

# Focus Area

# Computer Application

Short Note – All chapters



# 1. Review of C++

- **Tokens**
- **Data Types**
- **Control Statements**
- **Simple program**



# Tokens



Basic building block of C++ language / Word in C++ Language

There are five types of tokens

Keywords

Identifiers

Literals

Punctuators

Operators



# Keywords

Reserved words

# Identifiers

User defined names

# Literals(Constants)

Tokens that do not change their value.

# Punctuators

Used for the perfection of syntax/Separating tokens

# Operators

Symbols for representing an operation



# Types of Literals(Constants)

**Integer**

Eg: 123,-45,1500

**Floating point**

Eg: 2.5, 0.0012, 25.3455,-34.6

**Character**

Eg: 'a', '6', '+'

**String**

Eg: "a", "anil", "123"

# Operators



- **Arithmetic operators** +, -, \*, /, %
- **Relational operators** <, >, <=, >=, ==, !=
- **Logical operators** !, &&, ||
- **Increment/Decrement** ++, --
- **Assignment operator** =
- **Arithmetic Assignment** +=, -=, \*=, /=, %=
- **Input/Output operators** >>, <<
- **Conditional operator (Ternary operator) ?:**



# Data types

To identify the type of data and associated operations

## Three types

- **Fundamental**
- **User defined**
- **Derived**

## Fundamental Data types

- int
- float
- double
- char
- void

Data type **void** represents an empty set of data and hence its size is **zero**.



# Control Statements

Used for changing sequential flow of execution

## Selection/Decision

Executing some statements  
based on a condition

- **if statements**  
(Simple if,if..else,  
elseif ladder, Nested if)
- **switch statement**

## Loop/Iterative

Executing some statements  
repeatedly based on a condition

- **while**
- **for**
- **do..while**





# If statements

## Simple if

```
if (mark >= 30)
{
    cout << "passed";
}
```

## if..else

```
if (mark >= 30)
{
    cout << "passed";
}
else
{
    cout << "failed";
}
```



## Nested if

```
if(attend>=80)
{
    if (mark>=30)
        cout<<"passed";
}
```

## elseif ladder

```
if (n==1)
    cout<<"one";
else if(n==2)
    cout<<"two";
else if(n==3)
    cout<<"three";
else
    cout<<"invalid";
```

# switch statement

Is a multi branching statement

```
if (n==1)
    cout<<"one";
else if(n==2)
    cout<<"two";
else if(n==3)
    cout<<"three";
else
    cout<<"invalid";
```

```
switch(n)
{
    case 1:
        cout<<"one";
        break;
    case2:
        cout<<"two";
        break;
    case 3:
        cout<<"three";
        break;
    default:
        cout<<"invalid"
}
```

# Components of Loop



```
int i=1;
while(i<=10)
{
    cout<<i;
    i++;
}
```

**Initialisation**

**Test expression  
(Condition)**

**Body of loop**

**Updation**

# Three Loops



## while

```
int i=1;
while(i<=10)
{
    cout<<i;
    i++;
}
```

## do..while

```
int i=1;
do
{
    cout<<i;
    i++;
}while(i<=10)
```

## for

```
for(int i=1;i<=10;i++)
{
    cout<<i;
}
```



# Simple Program

```
#include<iostream>  
using namespace std;  
int main()  
{  
  int n1,n2,s;  
  cin>>n1>>n2;  
  s=n1+n2;  
  cout<<s;  
}
```

# 3. Arrays

- **Syntax to declare array**
- **Accessing of elements**
- **String handling**
- **Input Output Functions to handle strings**





