

Raja Rammohun Roy National Agency for ISBN

ISBN Request (Book Detail)

[Add New Book](#)[Back](#)Show entries[Copy](#)[Excel](#)[CSV](#)Search:

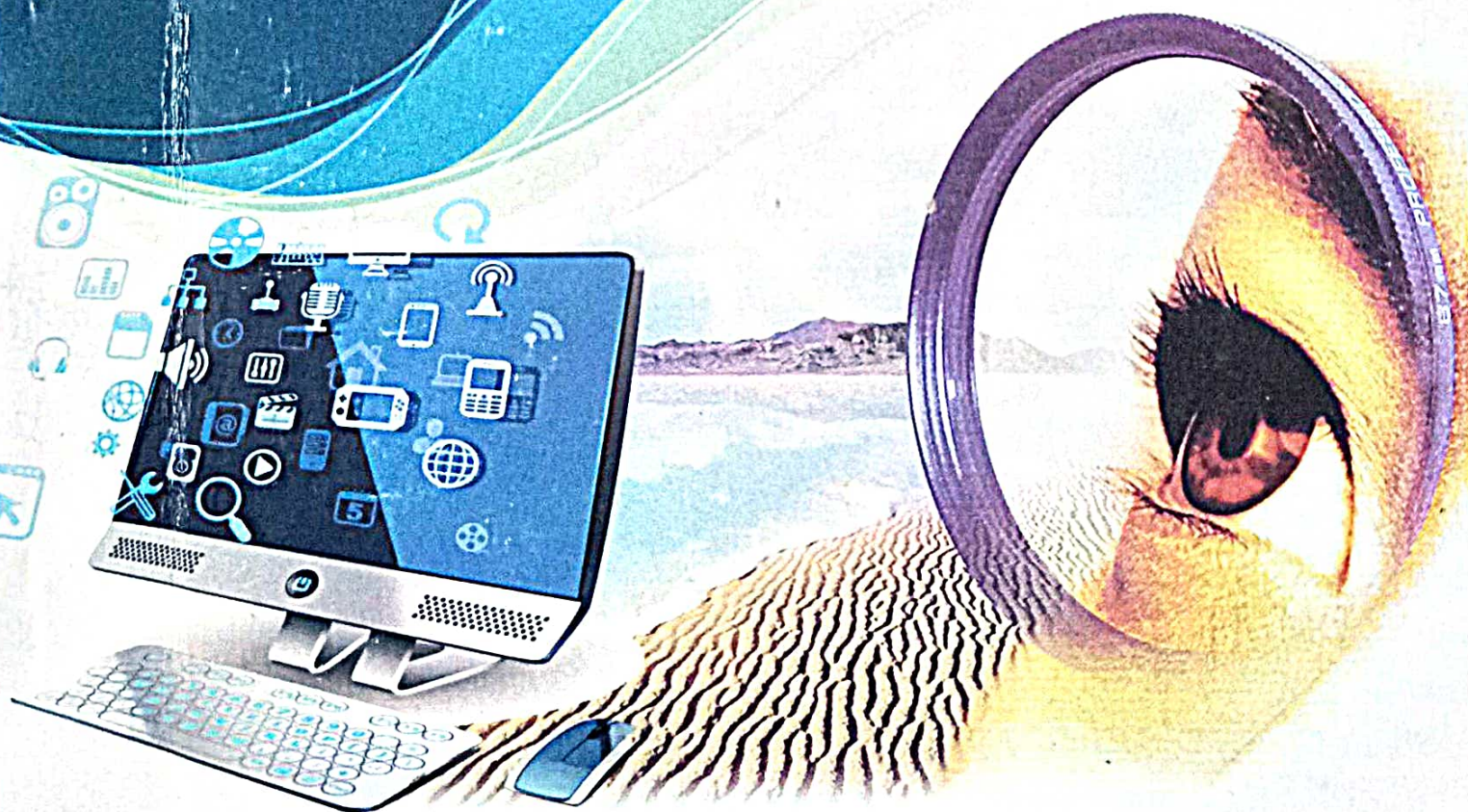
Sr. No.	Action	Book Title	Author /Editor	ISBN Number	Year	Publication Date	Product Form	Country	View Details	Select	Status
1	(Edit Expired) Surrender ISBN Upload Final Verso Page	Computer Fundamentals and Photoshop	Cheekati marla Anil Kumar	978-93-5382-198-2	2019			INDIA	Details	<input type="checkbox"/>	Allotted

Showing 1 to 1 of 1 entries

[Previous](#) [1](#) [Next](#)

