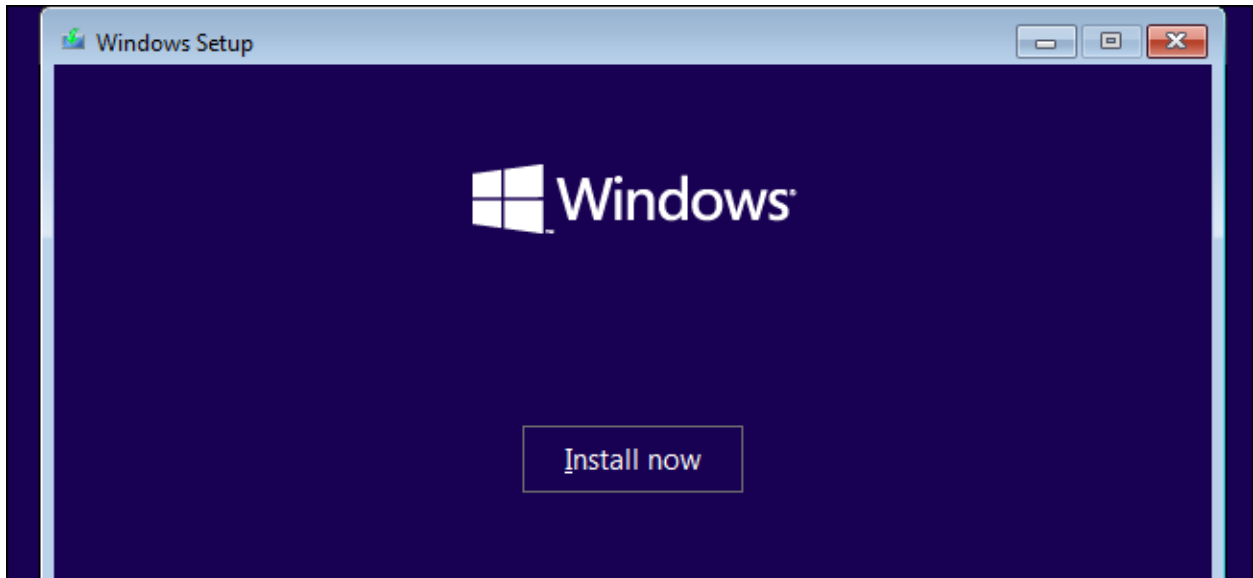
Click Upgrade. It's at the top of the "Which type of installation do you want?" window. This option installs Windows 10 while preserving your files, apps, and settings.

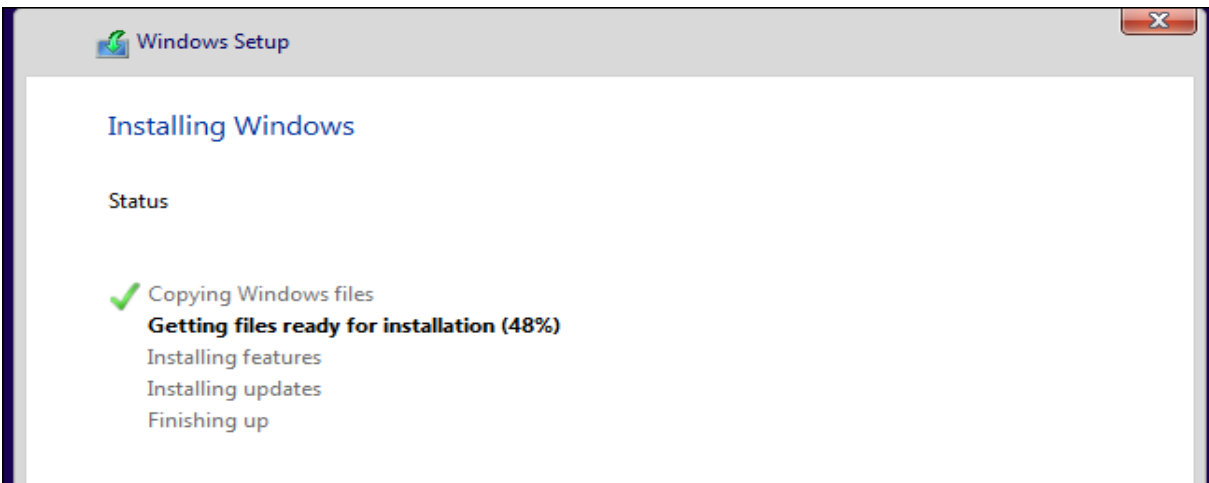
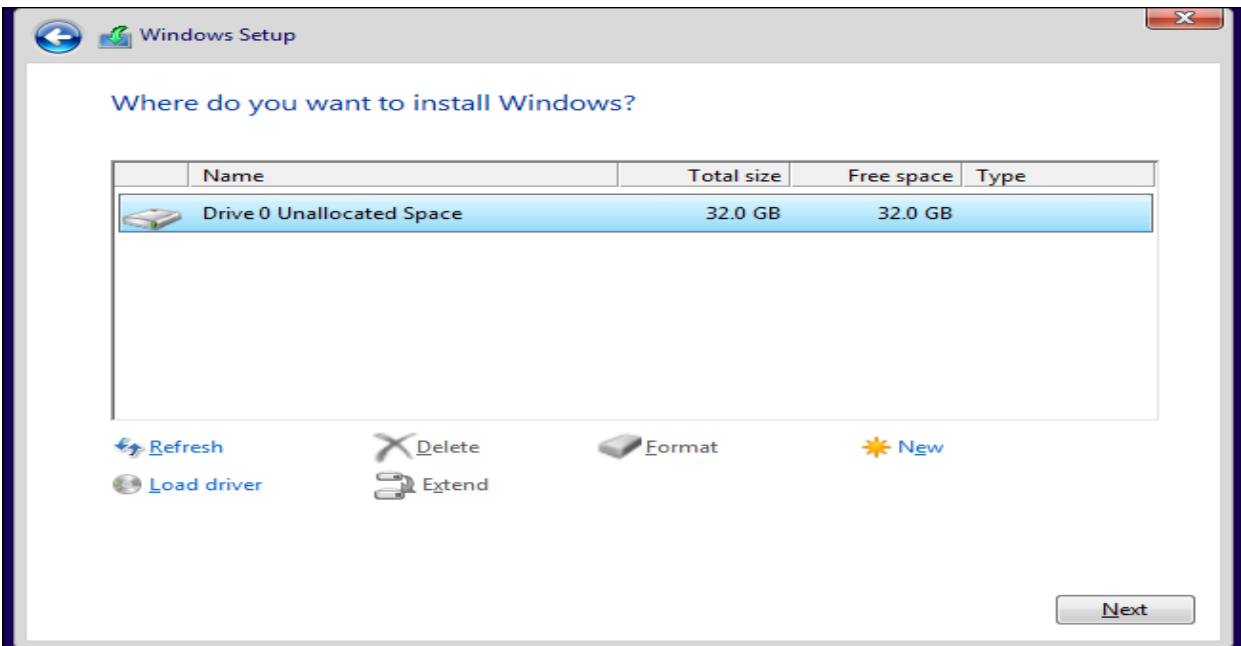
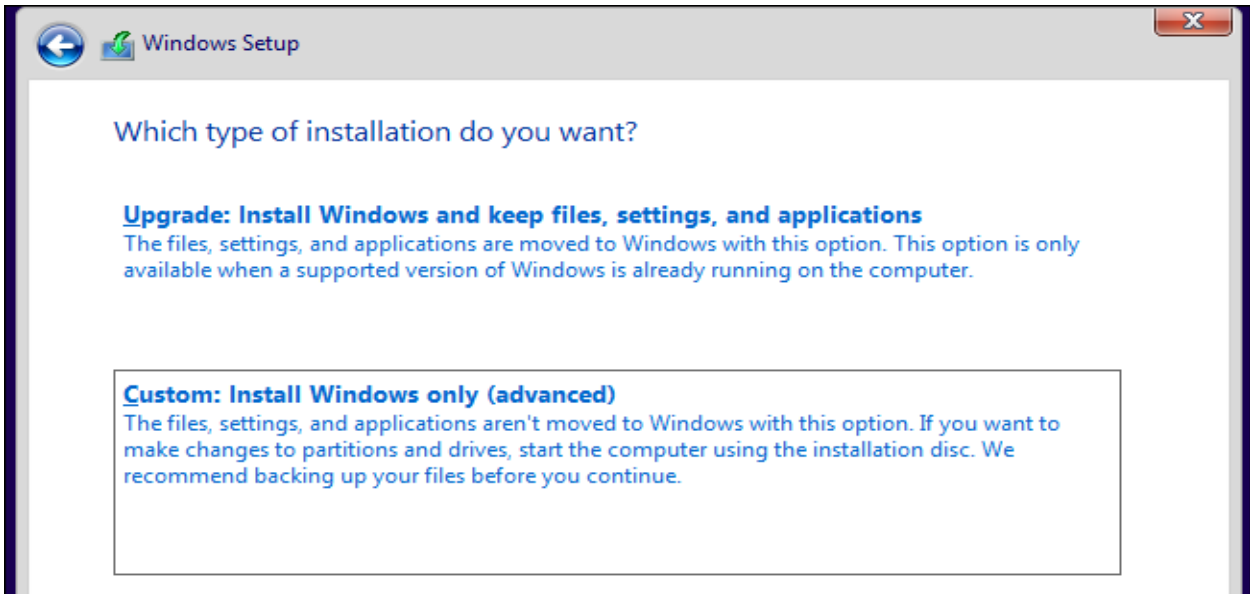
- You can click **Custom** instead to clean install Windows 10 on your computer. Doing so will prompt you to select a partition to format before continuing.

