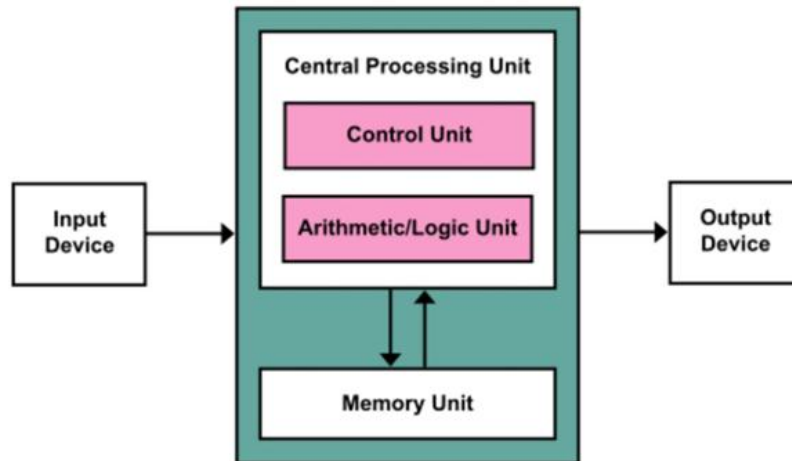


Chapter 1: COMPUTER FUNDAMENTALS

I. Answer the following questions

1. Draw the block diagram of a computer.

Ans:



2. List a few input devices.

Ans: Keyboard, Mouse, Microphone, Scanner, Barcode reader.

3. List a few output devices.

Ans: Monitor, Printer, Speaker, Projector

II. Fill in the blanks.

1. The **Arithmetic Logic Unit (ALU)** is the part where actual computations take place.
2. The control unit acts as a **controller** for the components of the computer.
3. Memory is primarily of three types **Primary Memory, Secondary Memory, and Cache Memory**.
4. **Mouse** is a pointing device.
5. **Trackball** is similar to the upside-down design of the mouse.