# Array

**Array is collection of same type of elements.  
Elements are stored in contiguous memory locations.**

## Declaring arrays

**Syntax**

**Data Type ArrayName[Size];**

**Eg:**

```
int a[10];  
float avg[50];  
char name[25];  
short age[65];
```





# Accessing Array Elements

```
int a[5]={10,20,30,40,50};
```

a[0]	a[1]	a[2]	a[3]	a[4]
10	20	30	40	50

Position of an array element is represented using index/subscript.  
Array index starts from 0 and ends at size-1  
The element is specified by the array name with the subscript/index.

```
a[0]; ----> 10  
a[1]; ----> 20  
a[2]; ----> 30  
a[3]; ----> 40  
a[4]; ----> 50
```

Array elements can be accessed and displayed using a loop as shown below

```
int a[5],i;
for(i=0;i<5;i++)
{
    cin>>a[i];
}
for(i=0;i<5;i++)
{
    cout<<a[i];
}
```

# String Handling



**Group of characters or Character Array**

```
char name[25];
```

Then name can store 25 characters (string)

**Every string is terminated by null character('\0')**

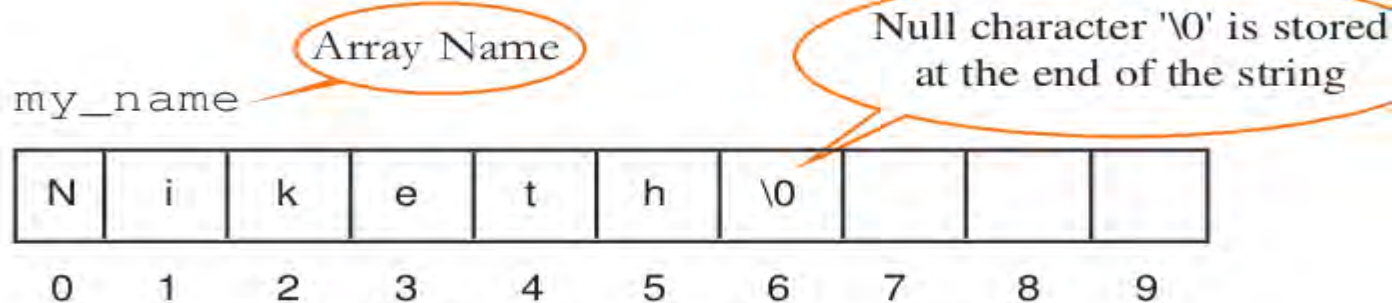


Fig. 2.4 : Memory allocation for the character array



# Input / Output operations on strings

```
#include<iostream>
using namespace std;
int main()
{
    char nam[25];
    cin>>name;
    cout<<name;
}
```

anil kumar

anil

**cin>>name can't accept a string with white space**



# gets() , puts()

```
#include<stdio>
using namespace std;
int main()
{
    char nam[25];
    gets(name);
    puts(name);
}
```

gets() for reading a string  
puts() for displaying a string  
Both are defined in <stdio>

→ anil kumar

→ anil kumar

**gets() can accept a string with white space**

# 3. Functions

- **Built in Functions(Name and Use Only)**
- **Call by Value and Call by reference**



**Function is a named unit of statements in a program to perform a specific task**

## **Predefined/Built-in Function**

**Ready to use functions defined in header file**

## **User Defined Function**

**Functions defined by the programmer based on his task**



# Types of Predefined Functions

- **Console Functions**
- **Stream Functions**
- **String Functions**
- **Mathematical Function**
- **Character Functions**

# Console Functions

defined in `<stdio>`



<b>Function</b>	<b>Use</b>
<b>getchar()</b>	To read character
<b>putchar()</b>	To display a character





# Stream Functions

defined in `<iostream>`

<b>Functions</b>	<b>Use</b>
<code>get()</code>	To read character/string
<code>getline()</code>	To read a string
<code>put()</code>	To display a character
<code>write()</code>	To display a string



# String Functions

defined in `<cstring>`

<b>Functions</b>	<b>Use</b>
<code>strlen()</code>	To find length of a string
<code>strcpy()</code>	To copy one string to another
<code>strcat()</code>	To add one string to the end of another
<code>strcmp()</code>	To compare two strings
<code>strcmpi()</code>	To compare two strings by ignoring case