16 Wait for Windows 10 to install. This process may take anywhere from half an hour to several hours, depending on your computer's previous operating system and processing speed.

- If prompted to press a key in order to boot from a CD, *do not press a key.*
17 Follow the on-screen setup instructions. Once Windows 10 has been installed on your computer, you'll be able to customize its settings (e.g., your region, your preferred language, location settings, etc.). Once you finish this process, you will be taken to your computer's desktop.
- You can also click **Express Settings** to set up Windows 10 with the recommended settings.







15 Installation of Linux Operating System:

We normally begin the installation process by booting of the first CD, you need to have the machine switched on, so that you can open your CD-ROM drive. Insert Disk 1 of your Red Hat Linux distribution into your CD-ROM drive, and then restart the machine. The installation process should start automatically, as soon as the computer's power-on self test is complete.

If you don't get this Linux Boot screen, then it may be because your computer is not configured to boot off the CD-ROM drive by default. In this case, you may need to adjust the configuration of your machine by changing the boot sequence of your computer, so that it begins with the CD-ROM drive.

The best way to do this is to reboot your computer, and take it into the BIOS setup menu immediately after boot up. The exact way to access the BIOS setup menu varies from machine to machine, but it usually involves hitting a button such as F2 or F10 or Escape. Check your motherboard's manual if you have it, or follow the instructions on screen immediately after the reboot.

1) Red Hat Linux Boot screen:

After configuring the system for booting from a CD, the Red Hat Linux Boot screen appears. At this point, press Enter for the graphical Setup.

2) Welcome to Red Hat:

The "Welcome to Red Hat" screen appears with the option of **Hiding the help pane** (left side) or viewing the **Release Notes**.

Select **Next** when ready.

3) Language Selection:

The **Language Selection** screen displays all of the languages available to install Red Hat with. I chose **English** here, then **Next**.

4) Keyboard Configuration:

Keyboard Configuration is next.

Highlight the best match for your particular system. Usually, the default works best. Select **Next** when complete.

5) Mouse Configuration:

Mouse Configuration is next.

Again, highlight the best match for your particular system. Select **Next** when finished.

6) Installation type:

Selection of a standard installation type is now available.

The options include **Personal Desktop**, **Workstation**, **Server**, or

KMMIPS : Dept of MCA: SMK :

Custom.For this particular guide, I selected **Personal Desktop** and then **Next**.

7) **Partitioning your system:**

You are now faced with the option of automatically partitioning your system with the default values or selecting a more expert approach of choosing exactly what values each partition will be.

I chose **Automatic**, then selected **Next**.

8) **Warning dialog box:**

If this is a new hard drive or a hard drive that no partitions currently exist, a warning dialog box will appear. Select **Yes** to continue.

9) **Automatic Partitioning:**

Here are the options of deleting all Linux partitions, deleting all partitions, or keep the disk structure as it already is.

If this is a new drive, any options work just fine, but, if you already have partitions defined, as in a [Multi-Boot](#) environment, be careful as to which selection and drive volume you choose.

Also, check the **Review and modify** box at the bottom to retain control over what happens to the hard drive and view the recommended configuration.

10) **New hard drive structure:**

If you checked the **Review and modify** box, the new hard drive structure is displayed. This fits my purposes, so I chose **Next** to continue.

11) **Boot loader options:**

Boot Loader options are displayed.

If this is the only OS to be installed, I recommend to install a boot loader, such as Grub (the default). If this is part of a [Multi-Boot](#) System, I recommend to not install a boot loader and use a boot floppy, created later on in the install process, instead.

Important: If you chose to NOT install a boot loader and NOT make a boot floppy, your Red Hat installation will NOT work.

12) **Install a boot loader:**

Please view my [Multi-Boot Guide](#) for more information about Boot Floppies.

13) **Network setup:**

Network setup options are next.

Enter in the required information for your particular setup, here. I chose the default, **DHCP setup**, then selected **Next**.

14) **Firewall setup:**

Firewall setup is very important!

If this system will be connected directly to the internet, choose **High** to start out with.

If this system is already behind a hardware firewall or router, choose **Medium** as a good starting point.

15) **Language Selection:**

Additional Language options are also available.

Since I understand no other language besides **English**, the default was fine.

16) **Time Zone Selection:**

Configure your Time Zone with this display.

Being on the West Coast, Pacific Time was selected here.

Choose what is right for your location and then select **Next** to continue.

17) **Create a root or administrator password:**

Another important part of the installation process is to create a root or administrator password and a "normal" user account for everyday tasks.

DO NOT leave your root password as blank or easily guessable.

18) **Add users:**

After acceptance of your root password, select the **Add** button to create an additional account for everyday tasks. Do not worry. If at anytime you need to use the root account to change system settings, you can. You will be prompted for the password even if you are logged in as a regular user.

After creating a new account and selecting a "good" password, select the **OK** button.

19) **Add as many users as you wish:**

Your display could look something like this.

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Add as many users as you wish, then select **Next** to continue.

20) Default package configuration:

Here, you have the option of accepting the default package configuration, or selecting exactly what applications and services you desire.

If you wish, you can skip this step and select **Next** as the default option and your system will be configured accordingly.

However, if you desire to add or subtract particular applications, choose the **Customize packages to be installed** button and select **Next**.

21) Selecting exactly what packages:

Here you will have the option of selecting exactly what packages and applications you wish to install. Detailed descriptions about each are also available, after selecting the check box on the left of the category, by selecting the **details** button.

Upon completing your options, select **Next** to continue.

22) Installation will now start:

Installation will now start after selecting the **Next** button.

23) **Formatting of the hard drive:**

Formatting of the hard drive or partitions will begin. Depending on the size of the hard drive, this may take much time.

24) **Transfer of the install image:**

Transfer of the install image to the hard drive now takes place. Again, if you selected many packages, this could take some time.

25) **Installation of all selected packages:**

Installation of all selected packages and applications are now underway. Depending on what was selected and system configuration, this could take 15 minutes to over an hour.

26) **Insert the next CD soon:**

Do not go far, though, as you may be required to insert the next CD soon.

27) **Boot floppy creation:**

If this is the only OS to be installed, I recommend to install a boot loader previously, such as Grub (thedefault). This does NOT mean that you should forget about creating a boot floppy, also.

If this is part of a [Multi-Boot](#) System, I recommend a boot floppy, created here, and not to use a bootloader.

Important: If you chose to NOT install a boot loader and NOT make a boot floppy, your Red Hat installation will NOT work.

Please view my [Multi-Boot Guide](#) for more information about boot floppies.

28) **Graphics card setup:**

Select your graphics card setup and memory configuration here. Chose **Next** after highlighting your selection.

29) **Monitor Setup:**

Enter the proper values or highlight the model of your display here. After selecting the configuration for your system, chose **Next**.

30) **Desktop resolution:**

Choose your desktop resolution and bit-depth. Capabilities beyond your card should not be displayed.

31) **Install complete:**

Installation is completed and the system will reboot after selecting **Next**.

32) **Grub boot loader:**

Upon reboot, the Grub (if selected previously in the install process) is displayed with the option of booting your Linux installation.

If you opted for a boot floppy, ensure that your system is configured to boot from "A:" first, then your hard drive, otherwise, your system may skip to your previous OS by default.

KMMIPS : Dept of MCA: SMK :

33) **Boot Red Hat:**

Keep in mind, while the OS is loading, Linux is famous for allowing the USER to choose exactly what, how and why everything happens.

This is not Windows.

You will see all kinds of information about the internal workings of your system. Do not be alarmed. You will come to enjoy that information in due time. :)

34) **Logon:**

If you opted for a graphical install screen, the **user name** prompt is displayed. Log in as one of the users you created previously (not root) and enter in your password (not blank).

35) **Gnome Desktop:**

The Red Hat 8.0 default desktop is now displayed. If you selected KDE and not Gnome, your view will be slightly different.

Remember, anything that you wish to do, you can, including messing with system files. When in doubt, think twice. :)

Fedora™

C O R E

- To install or upgrade in graphical mode, press the <ENTER> key.
- To install or upgrade in text mode, type: linux text <ENTER>.
- Use the function keys listed below for more information.