Computer Fundamentals and Photoshop

B.Sc (Comp. Sci.) / B.Com (Comp. Appl.)
First year - First Semester



Cheekatimarla Anil Kumar

COMPUTER FUNDAMENTALS AND PHOTOSHOP

Copy Right © 2019 by VRL Publishers

ISBN: 978-93-5382-198-2

First Edition 2016

Second Edition 2019

No part of this publication may be reproduced or distributed in any form or by any means, electronic, mechanical, prototyping, recording, or otherwise or stored in a database or retrieval system without the prior written permission of the publishers. The program listed (if any) may be entered, stored and executed in a computer system, but they may not be reproduced for publication

Cheekatimarla Anil Kumar

Lecturer in Computer Science

V.S.R. Govt. Degree & P.G. College

Movva – 521135, Krishna District. A.P.

ACKNOWLEDGEMENTS

The book comes into existence due to my observation of lack of support material of undergraduate students. It is published with the belief that it will help the UG (CBCS) First Year – First semester B.Sc. Computer Science Information Technology & B.Com Computer Application students to the maximum extent.

M.R.P. ₹ 150/-

INDEX

Chapter 1: Introduction to computers	
1.1. <i>Definition of computer</i>	2
1.2. <i>Characteristics of computers</i>	2
1.3. <i>Limitations of computers</i>	3
1.4. <i>Block diagram of computer</i>	4
1.5. <i>Types of computer</i>	5
1.6. <i>Applications of computers</i>	6
1.7. <i>Generations of computers</i>	9
1.8. <i>History of computers</i>	12
Chapter 2: Number systems	16
2.1. <i>Introduction</i>	16
2.2. <i>Binary number systems</i>	16
2.3. <i>Octal number system</i>	19
2.4. <i>Hexadecimal number system</i>	21
Chapter 3: Input & output devices	26
3.1. <i>Input devices</i>	26
3.2. <i>Output devices</i>	35
Chapter 4: Types of softwares	43
4.1. <i>Software & Hardware</i>	43
4.2. <i>Classification of computer softwares</i>	44
4.3. <i>Types of softwares</i>	45
4.4. <i>Types of application softwares</i>	46
4.5. <i>Commercial software</i>	48
4.6. <i>Open source software</i>	48
4.7. <i>Domain software</i>	49
4.8. <i>Freeware software</i>	49
Chapter 5: Memories	50
5.1. <i>Primary memory</i>	50
5.2. <i>Secondary memory</i>	52
5.3. <i>Cache memory</i>	56

Chapter 6: Windows basics	57
6.1. <i>Features of windows operating system</i>	57
6.2. <i>Desktop</i>	57
6.3. <i>Different icons available on the windows desktop</i>	58
6.4. <i>Start menu</i>	61
Chapter 7: Introduction to Adobe Photoshop	64
7.1. <i>Purpose of Photoshop</i>	64
7.2. <i>Create a document</i>	65
7.3. <i>Saving a document</i>	66
7.4. <i>Photoshop application window</i>	67
7.5. <i>Palettes</i>	68
7.6. <i>Menu bar</i>	69
7.7. <i>Tool box</i>	75
7.8. <i>Screen modes</i>	80
7.9. <i>Reverting files</i>	81
7.10. <i>Close files</i>	82
Chapter 8: Images	84
8.1. <i>Open an image</i>	84
8.2. <i>File saving modes</i>	84
8.3. <i>Image size and resolution</i>	86
8.4. <i>Options for editing image</i>	87
8.5. <i>Colour modes</i>	89
8.6. <i>Zooming and panning image</i>	91
8.7. <i>Rulers</i>	93
8.8. <i>Guides and grids</i>	93
8.9. <i>Crop an image</i>	95
8.10. <i>Change background of an image</i>	96
8.11. <i>Making selections</i>	98
Chapter 9: working with tool box	100
9.1. <i>Pen tool</i>	100
9.2. <i>Save and load selection</i>	102
9.3. <i>Eraser tool</i>	104
9.4. <i>Text and brushes</i>	104
9.5. <i>Levels</i>	107
9.6. <i>Curves</i>	109
9.7. <i>Patch tool</i>	110

Chapter 10: Layers

- 10.1. Working with layers*
- 10.2. Layer styles*
- 10.3. Opacity*
- 10.4. Adjustment layers*

11
11
11
11
12

Chapter 11: Filters

- 11.1. The filter menu*
- 11.2. Working with filters*
- 11.3. Types of filters*
- 11.4. Light effects*

