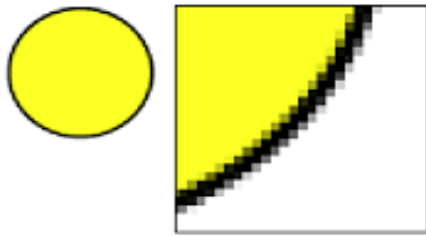
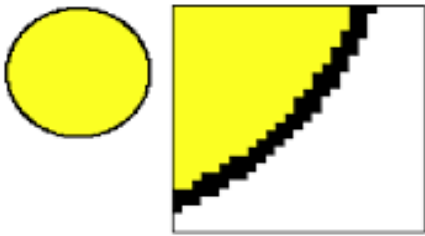
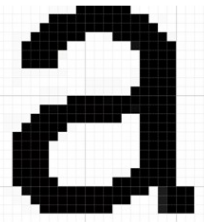
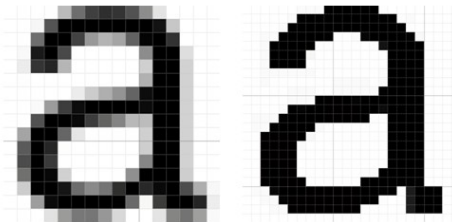
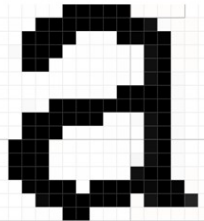
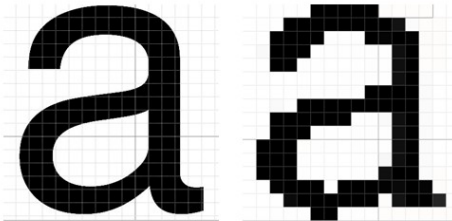


