

# COMPUTER SKILLS

College of Science and Engineering  
Department of Computer Science

## LECTURE 2

Bahast A.

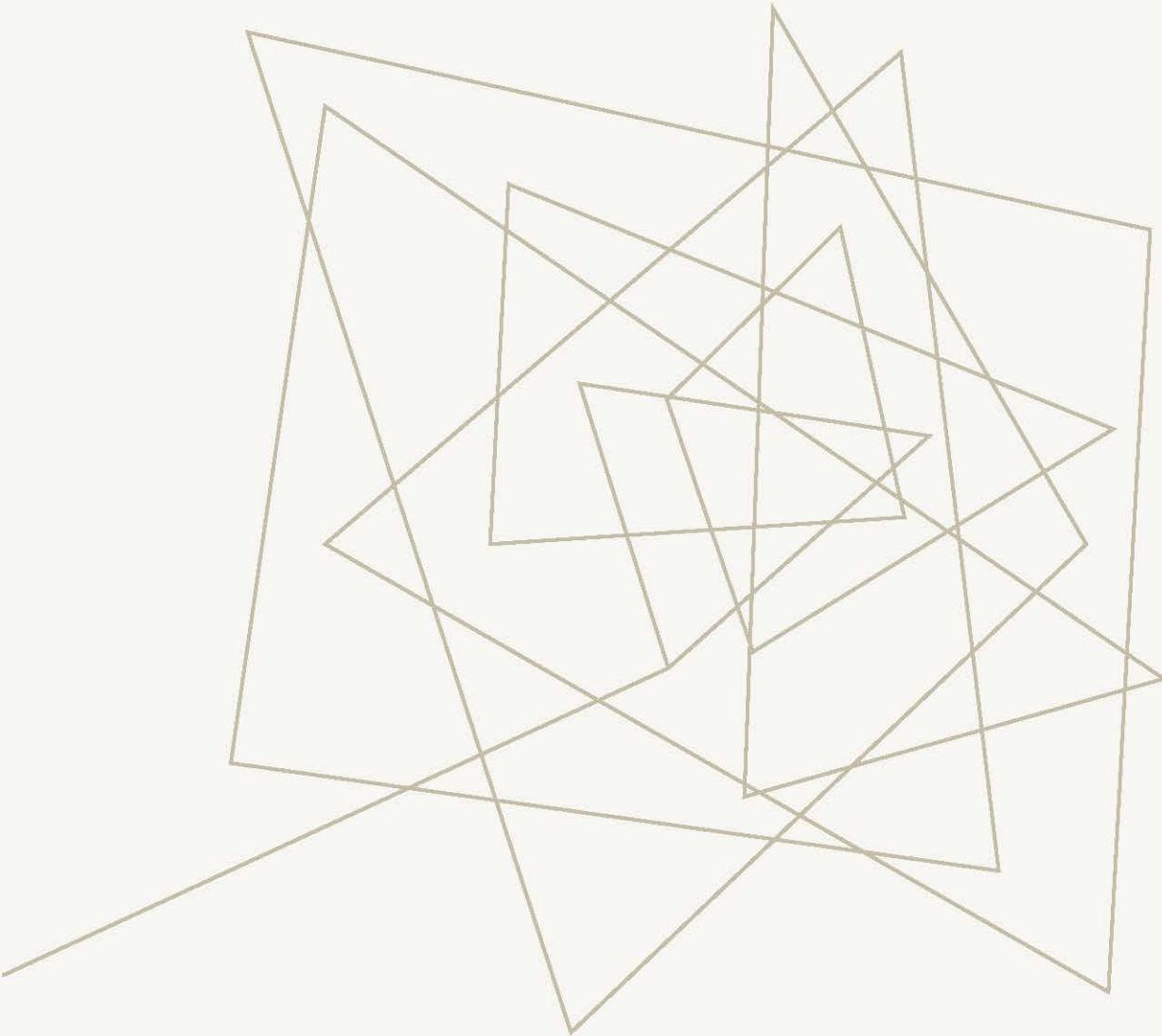
# INSTRUCTOR CONTACT DETAILS

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An abstract geometric line drawing composed of numerous thin, light brown lines. These lines form a complex, three-dimensional structure that resembles a wireframe cube or a series of interconnected planes. Some lines are straight, while others are curved, creating a sense of depth and perspective. The overall effect is minimalist and architectural.

