

**THIRD TERM E-LEARNING NOTE****SUBJECT: COMPUTER STUDIES****CLASS: JSS 1****SCHEME OF WORK**

<b>WEEK</b>	<b>TOPIC</b>
1.	REVISION/DEFINITION OF COMPUTER PROCESSING
2.	IMPORTANCE OF COMPUTER AS A DATA PROCESSING TOOL.
3.	THE DEVICE
4.	TYPES OF COMPUTER
5.	USES AND APPLICATION OF COMPUTER
6.	ADVANTAGES AND DISADVANTAGES OF COMPUTER
7.	MASTERY OF THE KEYBOARD I
8.	MASTERY OF THE KEYBOARD II
9.	SCREEN POINTING DEVICES
10.	FUNDAMENTAL COMPUTER OPERATION

**WEEK ONE****TOPIC: DEFINITION OF COMPUTER PROCESSING  
COMPUTER PROCESSING**

Computer processing is an action or series of actions that a microprocessor, also known as a central processing unit (CPU), in a computer performs when it receives information. The CPU is a type of electronic “brain” for a computer system, and it executes a series of instructions that are fed to it by software programs installed onto a computer’s hard drive and loaded into random access memory (RAM). Though modern computer systems have become much faster and more complex than their earlier counterparts, they still perform the same basic type of computer processing.

There are four distinct states that processing goes through in order to produce meaningful output for any program. These states are commonly referred to as **(fetch, decode, execute and write back)**.

A computer has four main components: the central processing unit or CPU, the primary memory, input units and output units. A system bus connects all the four components, passing and relaying information among them.

**➤ Central Processing Unit (CPU)**

Computer scientists typically call the CPU the "brain" of the computer because this is where programs are executed. The CPU is further broken up into three smaller components: the arithmetic unit handles all the simple mathematical computations; the control units interpret the instructions in a computer program; and the instruction decoding unit converts computer programming instructions into machine code.

**➤ Memory**

Once the CPU converts a specific set of computer program instructions into machine code, it stores that machine code in primary storage or memory. The machine code will be treated as either data or instructions. The CPU fetches data and instructions from memory, uses an instruction to manipulate the data, and then sends the result and the next set of instructions

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back to memory.

➤ **Input Units**

Input units are all the devices you use to feed data to the computer, such as a keyboard, a hard drive or a networking card. These devices, in essence, bring data from the "outside world" into your computer, in much the same way that...