Corso di informatica di base a.s. 2015/2016

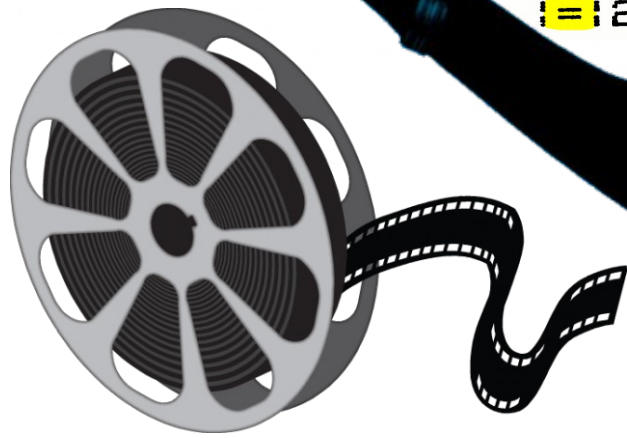
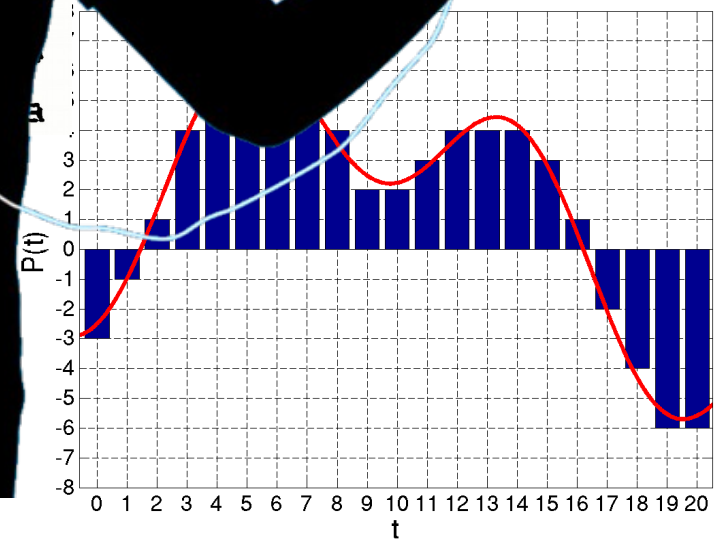
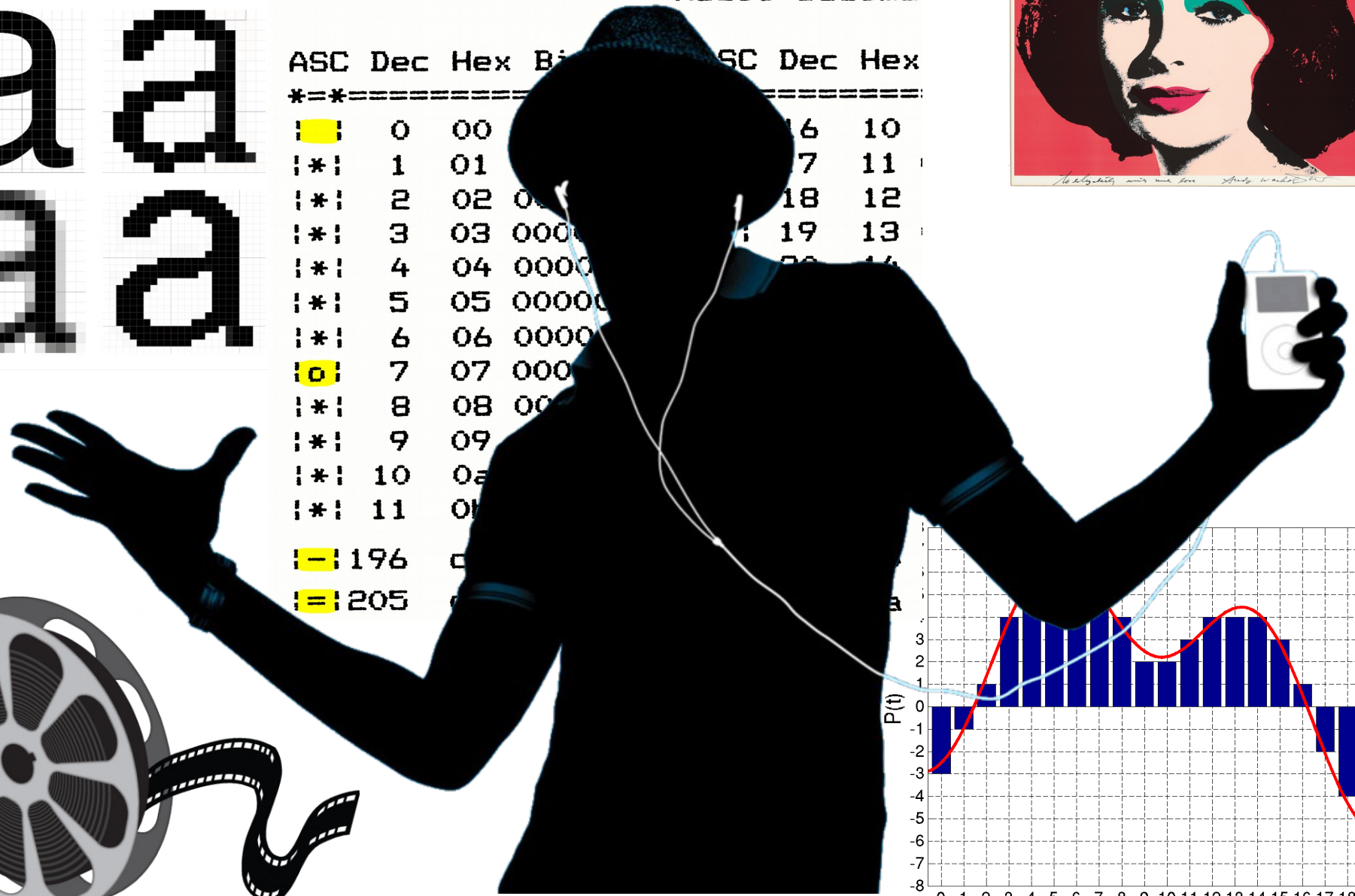
Lezione introduttiva



..SCII*Decima



ASC	Dec	Hex	Bin	ASC	Dec	Hex
*	*	=====				
0	00			16	10	
1	01			17	11	
2	02	00		18	12	
3	03	0000		19	13	
4	04	0000		20	14	
5	05	00000				
6	06	0000				
7	07	000				
8	08	00				
9	09					
10	0a					
11	0b					
196	c					
205	e					