# LECTURE 1 RECAP

# TODAY

- What is binary
- Software
- Operating System
- Programming Languages

# LEARNING OUTCOMES

By the end of this lesson, you should be able to:

- **Define & Categorise** data measurement units.
- Differentiate between hardware & software, **identifying** software as the intangible instructions required for hardware to function.
- **Explain** application software and give examples.
- **Classify** a software as an app or system program.
- **Describe** the cycle of a software from storage to memory.

# BINARY NUMERAL SYSTEM

The binary system is a way of representing data using **0s** and **1s**. This system is used by computers to represent all the data it works with.

```
1011110000011111
0010101000100101
0101010011111001
0100001001010100
0010010010101010
0011001011
```

# DECIMAL SYSTEM

The decimal system is also referred to as **Arabic Numbers**.  
The number system we use starts with 0,1,2...9.  
It has 10 complete digits in each cycle.



# OTHER NUMBER SYSTEMS

There are many different number systems, including Roman numerals, tally (Unary), Mayan etc.

||||

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|||| ||||

I      II      III      IV      V      VI      VII  
ONE    TWO    THREE    FOUR    FIVE    SIX    SEVEN

VIII    IX    X    XI    XII    XIII  
EIGHT    NINE    TEN    ELEVEN    TWELVE    THIRTEEN