# Mathematical Functions

defined in `<cmath>`

<b>Functions</b>	<b>Use</b>
<code>abs()</code>	To find absolute value of a integer number
<code>fabs()</code>	To find absolute value of a floating point number
<code>sqrt()</code>	To find square root of a number
<code>pow()</code>	To find power of a number



# Character Functions

defined in `<cctype>`

<b>Functions</b>	<b>Use</b>
<code>isupper()</code>	To check whether a character is upper case or not
<code>islower()</code>	To check whether a character is lower case or not
<code>isalpha()</code>	To check whether a character is alphabet or not
<code>isdigit()</code>	To check whether a character is digit or not
<code>isalnum()</code>	To check whether a character is alphanumeric or not
<code>toupper()</code>	To convert a given character to uppercase
<code>tolower()</code>	To convert a given character to lowercase

# Methods of calling functions (Argument Passing Methods)

## Call by Value

**Copy** of the actual argument is passed.

Actual and formal arguments are stored in **different memory**

**Changes** in formal argument **will not reflect** on actual arguments

## Call by Reference

**Reference (Address)** of the actual argument is passed

Actual and formal arguments are stored in **same memory**

**Changes** in formal argument **will reflect** on actual arguments

# 4. Web Technology



- **Static and Dynamic Web Page**
- **Client and Server side script**
- **Structure of HTML Code**
- **Container and empty tags**
- **<BODY> tag attributes**
- **Important tags-<h1> to <h6>,<br>,<p>,<hr>**  
**Text formatting tags,<marquee>,<font>,<img>**  
**(Only important attributes of above tags)**





# Static and Dynamic Web Page

<b>Static web page</b>	<b>Dynamic web page</b>
<b>The content and layout is fixed</b>	<b>The content and layout may change</b>
<b>Never use databases.</b>	<b>Uses database</b>
<b>Easy to develop</b>	<b>More skill needd</b>
<b>Directly runs on browser</b>	<b>Runs on server</b>



# Script

Is a program attached with a webpage. Language used for writing script is called scripting language. Two types of scripts- client side and server side

## Scripting Languages

- **Java Script** - Client side
- **VB Script** - Both client and server side
- **PHP** - Server side
- **ASP** - Server side
- **JSP** -Server side





# Client and Server side Scripts

<b>Client side script</b>	<b>Server side script</b>
<b>Is executed from browser</b>	<b>Is executed from server</b>
<b>Used for validating data</b>	<b>Used to connect to database and returns result</b>
<b>User can block</b>	<b>User can't block</b>
<b>Browser dependent</b>	<b>Not browser dependent</b>

# Structure of HTML document



```
<HTML>  
  <HEAD>  
    <TITLE> This is the title of web page </TITLE>  
  </HEAD>  
  <BODY>  
    Hello, Welcome to the world of web pages!  
  </BODY>  
</HTML>
```



# Container tag and Empty tag

- A tag which requires both opening and closing tag is called container tag .

Eg:-<HTML>,<HEAD>,<BODY>,<B>,<H1>,<OL>.....

- A tag which requires only opening tag is called empty tag

Eg:- <BR>,<HR>,<IMG>,<INPUT>,<FRAME>

**A tag is a command written inside '<' and '>'  
Attribute is the additional information given to a tag.**



# Attributes of <BODY>

- **bgcolor:-** For setting background color
- **background:-** For setting background image
- **text:-** For specifying text color
- **link :-** For link color
- **alink :-** For active link color
- **vlink :-** For visited link color
- **leftmargin:-** For setting left margin
- **rightmargin:-** For setting right margin



# Some Important Tags

<HEAD>: To specify head section .

<TITLE>: To specify title of a web page

<BODY>: To specify body section.

<HTML>: To start an HTML document.

## Heading Tags

<H1>,<H2>,<H3>,<H4>,<H5>,<H6> are heading tags. Attribute is [align](#).

