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Nota di contenuto	Cover -- Title Page -- Copyright -- About The Editor -- Contents -- List of Figures -- List of Abbreviations -- Preface -- Chapter 1: Introduction To Computer -- Unit Introduction -- 1.1. The Computer Defined -- 1.2. Background Of Computers -- 1.3. Components Of Computers -- 1.4. Central Processing Unit (CPU) -- 1.5. Primary Memory -- 1.6. Secondary Memory -- 1.7. Output Devices -- 1.8. Software -- 1.9. Storage Measurements -- 1.10. Computer Classification -- 1.11. Data Transfer Between Memory And CPU -- 1.12. Microprocessors -- 1.13. Information And Data -- 1.14. Operating System -- 1.15. User View -- 1.16. System View -- 1.17. Computer-system Organization -- 1.18. Summary -- 1.19. Review Questions -- 1.20. Multiple Choice Questions
Sommario/riassunto	This book provides an extensive overview of computer science, covering essential concepts such as computers, software, hardware, programming languages, data communication, and computer networks. It delves into advanced topics including virtual reality, artificial intelligence, and the Internet of Things (IoT). Each chapter focuses on a specific area, from the history and components of computers to the impact of virtual reality and the role of AI in future technology. The book is tailored for researchers and scholars in computer science, offering insights into both foundational and cutting-edge technologies.

Viktor Borodin, the editor, brings his expertise in AI, data analysis, and computer engineering to compile this comprehensive resource.