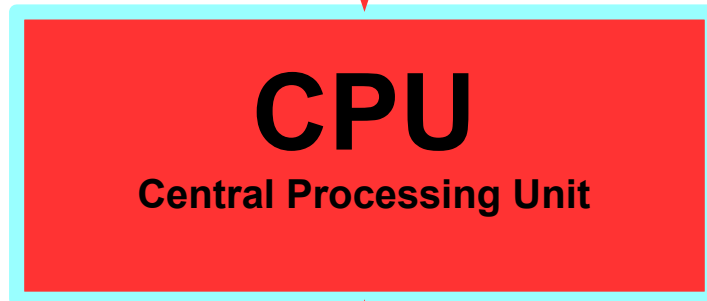
Hardware

- Mouse / trackpad
- Tastiera
- Caricabatteria / alimentatore
- Schermo
- Case / chasis
- Scheda di rete
- Webcam

Software

- Programmi
- Applicazioni
- App
- Sistema Operativo (Windows, OSX, Linux...)
- File
- Web

COMPONENTI DEL COMPUTER



Memorie di massa

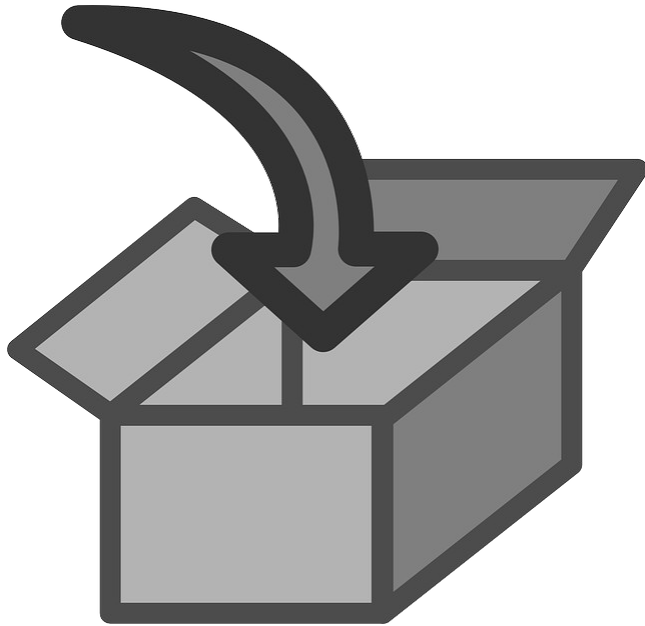
Sono i dispositivi usati per memorizzare i dati
Quando spengo il pc, i dati non spariscono!



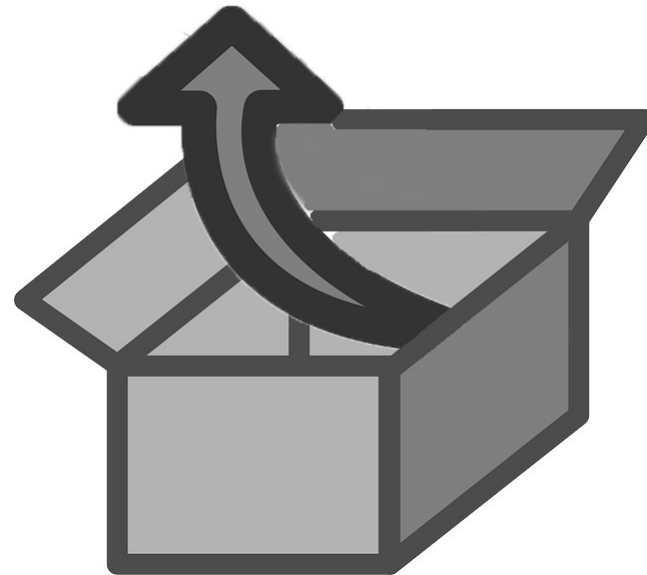
- Hard disk (disco rigido)
- Chiavi usb
- Floppy disk
- Dvd
- Cd rom
- SSD