### <BR>

Is an empty tag for line break.

### <P>

To define a paragraph. Its attribute is [align](#)

### <HR>

To draw horizontal line . Attributes:[size,color,width](#)

# Text Formatting Tags



Tag	Use
<B>,<STRONG>	To make text bold
<I>,<EM>	To make text italics
<U>	To underline
<S>,<STRIKE>	To strike through text
<SMALL>	To decrease size of text
<BIG>	To increase size of text
<SUP>	To set superscript text
<SUB>	To set subscript text
<Q>	To enclose in double quotation
<BLOCKQUOTE>	To indent the content



# Some more Tags

## <MARQUEE>

To display a scrolling text or image in a web page.

Attributes: [height,width,direction,bgcolor](#)

## <FONT>

To change font size, color and style of a text.

Attributes: [size,color,face](#)

## <IMG>

Is an empty tag for inserting an image in a web page.

Attributes: [src,height,width](#)

Eg:- [](#)

# 5. Web Designing Using HTML



- Lists in HTML
- `<A>` tag and Href attribute
- Internal and external linking
- Table related tags
- Listing and use of input controls in form  
(Coding questions from simple list and simple tables)







# Lists in HTML

## Three types of lists:

- Ordered List :- Is a numbered list  
    <OL>,<LI> tags are used for creating this list
- Unordered List :- No number for list items  
    <UL>,<LI> tags are used for creating this list
- Definition List : List of terms and definitions  
    <DL>,<DT>,<DD> tags are used for creating this list



## Ordered List Tags

used: <OL>

- To

define

ordered

list

<LI>

-

To specify

list

item

Write HTML code for the

following list

1. Commerce
2. Science
3. Humanities

Attributes of <OL> are  
Type: To specify numbering type(1,A,a,i,I)  
Start: To specify starting number

```
<OL>  
  <LI>Commerce</LI>  
  <LI>Science</LI>  
  <LI>Humanities</LI>  
</OL>
```



## Unordered List

Tags used: <UL> - To define unordered list    <LI> - To specify list item

Write HTML code for the following list

- .commerce
- .Science
- . Humanities

Attribute of <UL> is  
Type: To specify type of bullet  
(Disc, Circle, Square)

```
<UL>  
  <LI>Commerce</LI>  
  <LI>Science</LI>  
  <LI>Humanities</LI>  
</UL>
```

# Definition List

Tags used: <DL> - To define definition list

<DT> - To specify definition Term

<DD>- To specify definition description



RAM

RAM stands for Random Access Memory

ROM

ROM stands for Read Only Memory

Cache

A fast memory between RAM and CPU

```
<DL>
```

```
<DT>RAM</DT>
```

```
<DD>RAM stands for Random Access Memory</DD>
```

```
<DT>ROM</DT>
```

```
<DD>ROM stands for Read Only Memory</DD>
```

```
<DT>Cache</DT>
```

```
<DD>A fast memory between RAM and CPU</DD>
```

```
</DL>
```



# Links in HTML

Hyper link is a text or media which points to another web page or to another section of same web page.

**<A>** is used for creating a hyper link

HREF is the main attribute of **<A>** which specifies the file name to be opened when we click on link.

Eg:-`<A HREF="address.html"> Click Me</A>`

## Two types of link

**Internal**:- It points to another section of same web page

**External**:- It points to another web page

# Table in HTML

## Tags used

- <TABLE>: To define a table
- <TR> : To define a table row
- <TH> : To define a table heading
- <TD>: To define table data

### Attributes of <TABLE>

Border,bgcolor,background,height,width

Write HTML code for below table

ADNO	NAME
101	ANIL
102	SUNIL
103	BINIL

```
<TABLE BORDER=1>
  <TR>
    <TH>ADNO</TH><TH>NAME</TH>
  </TR>
  <TR>
    <TD>101</TD><TD>ANIL</TD>
  </TR>
  <TR>
    <TD>102</TD><TD>SUNIL</TD>
  </TR>
  <TR>
    <TD>103</TD><TD>BINIL</TD>
  </TR>
</TABLE>
```