XIV    XV    XVI    XVII    XVIII  
FOURTEEN    FIFTEEN    SIXTEEN    SEVENTEEN    EIGHTEEN

XIX    XX    L    C    D    M  
NINETEEN    TWENTY    FIFTY    ONE HUNDRED    FIVE HUNDRED    ONE THOUSAND

# DECIMAL SYSTEM

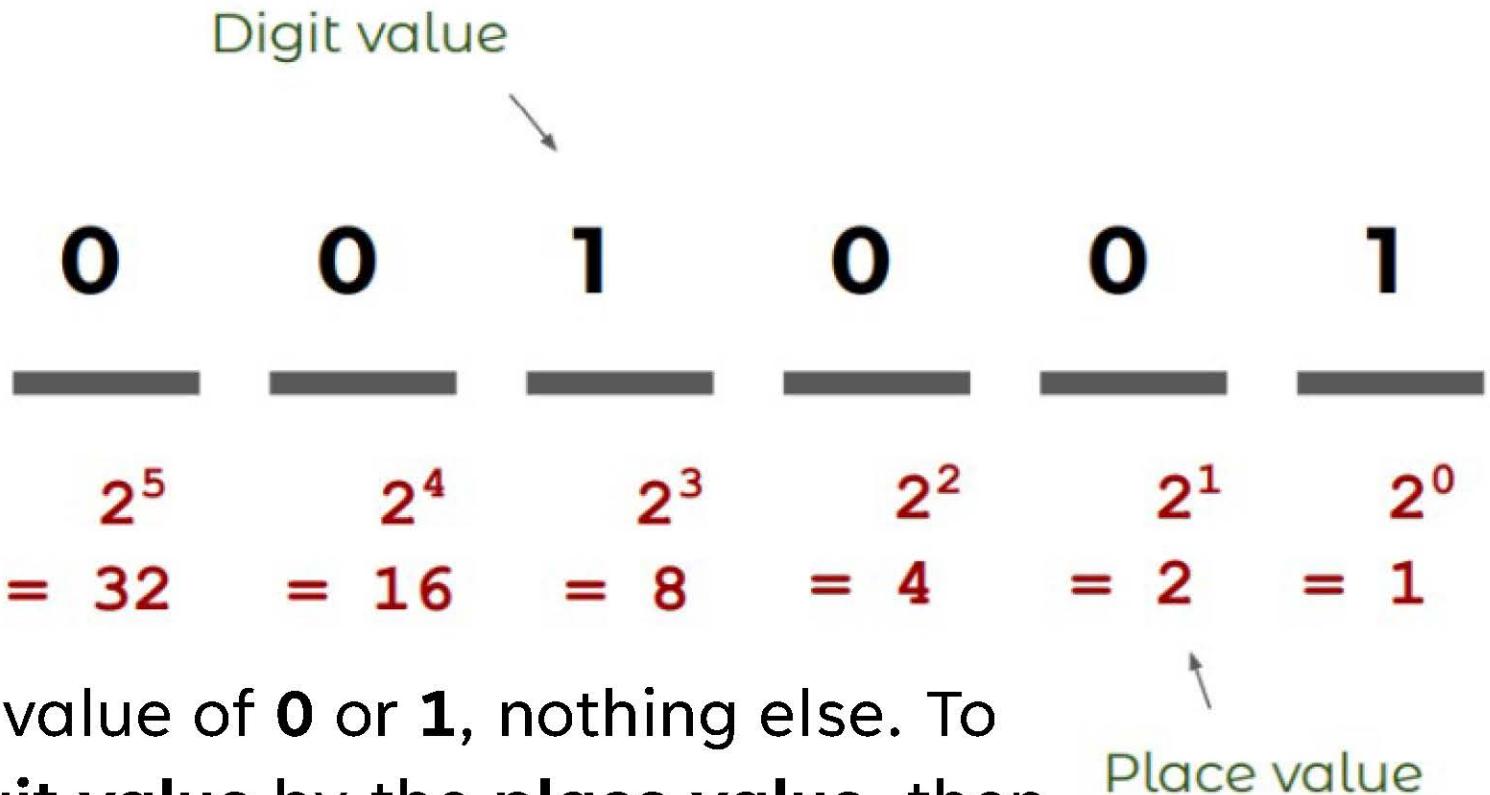
In this system, each number/digit is a **power of 10**.

				Digit value
<b>4</b>	<b>3</b>	<b>7</b>	<b>9</b>	
—	—	—	—	
$10^3$	$10^2$	$10^1$	$10^0$	
= 1000	= 100	= 10	= 1	

To compute a number in this system, multiply **the digit value** by the **place value**, then **add them all** together. To represent the number 4379, you would have to compute :  
 $(4*1000)+(3*100)+(7*10)+(9*1)=4379$

# BINARY TO DECIMAL

This system uses the structure except each number/digit is a **power of 2**.



Each digit has a possible value of **0** or **1**, nothing else. To compute, multiply **the digit value** by the **place value**, then **add them all** up. The binary number 1001:

$$(1*8)+(0*4)+(0*2)+(1*1) = 9$$

# DECIMAL TO BINARY

To convert this number back to binary, find the largest power of 2 and subtract until your total is **0**.

$$9/2 = 4 \rightarrow r1$$

so 4th digit is 1

$$4/2 = 2 \rightarrow r0$$

so 3rd digit is 0

$$2/2 = 1 \rightarrow r0$$

so 2nd digit is 0

$$1/2 = 0 \rightarrow r1$$

so 1st digit is 1

So the resulting number is **1001**.

# DATA MEASUREMENT

Computers operate only in binary for processing and storage.