Input



Output



Periferiche (devices) di input e di output

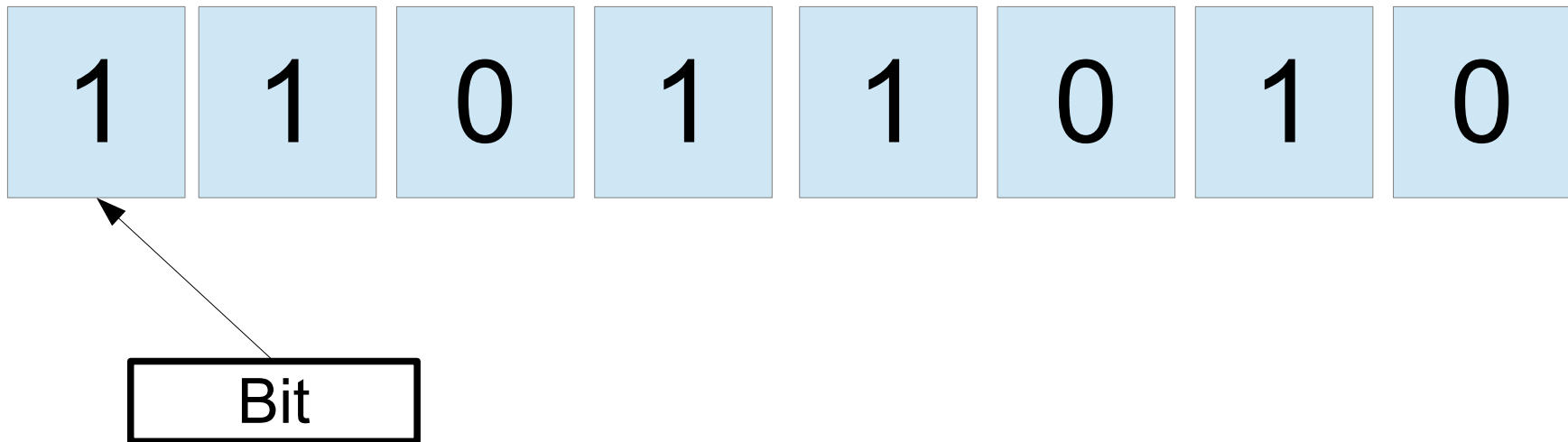
Input	Output
fotocamera	stampante
webcam	cuffie
scanner	altoparlanti
tastiera	monitor
dispositivi di puntamento	plotter
joystick	...
Penna ottica	
Lettore di codici a barre	
...	

Browser



Bit e byte

- Il Byte è composto da 8 bit



- Ogni byte codifica un simbolo, ad esempio una lettera dell'alfabeto.

Unità di misura informatiche

- Ogni passaggio vale 1000 (1024)

Simbolo	in Byte
1 B (byte)	1
1 KB (kilobyte)	1.024
1 MB (megabyte)	1.048.576
1 GB (gigabyte)	1.073.741.824
1 TB (terabyte)	1.099.511.628.000

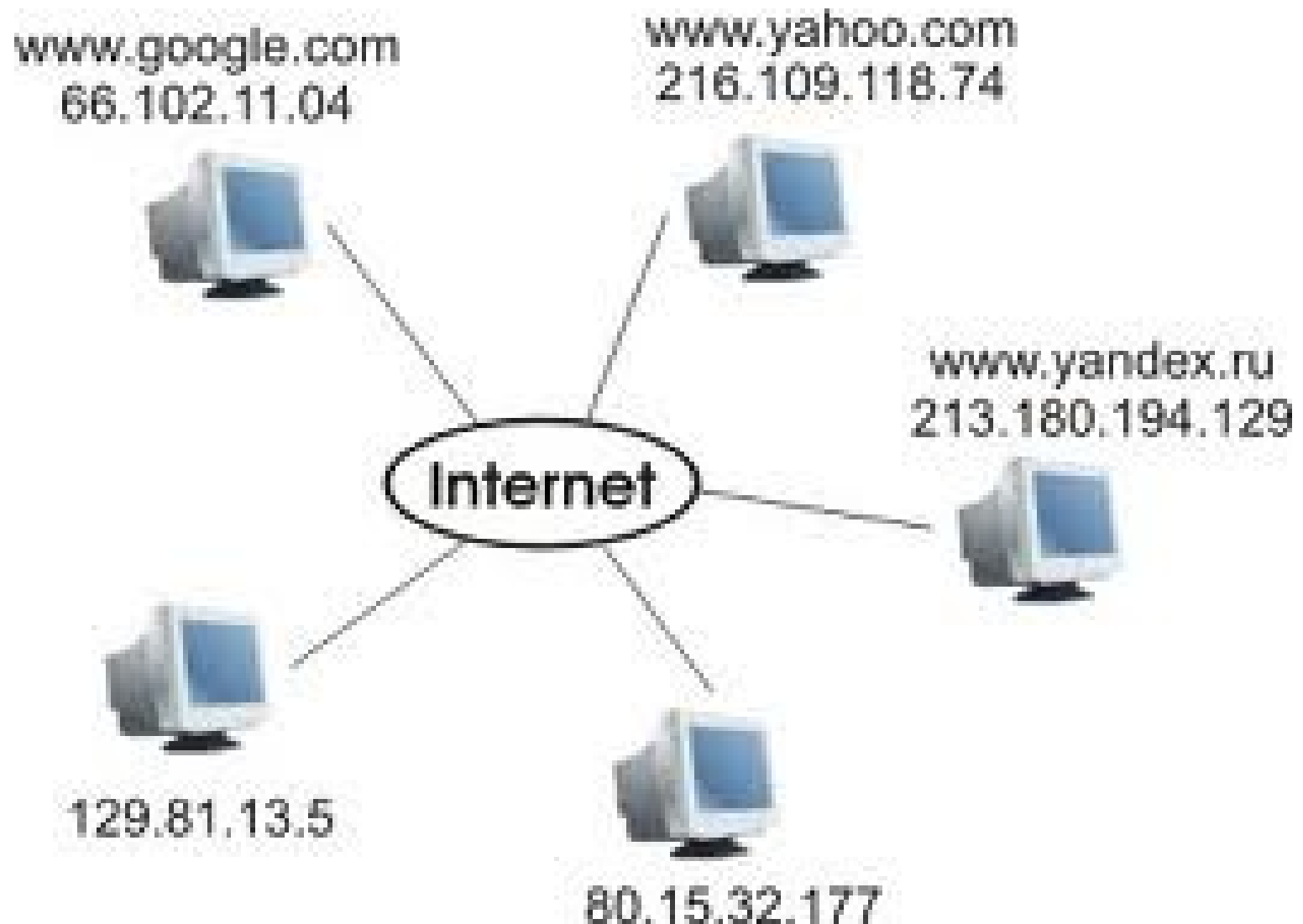
Alcuni esempi: <http://www.computerhope.com/issues/chspace.htm>