# Input Controls in Form

**<INPUT>** is used for creating different types of controls in a form.

Type attribute of **<INPUT>** can take the following values

Text : For textbox

Password : For password textbox

Checkbox : For checkbox

Radio : For radio button(Option button)

Submit : For submit button

Reset : For reset button

**<TEXTAREA>** is used for multiple line text box  
**<SELECT>** is used for select box/drop down list

# 6. Client side scripting using JavaScript



- **<SCRIPT> tag**
- **Data types**
- **var keyword**
- **Operators**
- **Control statements**
- **Built in Functions**







## <SCRIPT>

Used for including JavaScript code in an HTML document.

Language is the main attribute. It can take the value "JavaScript"

```
<SCRIPT Language="JavaScript">
```

.....

```
</SCRIPT>
```

## Data Types in JavaScript

**Number** :- For any type of number

**String** :- For group of characters

**Boolean** :- For True/False value



## var Keyword

Used for declaring a variable. Variable is used for storing a value.

Example:- var x;

Then x can store any type of value.

## Operators

Arithmetic operators	+   -   *   /   %
Increment, decrement	++   --
Assignment operators	=   +=   -=   *=   /=   %=
Relational operators	<   <=   >   >=   ==   !=
Logical operators	&&   !
String concatenation	+



# Control Statements

Used to change the sequential flow of execution in a program.  
Following are some control statements in JavaScript.

**if**

**switch**

**for**

**while**

## If statements

### Syntax of simple if

```
if (test_expression)
{
    statements;
}
```

### Syntax of if with else part

```
if (test_expression)
{
    statements;
}
else
{
    statements;
}
```

## **switch:**

is a multi branching statement.

### **Syntax**

```
switch(expression)
{
    case value1:
        statement;
        break;
    case value2:
        statement;
        break;
    .....
    default:
        statement;
}
```

## for loop

Used for executing some statements repeatedly.

### Syntax

```
for(initialisation;test expression; updation)
{
    body of the loop;
}
```

## while loop

Used for executing some statements repeatedly.

### Syntax

```
initialisation;
while(text expression)
{
    Body of loop;
    Updation;
}
```





# Built in Functions

**Alert()**: Is used for displaying a message.

Example:- alert("Welcome ")

**isNaN()** :To to check whether a given value is number or not?

isNaN stands for ***is Not a Number*** .

isNaN("anil") returns True

isNaN(123) returns False

**toUpperCase()** : Converts a string in to capital letter

Example: "apple".toUpperCase() returns APPLE

**toLowerCase()** : Converts a string in to small letter

Example: "APPLE".toLowerCase() returns apple

**charAt()**: Gives a character at a position

Example: "WELCOME".charAt(2) returns L

**length property**  
Displays number  
of character  
in a string.  
"welcome".length  
displays 7

# 7. Web Hosting



- **Types of web hosting**
- **FTP Client software**
- **Free Hosting**





# Web Hosting

It is the process of providing storage space in web server for a web site.

There are three types of web hosting

- Shared hosting
- Dedicated hosting
- Virtual private server

## Shared Hosting

In this type, more than one web sites are stored in a single web server.

### Characteristics

Suitable for small web sites.

Cheaper and easy to use

Less service/performance

## Dedicated Hosting

In this type, single web site is stored in a single web server

### Characteristics

Suitable for secure and high performance web sites.

Expensive

More service/fast service

## Virtual Private Server(VPS)

A server is virtually partitioned into several servers.

Virtualization technology is used for partitioning. Ex:Vmware,FreeVPS

This type of hosting provides less performance than dedicated hosting, but more performance than shared hosting.

## FTP Client software

It is used to transfer file from client computer to server computer.  
Examples for FTP client software are : Filezilla, SmartFTP, CuteFTP  
For security nowadays SFTP uses SSH(SecureShell) protocol.