[F1-Main] [F2-Options] [F3-General] [F4-Kernel] [F5-Rescue]
boot: _

Boot Screen

Welcome to Fedora Core



<Tab>/<Alt-Tab> between elements | <Space> selects | <F12> next screen

Media Test Screen

Welcome to Fedora Core

Media Check Result

The media check of the image:
Fedora Core 3.92 disc 1
is complete, and the result is: PASS.
It is OK to install from this media.

OK

<Tab>/<Alt-Tab> between elements | <Space> selects | <F12> next screen

Media Check Result

Welcome to Fedora Core

Media Check

If you would like to test additional media, insert the next CD and press "Test". You do not have to test all CDs, although it is recommended you do so at least once.
To begin the installation process insert CD #1 into the drive and press "Continue".

Test

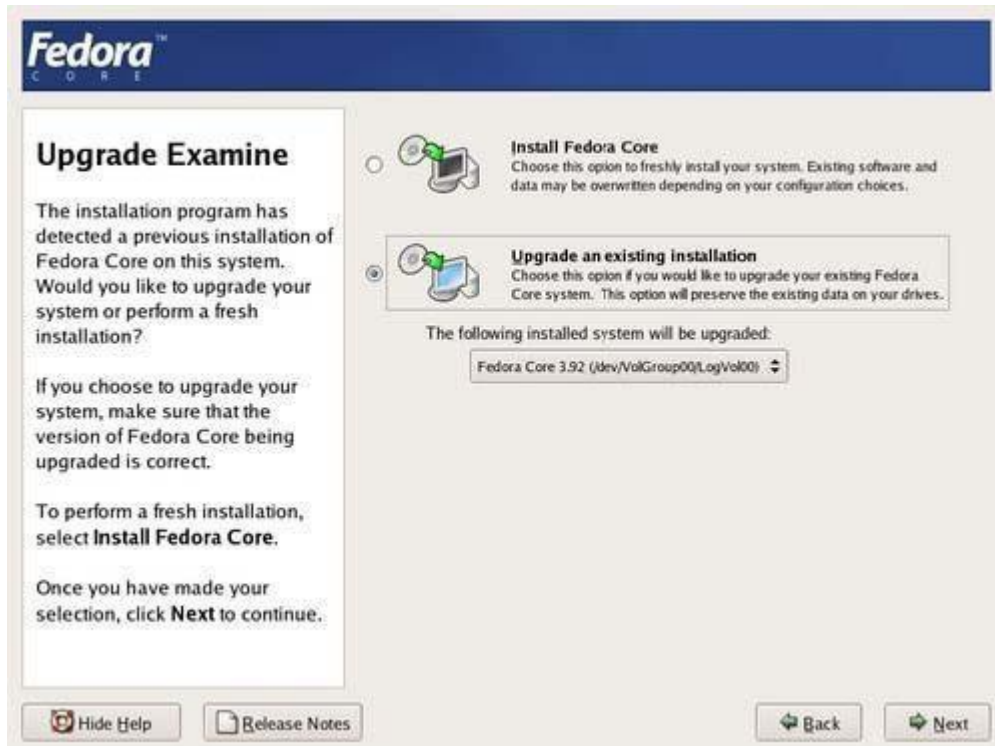
Continue

<Tab>/<Alt-Tab> between elements | <Space> selects | <F12> next screen

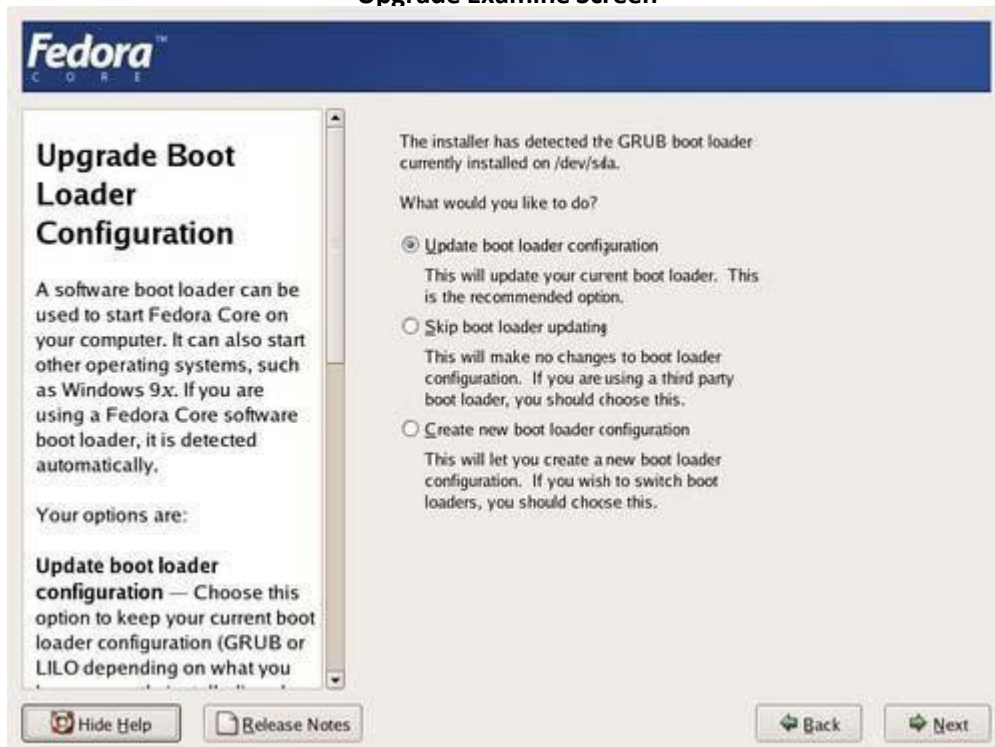


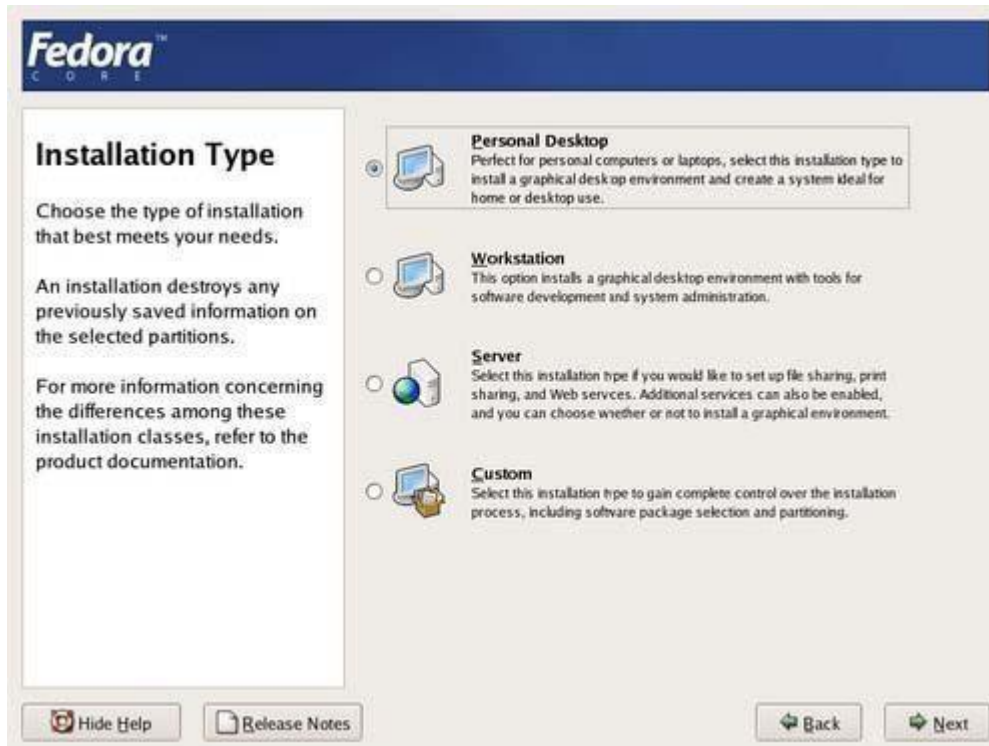
Language Selection Screen



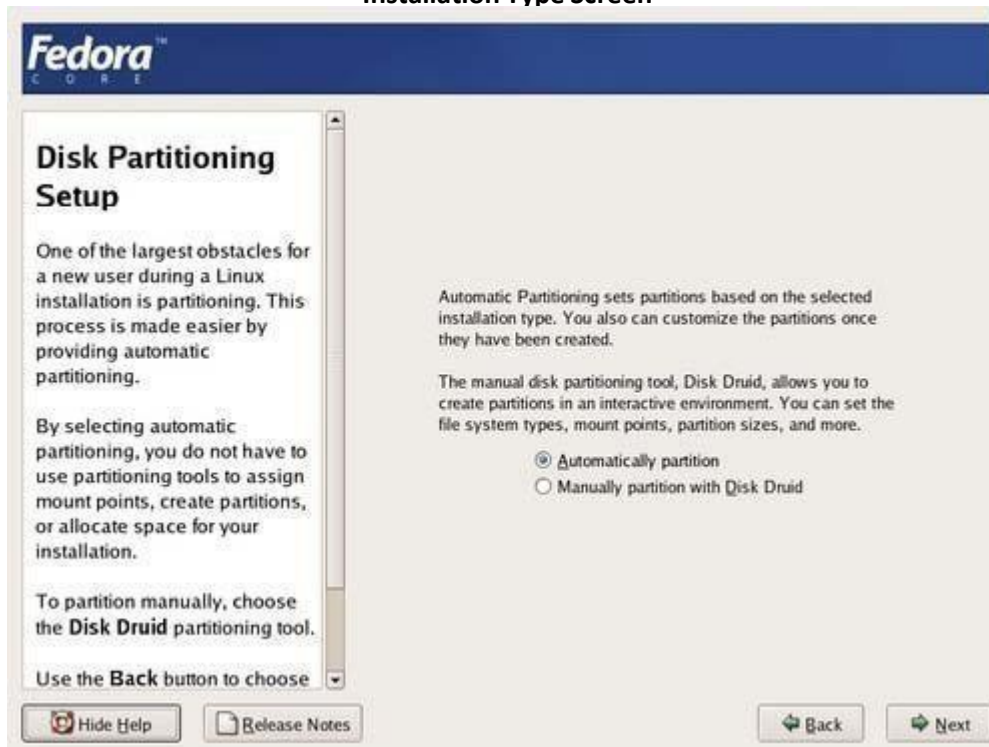


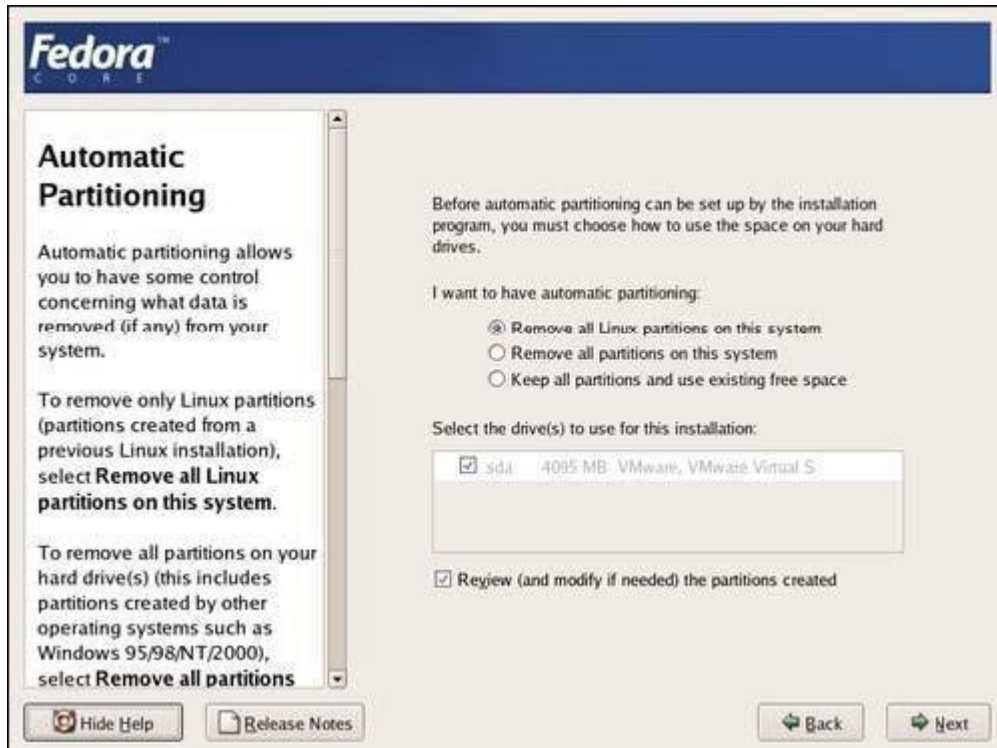
Upgrade Examine Screen



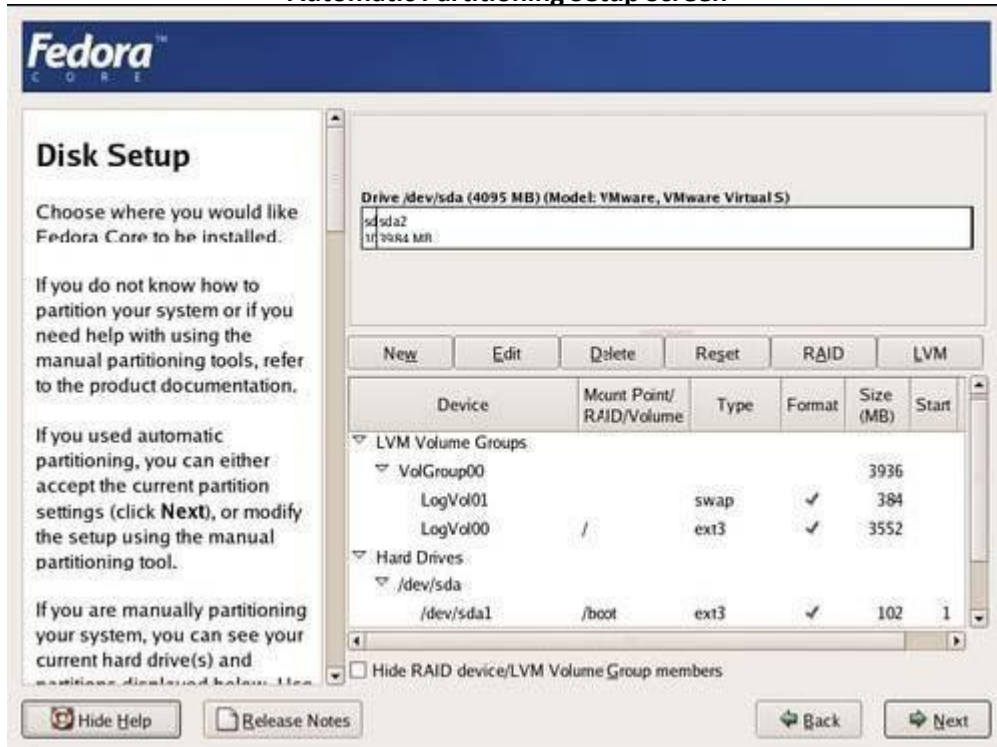


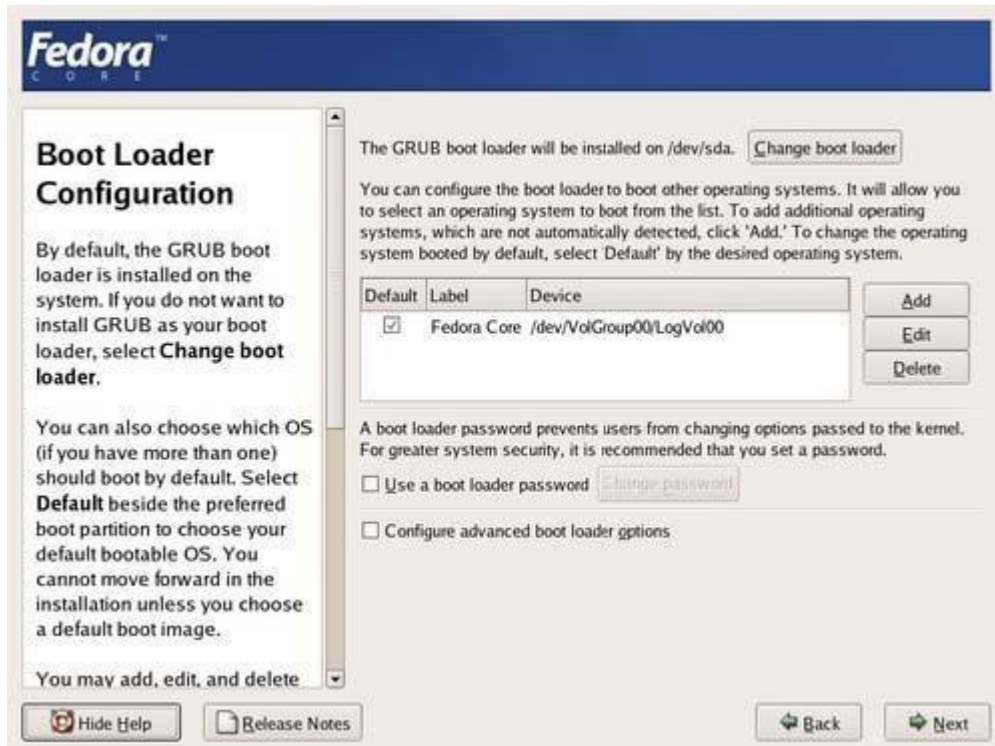
Installation Type Screen