12
12
12
12
13

Lab cycle

13

Chapter – 1: Introduction to Computers

1.1. Define a Computer:

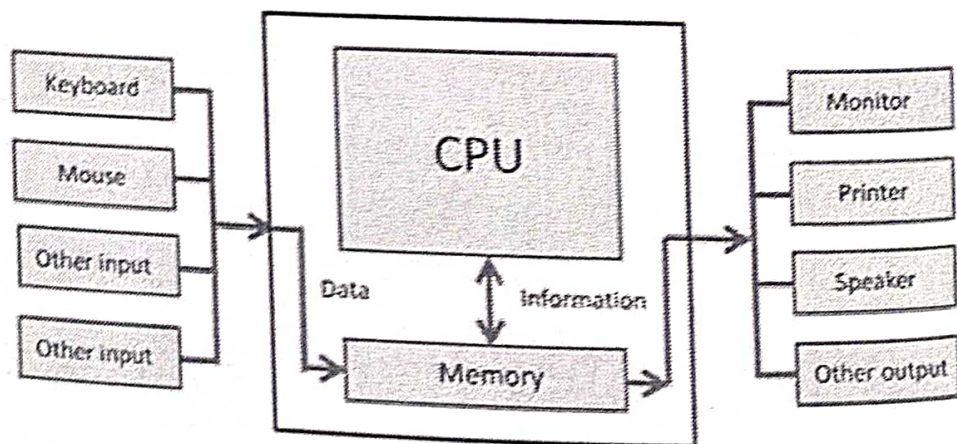
Computer is an advanced electronic device that takes raw data as input from the user and processes these data under the control of set of instructions and gives the result and saves output for the future use.

The basic components of a modern digital computer are: Input Device, Output Device, Central Processor Unit (CPU), mass storage device and memory.

accepts data	Input
processes data	Processing
produces output	Output
stores results	Storage

The word compute is derived from the Latin word 'computare', was meaning "arithmetic, accounting".

The Computer meaning is the digital device that stores information in memory using input devices and manipulate information to produce output according to given instructions.



The actual machinery, the physical parts of a computer system refer to as Computer hardware; the instruction (a

program) that tells the computer what to do or how to do, that is called Computer software.

1.2. Characteristics of a Computer:

- Speed: As you know computer can work very fast. It takes only few seconds for calculations that we take hours to complete. You will be surprised to know that computer can perform millions of instructions and even more per second. Therefore, we determine the speed of computer in terms of microsecond 10^{-6} and nanosecond 10^{-9} . From this you can imagine how fast your computer performs work.
- Accuracy: Computer always gives accurate results. The accuracy of Computer does not go down when they are used continuously for hours together. It always gives accurate results.
- Diligence: A computer is free from tiredness, lack of concentration, etc. It can work for hours without creating any error. If millions of calculations are to be performed, a computer will perform every calculation with the same accuracy.
- Versatility: It means the capacity to perform completely different type of work. You may use your computer to prepare payroll slips. Next moment you may use it for inventory management or to prepare electric bills.
- No IQ: Computer is a dumb machine and it cannot do any work without instruction from the user. It performs the instructions at tremendous speed and with accuracy. It is you to decide what you want to do and in what sequence. So a computer cannot take its own decision as you can.

- Storage: The Computer has an in-built memory where it can store a large amount of data. You can also store data in secondary storage devices such as floppies, which can be kept outside your computer and can be carried to other computers.
- Automation: Computers are quite capable of functioning automatically, once the process is given to the computer. They do not require any instruction from the operator at any stage of the process. Computers can be programmed to perform a series of complex tasks involving multiple programs. Computers will execute the programs in the correct sequence, provided they are programmed correctly.

1.3. Limitations of a Computer System:

- Computers can't think: Computers cannot think and they can't do any job unless they are first programmed with specific instructions for same. They work as per stored instructions. Algorithms are designed by humans to make a computer perform a special task. This is also called artificial intelligence.
- Computers can't decide: Computers are incapable of decision making as they do not possess the essential elements necessary to take a decision i.e. knowledge, information, wisdom, intelligence and the ability to judge.
- Computers can't express their Ideas: In any type of research ideas plays a vital role. In this context, computers can't express their ideas.
- Computers can't implement: Though computers are helpful in storage of data and can contain the contents of encyclopaedias even, but only humans can decide and implement the policies.