## Free Hosting

Web hosting service in free of charge is called free hosting (No money).

### **Limitations:**

Limited size of file can be uploaded.

Advertisements from the service provider

Audio/video may not be permitted

# 8. Database Management System



- Advantages of DBMS
- Components of DBMS
- Types of Users
- RDBMS Terminologies
- Relational Operators(Select,Project,Union,Intersection)



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**Database is an organized collection of inter-related data.**

**DBMS is a software for storage, retrieval and management of database.**

**Example: Oracle,MySQL,MS Access,...**



# Advantages of DBMS



- Data duplication(Data redundancy) is reduced ഡാറ്റ ആവർത്തനം കുറയ്ക്കുന്നു.
- Data inconsistency is avoided. ഡാറ്റ പൊരുത്തക്കേട് ഒഴിവാക്കുന്നു.
- Data are efficiently accessed. ഡാറ്റ കാര്യക്ഷമമായി ആക്സസ് ചെയ്യുന്നു
- Data security . ഡാറ്റ സുരക്ഷ
- Data can be shared. ഡാറ്റ പങ്കിടാം
- Data integrity is maintained. ഡാറ്റ സമഗ്രത നിലനിർത്തുന്നു.
- Crash recovery. തകർച്ച വീണ്ടെടുക്കൽ



# Components of DBMS

- **Hardware**
- **Software**
- **Users**
- **Data**
- **Procedures**

## Organization of Data

- **Field:** Smallest unit of data
- **Record:** Collection of fields
- **File:** Collection of Record

# Database Users



- **Database Administrator (DBA):**

The person responsible for the over all control of database.

ഡാറ്റാബേസിന്റെ എല്ലാ നിയന്ത്രണത്തിനും ഉത്തരവാദിയായ വ്യക്തി.

- **Application Programmer:**

A program who write application program

ആപ്ലിക്കേഷൻ പ്രോഗ്രാമുകൾ എഴുതുന്ന ഒരു വ്യക്തി

- **Naive Users:**

They are not concerned with details of the DBMS.

DBMS വിശദാംശങ്ങളെക്കുറിച്ച് അറിവില്ലാത്ത ഉപയോക്താക്കൾ

- **Sophisticated Users:**

They interact with the database through their own queries.

അവർ സ്വന്തം ചോദ്യങ്ങളിലൂടെ ഡാറ്റാബേസുമായി സംവദിക്കുന്നു.

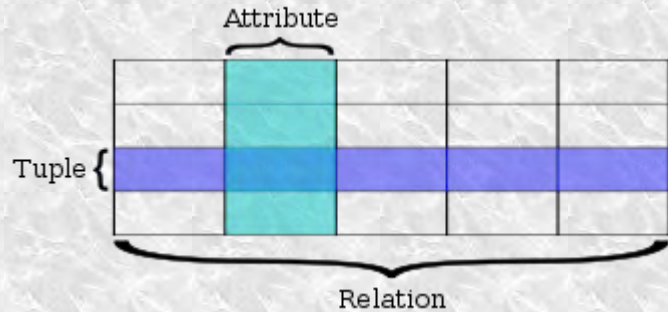
# Terminologies of RDBMS



**RDBMS- Relational Database Management System.**

Here Data are organized in the form of rows and columns(Table)

- Relation: A Table is also called Relation
- Tuple: The rows (records) of a relation are known as tuples.
- Attribute: The columns of a relation are called attributes.
- Degree: The number of attributes in a relation .
- Cardinality: The number of rows (records) or tuples in a relation.
- Domain: It is a pool of values in a given column of a table.
- Schema: The structure / definition of a database
- Instance: An instance of a relation is a set of tuples in it.
- Entity: Any thing or a person







# Relational Algebra

Set of operations performed on relation/table is called relational algebra

- **Selection** : Used to select rows from a relation that satisfies a given conditions.
  - This operation is denoted using lower case letter sigma (  $\sigma$  ).
- **Project**: Selects some attributes from the table. It is denoted by lower case letter  $\pi$  .
- **Union**:It is a binary operation which displays all the tuples from both relation.
  - It is denoted by  $\cup$
- **Intersection**:It is a binary operation which displays all the common tuples from both relation. It is denoted by  $\cap$  .