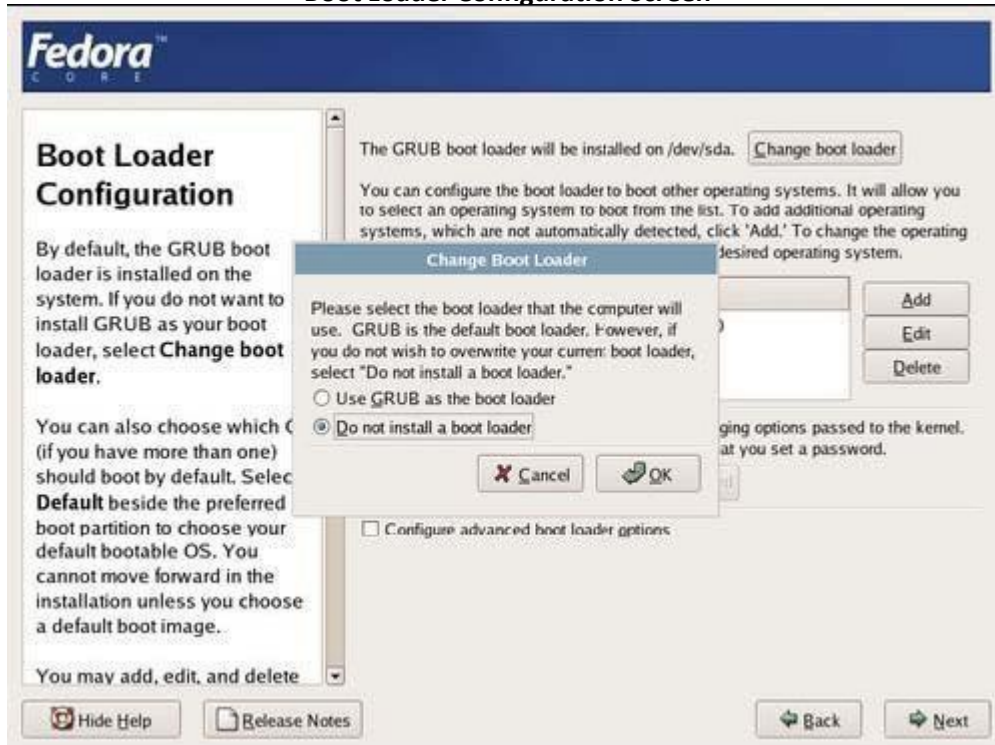


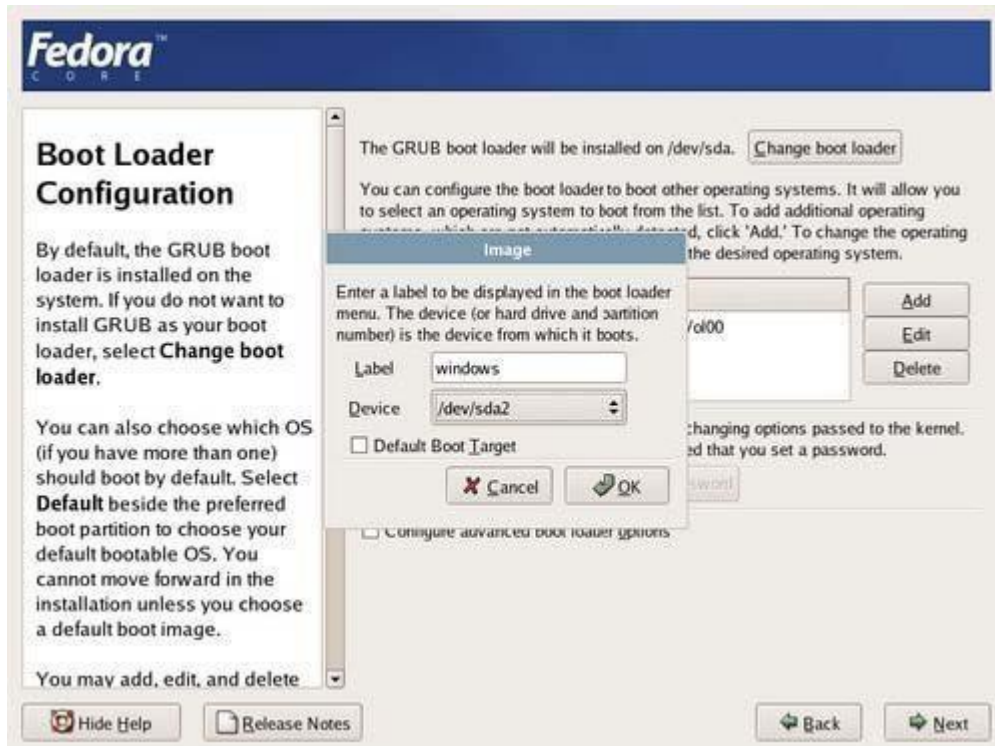
Automatic Partitioning Setup Screen



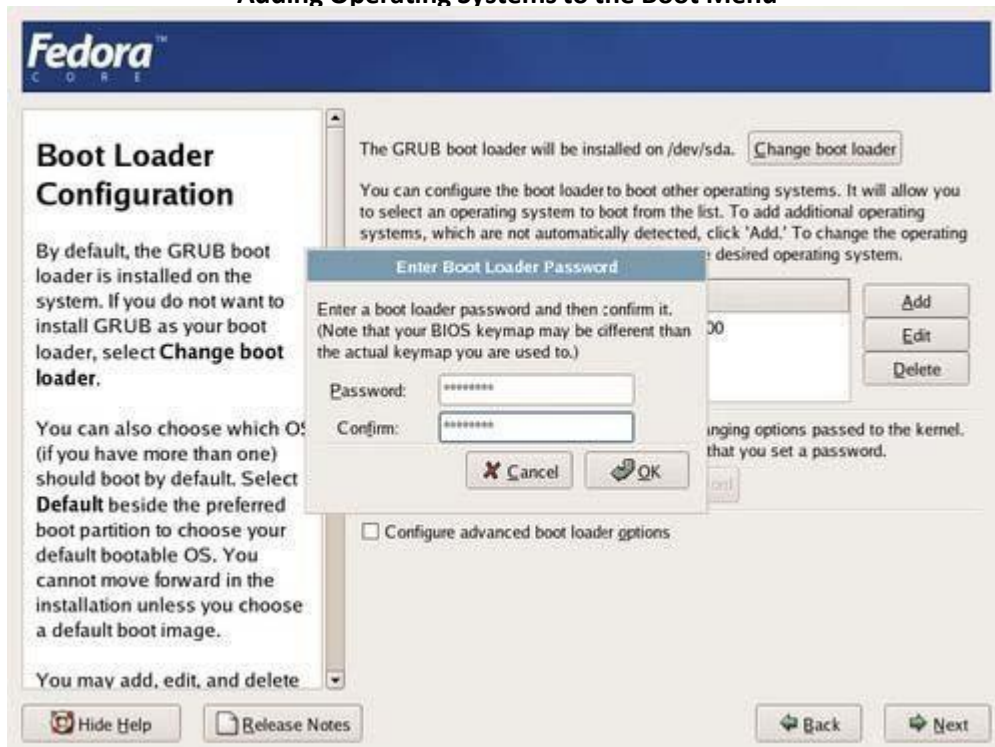


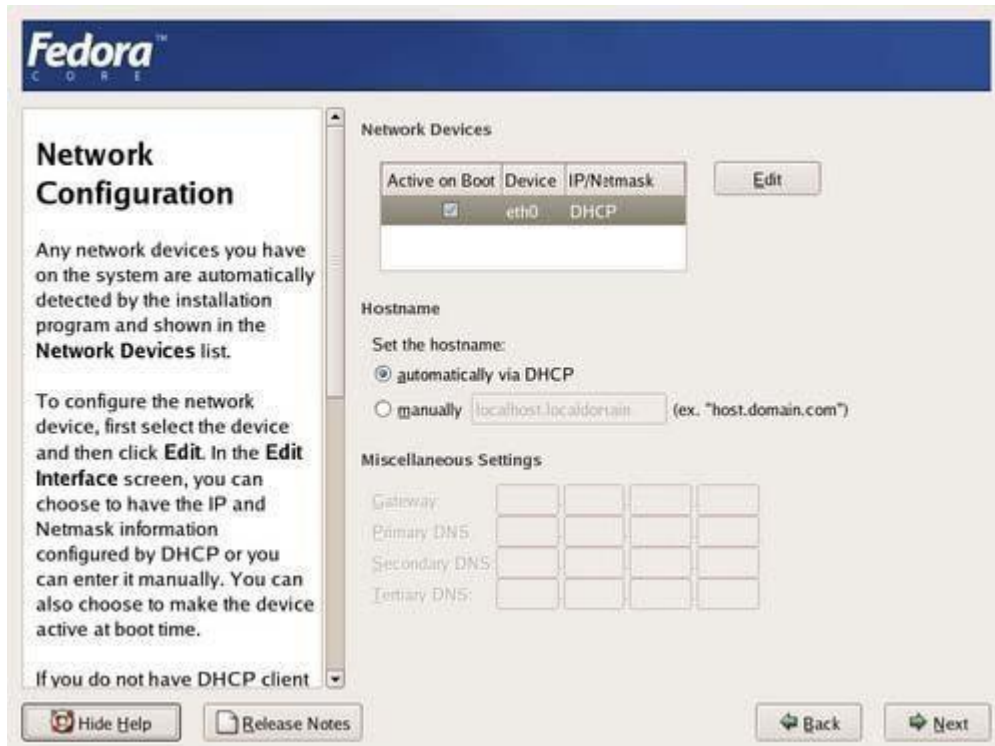
Boot Loader Configuration Screen



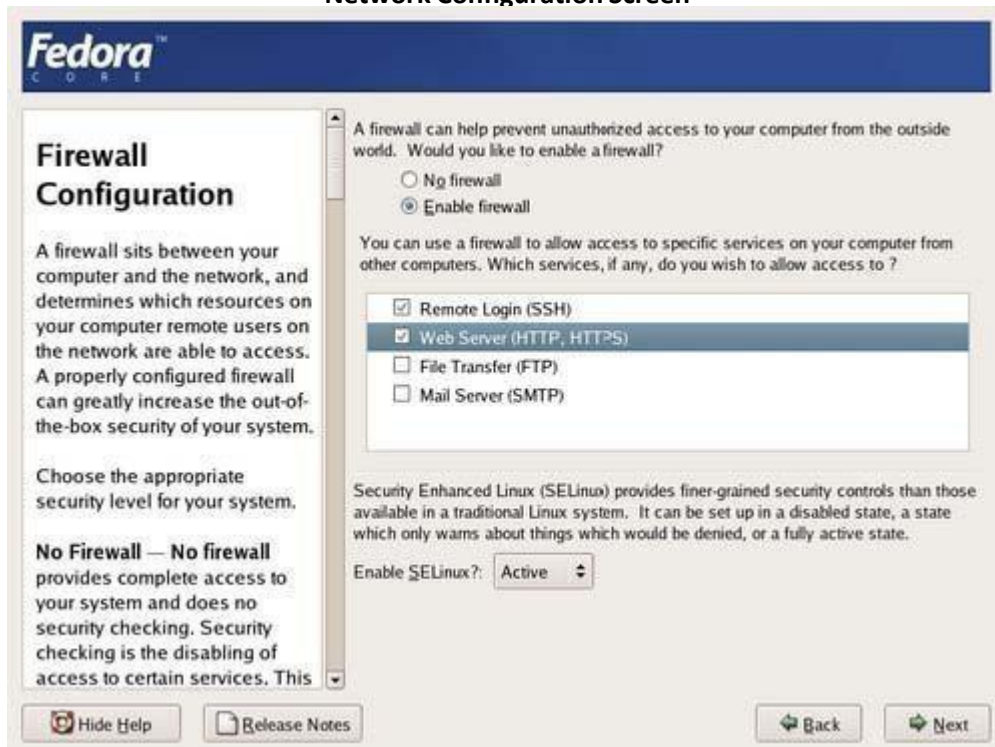


Adding Operating Systems to the Boot Menu





Network Configuration Screen





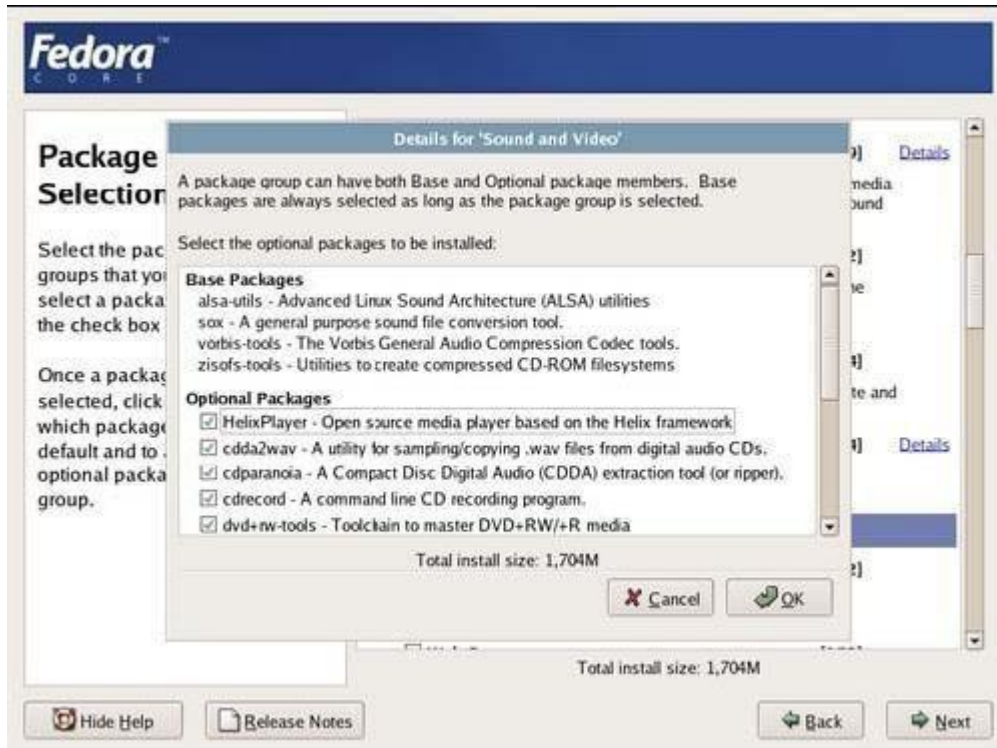
Time Zone Selection Screen





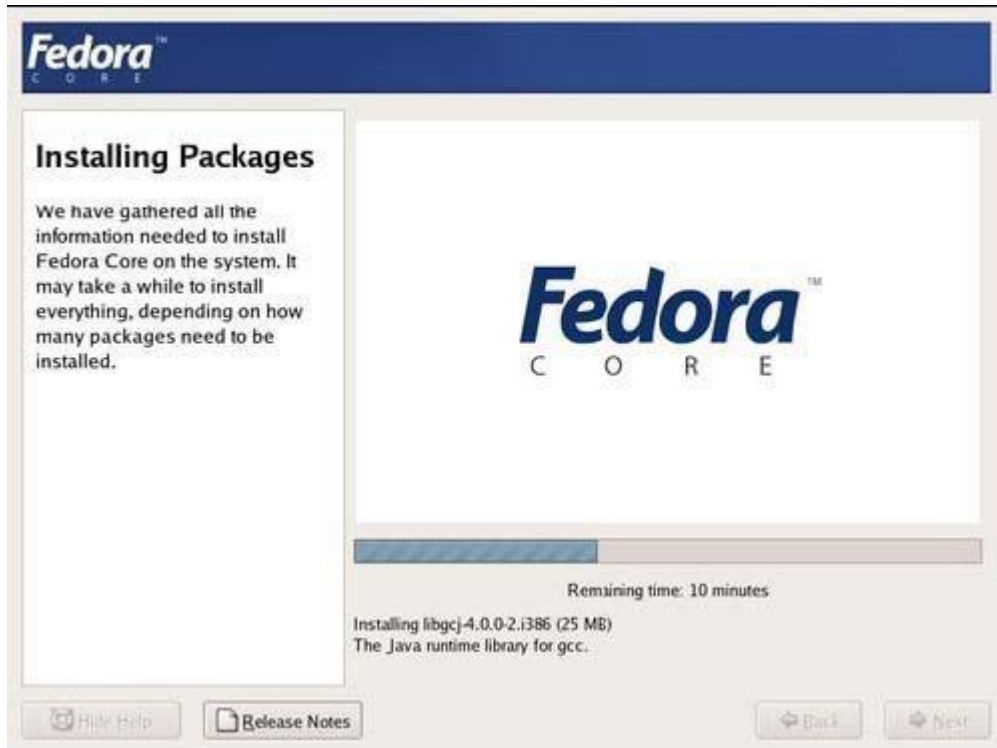
Package Installation Defaults Screen





Package Group Details Dialog





Installing Packages Screen



- Welcome
- ▶ License Agreement
- Date and Time
- Display
- System User
- Sound Card
- Additional CDs
- Finish Setup



License Agreement

**LICENSE AGREEMENT
FEDORA(TM) CORE 4**

This agreement governs the download, installation or use of the Software (as defined below) and any updates to the Software, regardless of the delivery mechanism. The Software is a collective work under U.S. Copyright Law. Subject to the following terms, Fedora Project grants to the user ("User") a license to this collective work pursuant to the GNU General Public License. By downloading, installing or using the Software, User agrees to the terms of this agreement.