Bit (b) – 0 or 1

Byte (B) – 8 bits

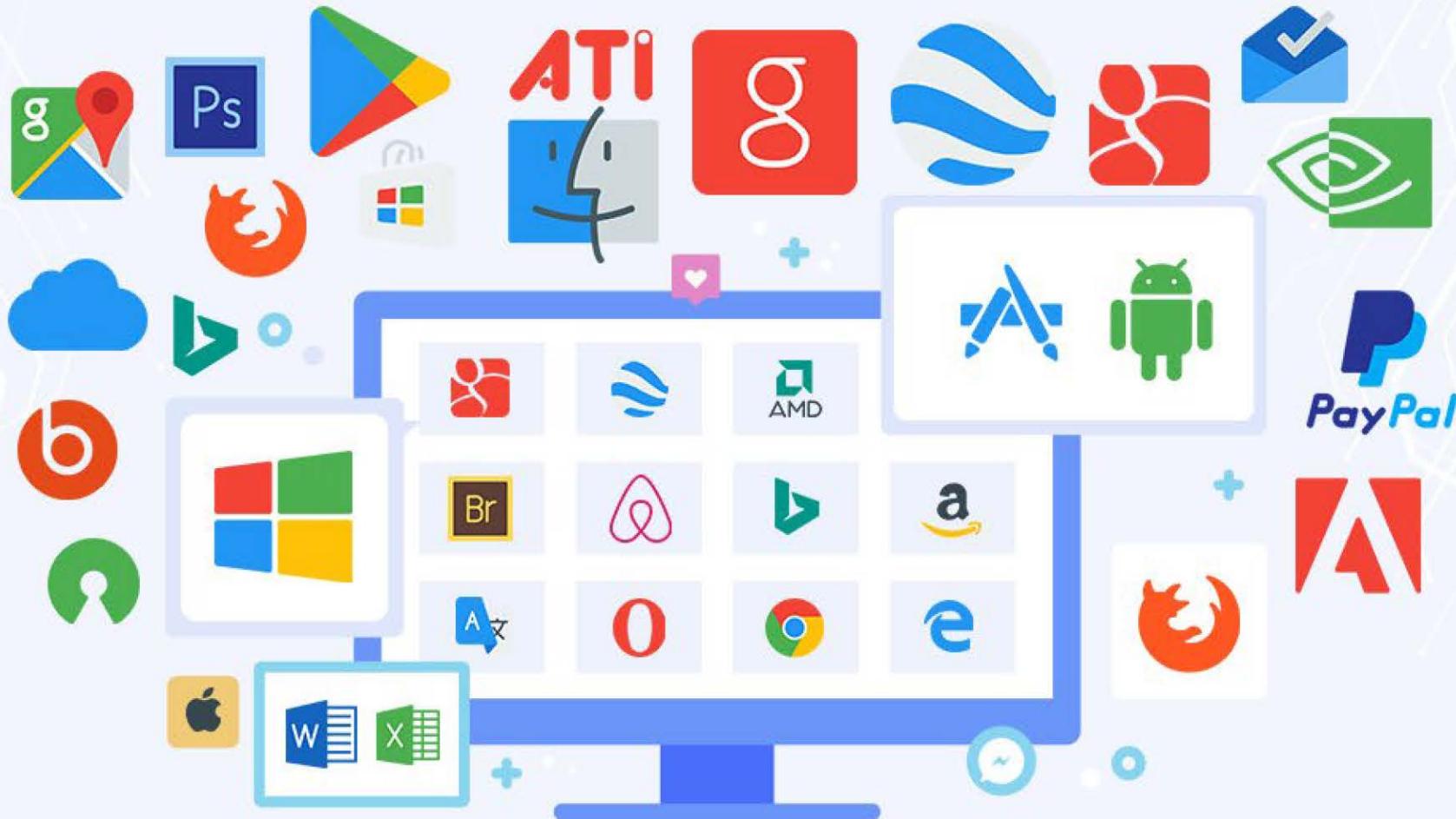
Kilobyte (KB) – 1024 bytes

Megabyte (MB) – 1024 KB

Gigabyte (GB) – 1024 MB

Terabyte (TB) – 1024 GB

# SOFTWARE



# SOFTWARE

Software → intangible **set of instructions** that tell the hardware what to do.

The Hardware (The Chef/Kitchen): The physical tools, the oven, and the person doing the work. It has the power to do things but doesn't know what to do.