# 9. Structured Query Language(SQL)



- SQL Components
- SQL Data types
- Constraints
- Use of Commands(CREATE TABLE,DROP TABLE,INSERT, SELECT,UPDATE,DELETE)



SQL is a Language for managing data in RDBMS.  
It uses some commands for managing data in a DBMS



# Components of SQL

- **DDL(Data Definition Language)**

Provides commands to deal with the schema (structure) of the RDBMS.

RDBMS ഘടന കൈകാര്യം ചെയ്യുന്നതിനുള്ള കമാൻഡുകൾ നൽകുന്നു.

Example:- CREATE TABLE,DROP TABLE,ALTER TABLE

- **DML(Data Manipulation Language)**

Provides commands to manipulate data in a database.

ഒരു ഡാറ്റാബേസിലെ ഡാറ്റ കൈകാര്യം ചെയ്യുന്നതിനുള്ള കമാൻഡുകൾ നൽകുന്നു.

Example:- INSERT,SELECT,UPDATE,DELETE

- **DCL(Data Control Language)**

Is used to control access(security) of the database.

ഡാറ്റാബേസിന്റെ സുരക്ഷ നിയന്ത്രിക്കാൻ ഉപയോഗിക്കുന്നു.

Example:- GRANT,REVOKE

# Data Types in SQL



- **Numeric Data Types**

**INT or INTEGER** :- For storing a number without fractional part

**DEC or DECIMAL**:- For storing a number with fractional part

- **String Data Types**

**CHAR** :- For storing any character. It is a fixed length string data type

**VARCHAR** :- For storing any character. It is a variable length string data type

- **Date and Time Data Types**

**DATE**:- For storing date value

**TIME**:- For storing time value

Data Types are:  
INT,DEC,CHAR,VARCHAR,DATE ,TIME

# Column Constraints



- **NOT NULL:**  
To avoid null value in a column
- **UNIQUE:**  
To avoid duplicate value in a column
- **PRIMARY KEY:**  
For setting a column as primary key
- **DEFAULT:**  
For setting default value for a column
- **AUTOINCREMENT:**  
For setting automatic incrementing columns

# SQL Commands



- **DDL Commands**

**CREATE TABLE:-** To create a new table

**ALTER TABLE:-** To modify a table

**DROP TABLE:-** To delete a table

- **DML Commands**

**INSERT:-** To insert data into the table

**SELECT:-** To retrieve data from a table

**DELETE:** To delete data from a table

**UPDATE:** To modify data in a table

## Example commands

To create a new Table

```
CREATE TABLE STUD(AdNo INT,Name Varchar(30));
```

To insert data

```
INSERT INTO STUD VALUES(101,'Fathima');
```

To retrieve data

```
SELECT Adno,Name FROM STUD;
```

To modify the table

```
ALTER TABLE STUD ADD Mark INT;
```

To modify the data

```
UPDATE STUD SET Mark=50 WHERE Adno=101;
```

To delete data

```
DELETE FROM STUD WHERE Adno=101;
```

To delete the table

```
DROP TABLE STUD;
```

# 10. Enterprise Resource Planning(ERP)



- Functional Units of ERP(Listing Only)
- Examples of ERP Packages
- Benefits of ERP



ERP system is a fully integrated business management system

പൂർണ്ണമായും സംയോജിത ബിസിനസ് മാനേജ്മെന്റ് സിസ്റ്റമാണ് ERP





# Functional Units of ERP

- Financial module
- Manufacturing module
- Production planning module
- HR module
- Inventory control module
- Marketing module
- Sales and distribution module
- Quality management module

# Examples of ERP Packages

- Oracle

Oracle is one of the most popular ERP package.