Software: I sistemi operativi più diffusi

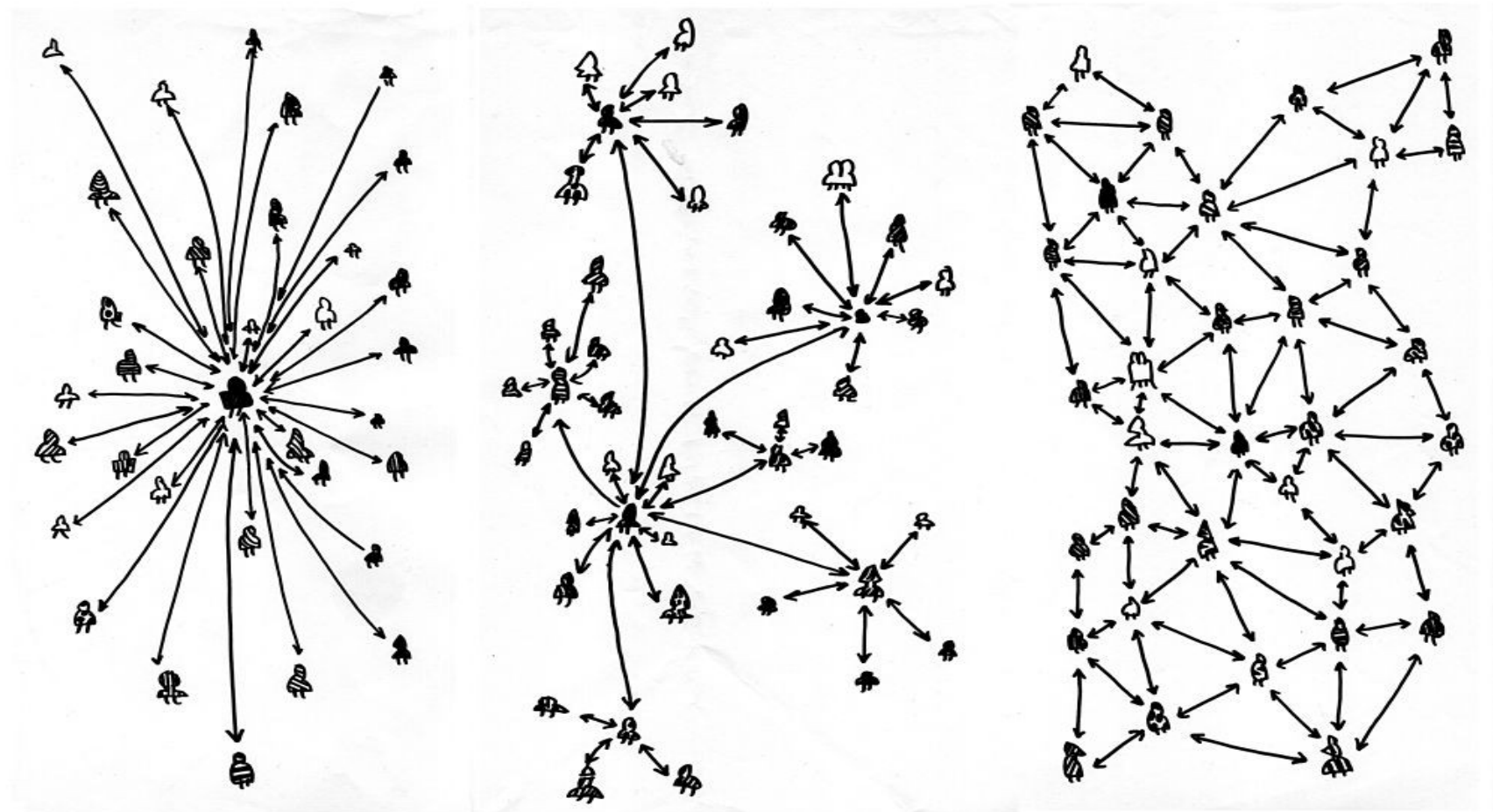
Nome	Produttore	Dispositivo hardware	
Windows	Microsoft (Bill Gates)	PC	
Osx	Apple (Steve Jobs)	PC Apple	
Linux	Software libero	PC	
Android	Google	Smartphone, tablet	
Windows Phone	Microsoft	Telefoni Lumia, e altri	
iOS	Apple	iPhone	