OTHER BOOKS:



Information & Communication Technology
Computer Fundamentals & Office Tools (ICT - 1)
B.A. / B.Com / B.Sc - II Semester
According to New Syllabus
Krishna University

Cheekatimarla Anil Kumar

Object Oriented Programming Using JAVA



Cheekatimarla Anil Kumar

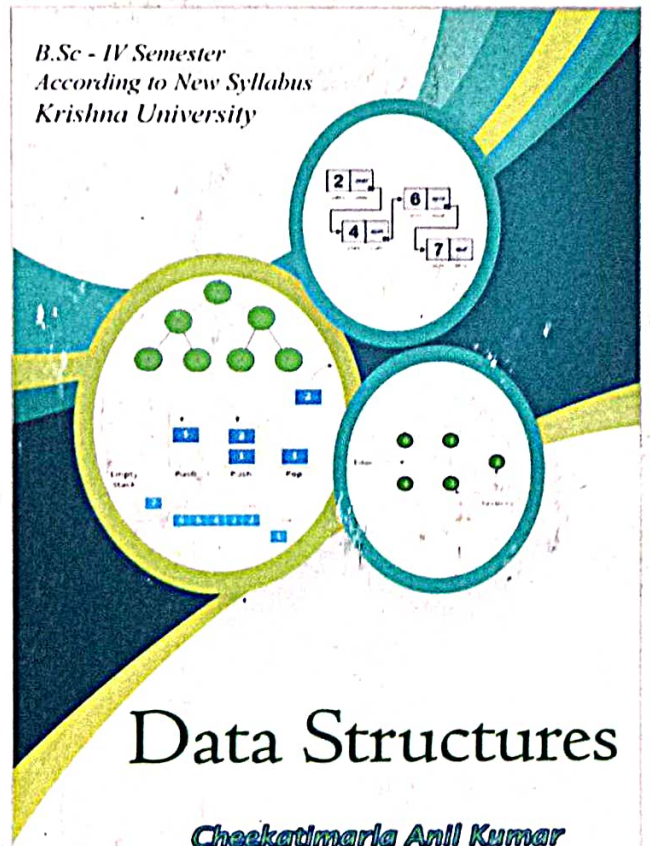
Programming in



B.Sc - II Semester
According to New Syllabus
Krishna University

Cheekatimarla Anil Kumar

B.Sc - IV Semester
According to New Syllabus
Krishna University



Data Structures

Cheekatimarla Anil Kumar

ISBN : 978-9353-82-198-2



9 789353 821982



VRL
Publishers

M.R.P.
Rs. 150/-

Raja Rammohun Roy National Agency for ISBN

My Application

[New Application](#)[← Back](#)Show entries[Copy](#)[Excel](#)[CSV](#)Search:

Sr.No	Action	Submitted	Application No.	Earmarked	Apply ISBN	Book Status	ISBN Allotted
1	View Print Application	09-12-2022	17684 ISBN 2022 A	Earmarked: 1 Available: 0 1 used of 1	View Book Details	Submitted: 0 Pending: 0 Surrender : 0	1 ISBN Allotted
2	View Print Application	25-07-2022	9897 ISBN 2022 A	Earmarked: 1 Available: 0 1 used of 1	View Book Details	Submitted: 0 Pending: 0 Surrender : 0	1 ISBN Allotted
3	View Print Application	19-12-2021	16977 ISBN 2021 A	Earmarked: 1 Available: 0 1 used of 1	View Book Details	Submitted: 0 Pending: 0 Surrender : 0	1 ISBN Allotted
4	View Print Application	23-01-2020	1043 ISBN 2020 A	Earmarked: 1 Available: 0 1 used of 1	View Book Details	Submitted: 0 Pending: 0 Surrender : 0	1 ISBN Allotted
5	View Print Application	08-07-2019	6861 ISBN 2019 A	Earmarked: 1 Available: 0 1 used of 1	View Book Details	Submitted: 0 Pending: 0 Surrender : 0	1 ISBN Allotted
6	View Print Application	01-07-2019	6590 ISBN 2019 A	Earmarked: 1 Available: 0 1 used of 1	View Book Details	Submitted: 0 Pending: 0 Surrender : 0	1 ISBN Allotted
7	View Print Application	24-06-2019	6345 ISBN 2019 A	Earmarked: 1 Available: 0 1 used of 1	View Book Details	Submitted: 0 Pending: 0 Surrender : 0	1 ISBN Allotted
8	View Print Application	06-06-2019	5706 ISBN 2019 A	Earmarked: 1 Available: 0 1 used of 1	View Book Details	Submitted: 0 Pending: 0 Surrender : 0	1 ISBN Allotted
9	View Print Application	11-03-2019	2593 ISBN 2019 A	Earmarked: 1 Available: 0 1 used of 1	View Book Details	Submitted: 0 Pending: 0 Surrender : 0	1 ISBN Allotted

Showing 1 to 9 of 9 entries

[Previous](#) [1](#) [Next](#)