

Ch 1. Introduction to Computer Hardware

- ♥ Lesson 1 - What is a Mainframe System?
- ♥ Lesson 2 - Computer Architecture: PCs, Workstations & Mobile Devices
- ♥ Lesson 3 - Basic Computer Architecture Instruction Types: Functions & Examples
- ♥ Lesson 4 - Computer System Components: Computer Parts & Functions
- ♥ Lesson 5 - Arithmetic Logic Unit (ALU): Definition, Design & Function
- ♥ Lesson 6 - Central Processing Unit (CPU): Parts, Definition & Function
- ♥ Lesson 7 - Computer Memory and Processing Devices: Functions & Characteristics
- ♥ Lesson 8 - What Is Virtual Memory? - Definition, Settings & Management
- ♥ Lesson 9 - Computer Output Devices: Monitors, Speakers, & Printers
- ♥ Lesson 10 - Computer Input Devices: Keyboards, Mice, Audio & Video
- ♥ Lesson 11 - External and Internal Storage Devices: Optical, Magnetic & Semiconductor Storage
- ♥ Lesson 12 - ASCII and Unicode to Represent Characters in Binary Code

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- ♥ Lesson 1 - Computer Operating Systems: Managing Hardware and Software Resources
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- ♥ Lesson 3 - Job Scheduling in Operating Systems
- ♥ Lesson 4 - What is a Mobile Operating System? - Features & Types

Ch 3. Basics of Systems Software

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- ♥ Lesson 2 - Command Line Interface: Commands, Parameters & Options
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- ♥ Lesson 5 - Touchscreen Technology: Definition & Concept
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- ♥ Lesson 7 - Virtualization: Definition & Benefits
- ♥ Lesson 8 - Systems Security: Firewalls, Encryption, Passwords & Biometrics
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- ♥ Lesson 11 - File Systems: FAT, NTFS, and HFS+
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- ♥ Lesson 3 - Presentation Software & Graphic Suites: Purpose & Examples
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- ♥ Lesson 5 - Image Processing Software: Purpose & Types
- ♥ Lesson 6 - Database and Spreadsheet Software: Excel, Access, dBase & Lotus 1-2-3

- ♥ Lesson 7 - Communication Software: Purpose & Examples
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