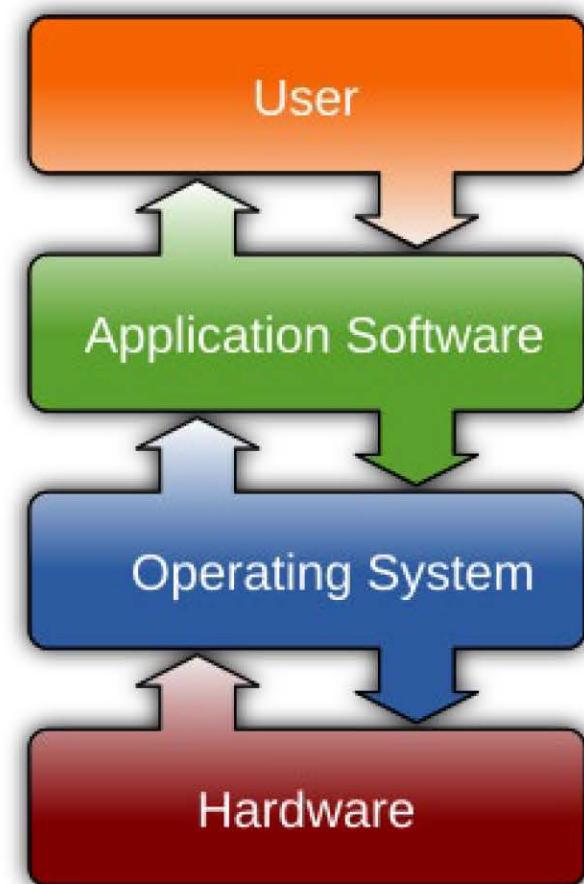
The Software (The Recipe): A set of step-by-step instructions. Without a recipe, the chef just stands there. With a recipe, the chef can make a cake, a pizza, or a salad.

# SOFTWARE

Software → intangible **set of instructions** that tell the hardware what to do.

a **set of instructions, data or programs** used to operate computers & execute specific tasks.

You can't touch software;  
It lives on the hardware.



# OPERATING SYSTEM

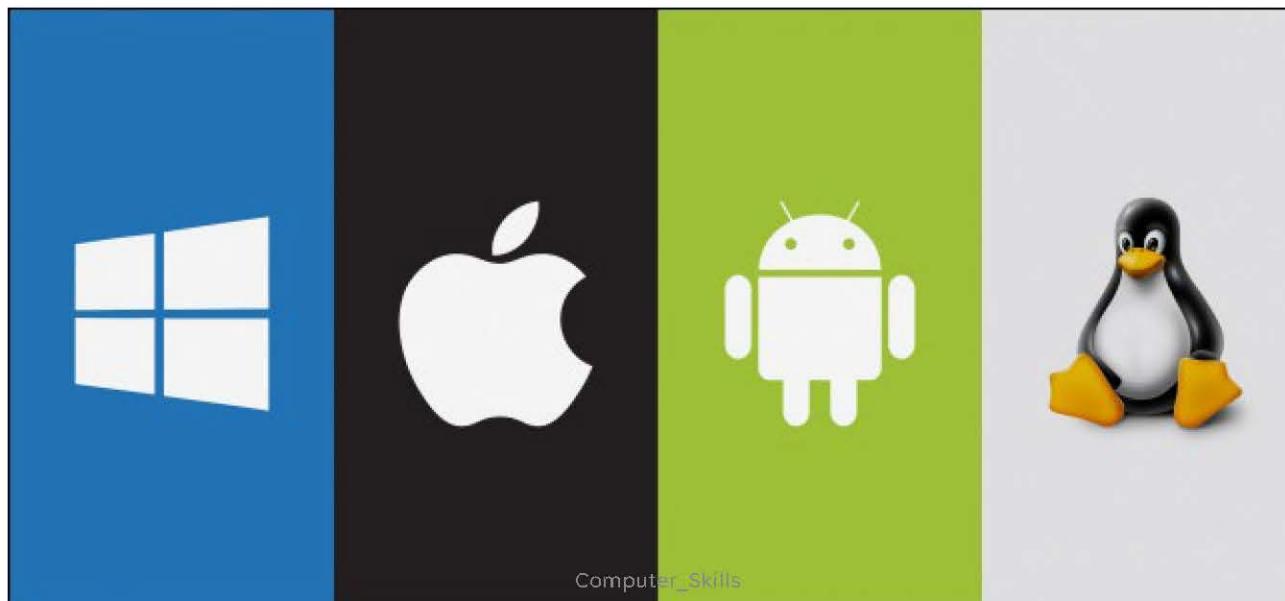
System Software (The Manager): The software that runs the computer itself.