1. THE SOFTWARE. Fedora Core (the "Software") is a modular Linux operating system consisting of hundreds of software components. The end user license agreement for each component is located in the component's source code. With the exception of certain image files containing the Fedora trademark identified in Section 2 below, the license terms for the components permit User to copy, modify, and redistribute the component, in both source code and binary code forms. This agreement does not limit User's rights under, or grant User rights that supersedes, the license terms of any particular component.

Yes, I agree to the License Agreement
 No, I do not agree

← Back
Next →

License Agreement Screen

- Welcome
- License Agreement
- ▶ Date and Time
- Display
- System User
- Sound Card
- Additional CDs
- Finish Setup



Date and Time

Please set the date and time for the system.

Date & Time

Network Time Protocol

Date

◀ May ▶
◀ 2005 ▶

Sun	Mon	Tue	Wed	Thu	Fri	Sat
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	1	2	3	4
5	6	7	8	9	10	11

Time

Current Time : 23:08:18

Hour :

Minute :

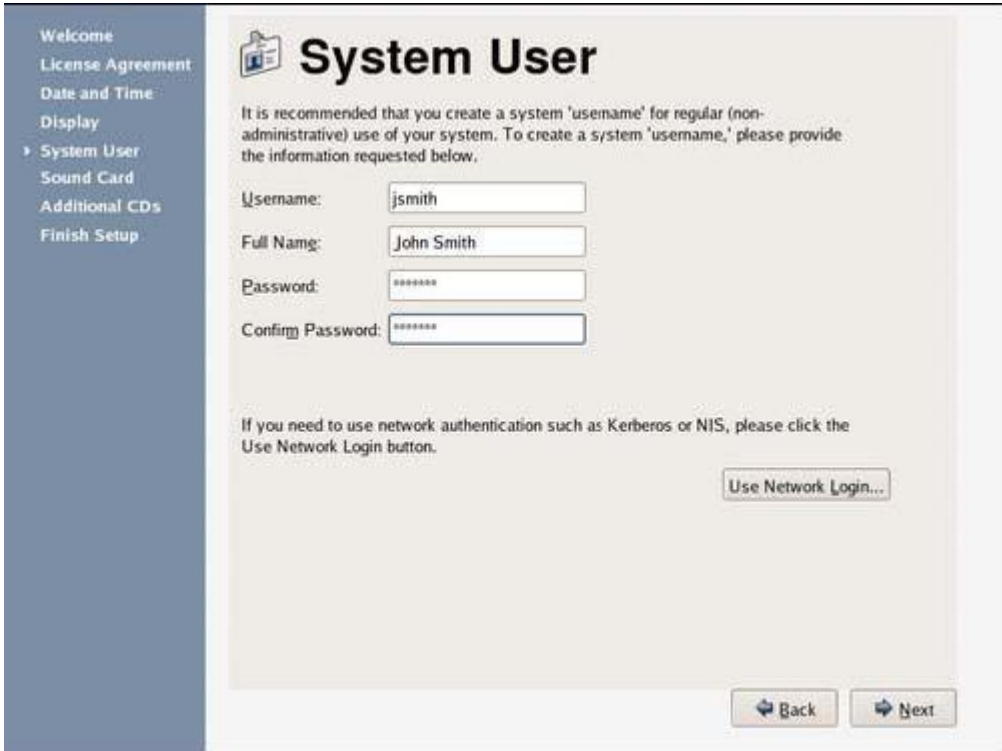
Second :

← Back
Next →

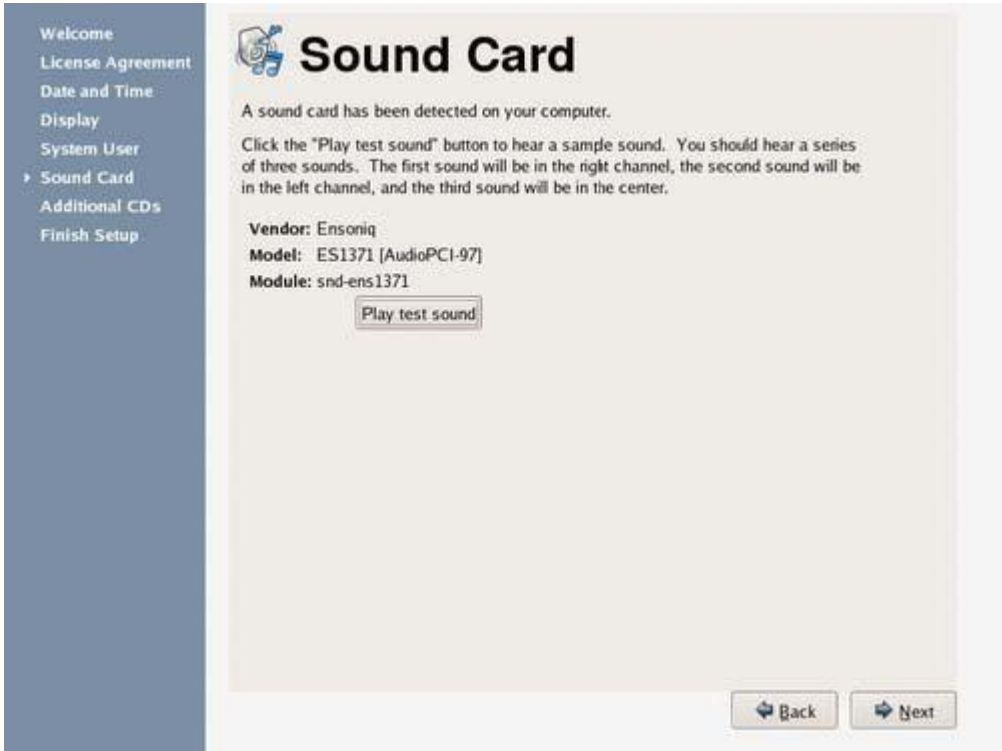


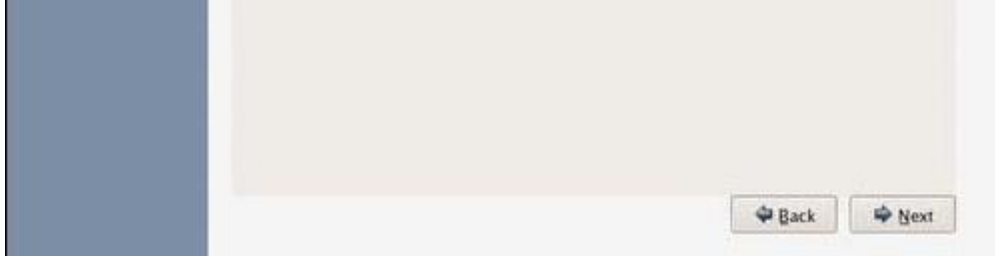
Display Screen





System User Screen






Additional CDs Sc

Welcome
License Agreement
Date and Time
Display
System User
Sound Card
Additional CDs
► **Finish Setup**

Finish Setup

Your system is now set up and ready to use. Please click the "Next" button in the lower right corner to continue.



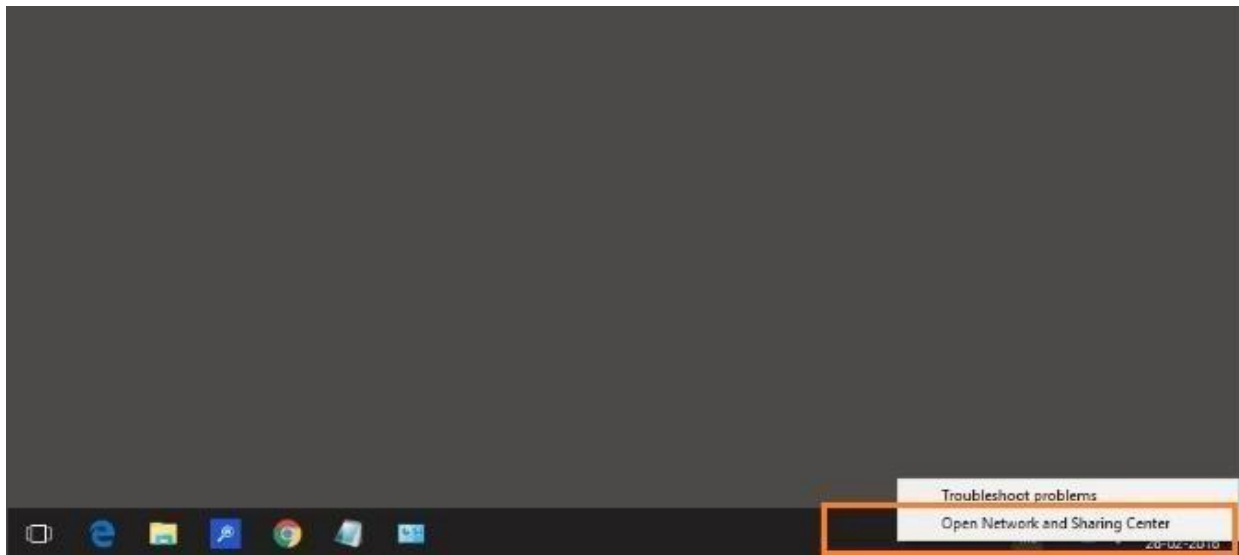
Fedora
C O R E

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16 Configuration of wired TCP/IP Properties of My Computer