Rete Internet

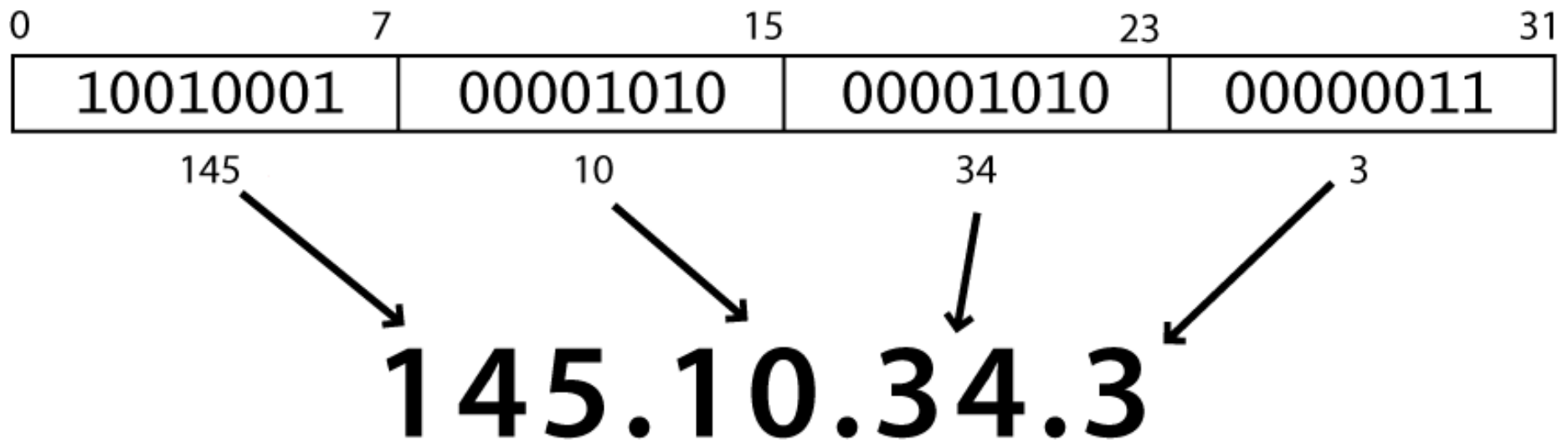


Schemi di reti



Indirizzo IP

(Internet protocol)



Cosa succede quando carico una pagina web