It manages the hardware, handles the files, and makes sure the battery doesn't die.

# OPERATING SYSTEM

An OS is a collection of software that manages a computer's hardware & applications by allocating resources, including memory, CPU, input/output devices and file storage.

Examples: Windows, macOS, Android, iOS.



# APPLICATION SOFTWARE

The Tools that help the user do a specific tasks. These user-focused tools help with productivity, creativity, and communication.

An app operates on top of the system software such as Windows or Linux.

An app developed for a specific system cannot run on another system by default.

Examples: Word, PowerPoint, Excel, Browser, Calulator, etc.

# PROGRAMMING LANGUAGES

To write a program is a complex and tedious task, especially with only machine code.

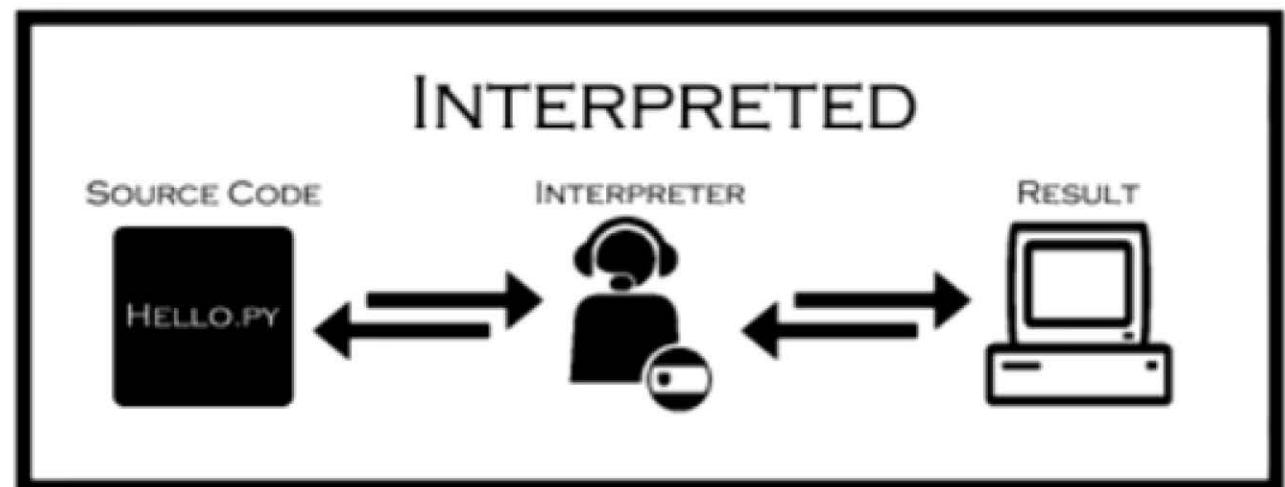
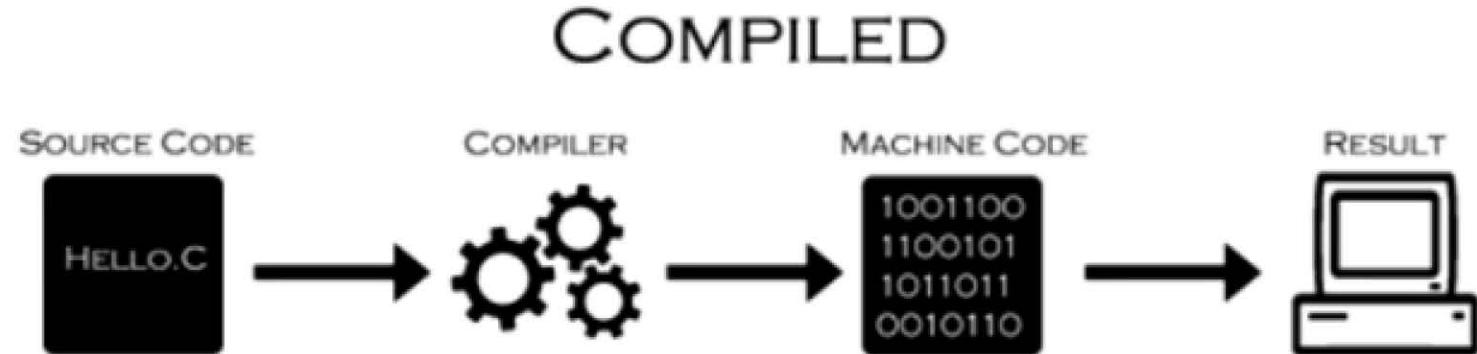
Programming languages are a **layer of abstraction** to assist in developing programs more easily.