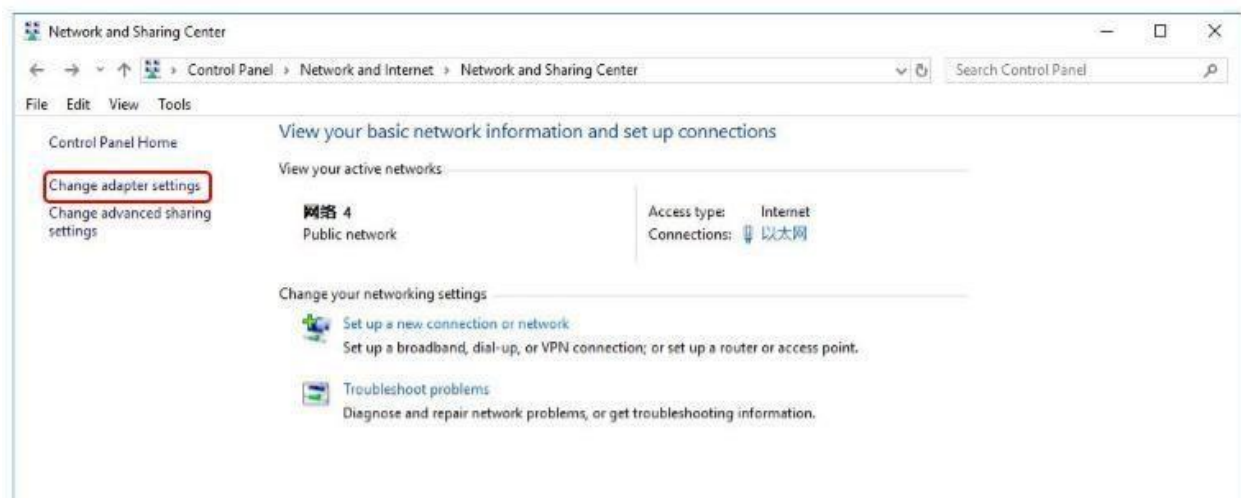
Step 1

Right click the internet icon in the task tray, select **Open Network and Sharing Center**.



Step 2

Click **Change adapter settings**.

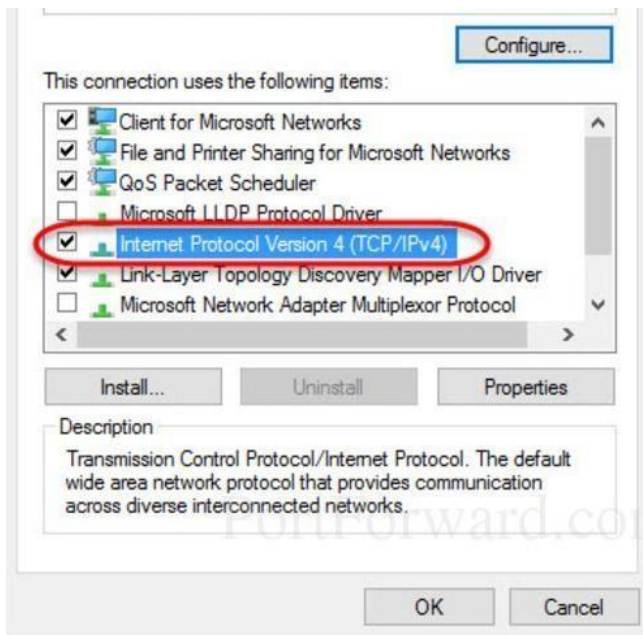


Step 3

Highlight and right click on **Ethernet**, then select **Properties**.

Step 4

Select **Internet Protocol Version 4**



Step 5

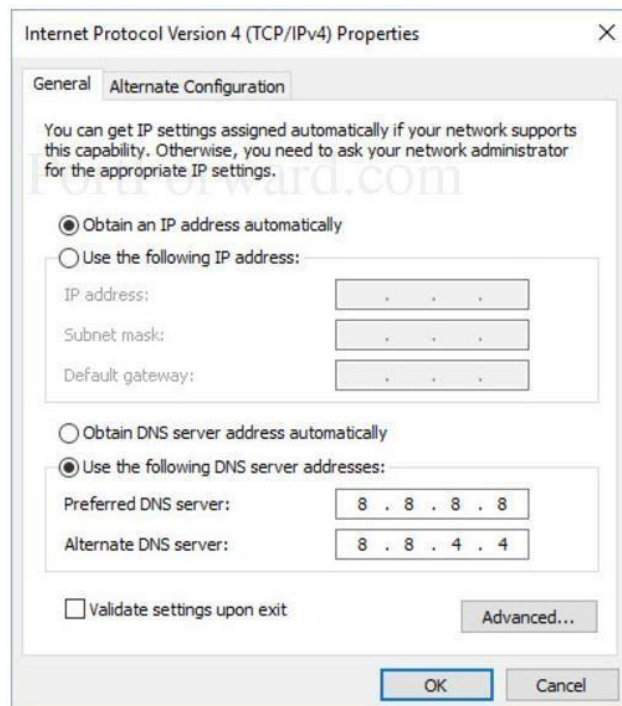
To get IP settings assigned automatically, select **Obtain an IP address automatically** and **Obtain DNS server address automatically**.

To get fixed IP settings, select **Use the following IP address** and **Use the following DNS server addresses**, then enter the IP address, subnet mask, default gateway and DNS server manually.

IP Address: 192.168.0.2

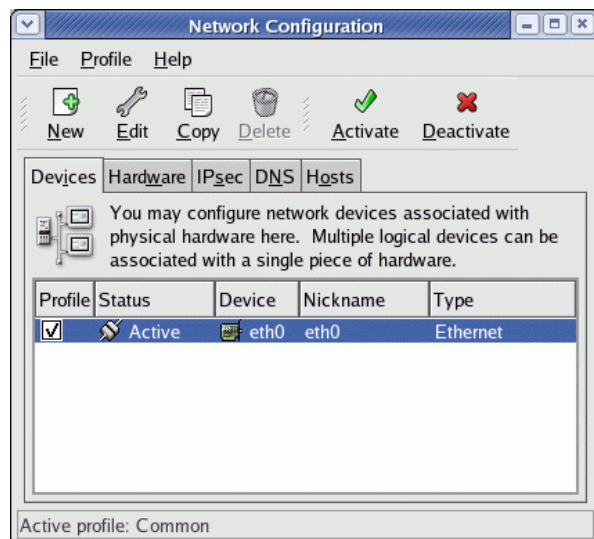
Subnet mask: 255.255.255.0

Default gateway: 192.168.0.1



Configuration of wired TCP/IP Properties of my computer (Linux)

On most Linux systems, you can access the TCP/IP connection details within '**X Windows**' from **Applications > Others > Network Connections**. The same may also be reached through **Application > System Settings > Network > Configure**. This opens up a window, which offers configuration of IP parameters for wired, wireless, mobile broadband, VPN and DSL connections:



The values entered here modify the files:

`/etc/sysconfig/network-scripts/ifcfg-eth0`

`/etc/sysconfig/networking/devices/ifcfg-eth0`

`/etc/resolv.conf`

`/etc/hosts`

The static host IP assignment is saved in **`/etc/hosts`**

The DNS server assignments are saved in the **`/etc/resolv.conf`**

IP assignments for all the devices found on the system are saved in the **`ifcfg-<interface>`** files mentioned above.

If you want to see all the IP assignments, you can run the command for interface configuration:

THE BASIC COMMANDS FOR NETWORKING IN LINUX

The basic commands used in Linux are common to every distro:

ifconfig - Configures and displays the IP parameters of a network interface

route - Used to set static routes and view the routing table

hostname - Necessary for viewing and setting the hostname of the system

netstat - Flexible command for viewing information about network statistics, current connections, listening ports

arp - Shows and manages the arp table

mii-tool - Used to set the interface parameters at data link layer (half/full duplex, interface speed, autonegotiation, etc.)

Many distros are now including the iproute2 tools with enhanced routing and networking tools:

ip - Multi-purpose command for viewing and setting TCP/IP parameters and routes.

tc - Traffic control command, used for classifying, prioritizing, sharing, and limiting both inbound and outbound traffic.