Computers only speak "1s and 0s" (Binary), but humans use "Programming Languages" (like Python or Java) as a middle ground to write instructions that are later translated for the computer.

Examples: C, C++, Java, Rust, Python, C#, etc.

# COMPILED VS INTERPRETED

Computers only speak "1s and 0s" (Binary), but humans use "Programming Languages" (like Python or Java) as a middle ground to write instructions that are later translated for the computer.



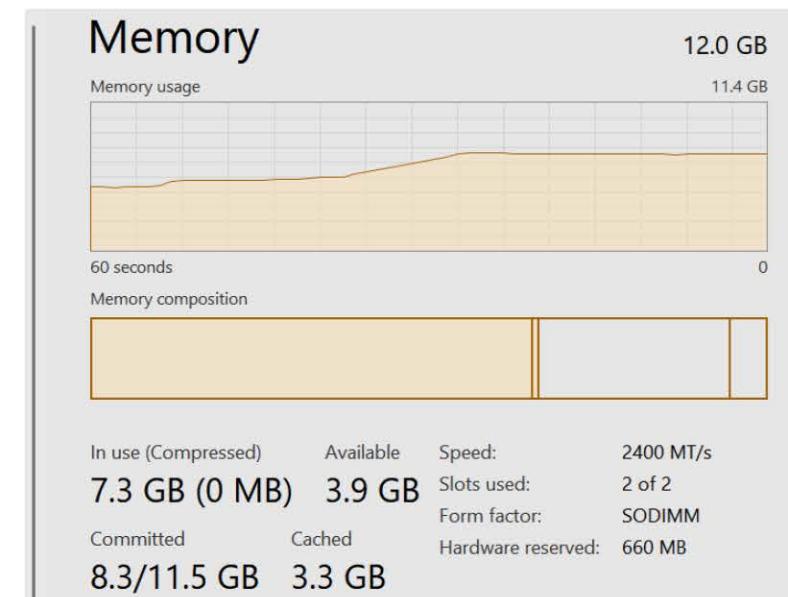
# SOFTWARE STORAGE

Software 'lives' on your computer but depending on the state of the software it can change which component it is on.

Storage (SSD/HDD): Where the software is 'parked' when not in use.

Memory (RAM): Where the software "runs" when you double-click the icon.

The more software executed the more memory it will occupy.



# SUMMARY

We talked about how computers process information, beginning with binary numeral system, which represents all data using only 0s & 1s. Unlike human decimal system based on powers of 10, computers use a base-2 system where each digit's value is determined by a power of 2. The lecture explained these data pieces are measured in units from a single bit & scaling up to Byte, KB, MB, & GB.

Software is the "intangible" set of instructions. Software is divided into two main categories: OS & apps.

Programming languages allows humans to write complex instructions that are eventually translated back into the computer's native binary language. Software 'lives' in long-term storage (SSD/HDD) when not in use but moves to RAM to run, with more active programs consuming more available memory.