- SAP

SAP stands for Systems, Applications and Products for data processing

- Odoo

Odoo is an open source ERP.

- Microsoft Dynamics

Microsoft Dynamics is part of Microsoft business solutions.

- Tally

Tally solutions Pvt Ltd is a Bangalore based Software Company in India.

# Benefits of ERP

- Improved resource utilization. മെച്ചപ്പെട്ട വിഭവ വിനിയോഗം
- Better customer satisfaction. മികച്ച ഉപഭോക്തൃ സംതൃപ്തി
- Provides accurate information. കൃത്യമായ വിവരങ്ങൾ നൽകുന്നു
- Decision making capability. തീരുമാനമെടുക്കാനുള്ള കഴിവ്
- Increased flexibility. വർദ്ധിച്ച വഴക്കം
- Information integrity. വിവര സമഗ്രത



# 11. Trends and Issues in ICT

- Mobile communication Services
- Short Note on Mobile OS
- Cyber crimes against individuals



ICT stands for Information and Communication Technology.

It is the synonym of Information Technology.  
വിവരസാങ്കേതികവിദ്യയുടെ പര്യായമാണിത്

# Mobile Communication Services



## Short Message Service(SMS) :

Allows exchanging short text messages.

ഘ്രസ്യ വാചക സന്ദേശങ്ങൾ കൈമാറാൻ അനുവദിക്കുന്ന സേവനമാണിത്

## Multimedia Messaging Service(MMS):

Is a standard way to send and receive messages that consists of -  
multimedia content(sound,video,image...) using mobile phones

മൾട്ടിമീഡിയ ഉള്ളടക്കം (ശബ്ദം, വീഡിയോ, ഇമേജ് ...)സന്ദേശങ്ങൾ അയയ്ക്കുന്നതിനും സ്വീകരിക്കുന്നതിനുമുള്ള ഒരു സ്റ്റാൻഡേർഡ് മാർഗമാണ്

**SIM- Subscribers Identity Module**



## Global Positioning System(GPS):

Is a satellite based navigation system that is used to locate a geographical position anywhere on earth

ഭൂമിയിലെവിടെയും ഭൂമിശാസ്ത്രപരമായ സ്ഥാനം കണ്ടെത്താൻ ഉപയോഗിക്കുന്ന സാറ്റലൈറ്റ് അധിഷ്ഠിത നാവിഗേഷൻ സംവിധാനമാണ്

## Smart cards

A smart card is a plastic card embedded with a computer chip / memory that stores and transacts data.

ഡാറ്റ സംഭരിക്കുകയും ഇടപാട് നടത്തുകയും ചെയ്യുന്ന ഒരു കമ്പ്യൂട്ടർ ചിപ്പ് / മെമ്മറി ഉൾക്കൊള്ളുന്ന ഒരു പ്ലാസ്റ്റിക് കാർഡാണ് സ്മാർട്ട് കാർഡ്.



# Mobile Operating System

- A mobile operating system is the operating system used in a mobile device (smartphone, tablet, etc.)

ഒരു മൊബൈൽ ഉപകരണത്തിൽ (സ്മാർട്ട്ഫോൺ, ടാബ്ലെറ്റ് മുതലായവ) ഉപയോഗിക്കുന്ന ഓപ്പറേറ്റിംഗ് സിസ്റ്റമാണ് മൊബൈൽ ഓപ്പറേറ്റിംഗ് സിസ്റ്റം

- A mobile OS manages the hardware and software components of a mobile device

ഒരു മൊബൈൽ ഉപകരണത്തിലെ ഹാർഡ്‌വെയർ, സോഫ്റ്റ്‌വെയർ ഭാഗങ്ങളെ നിയന്ത്രിക്കുന്നതും മൊബൈൽ ഓപ്പറേറ്റിംഗ് സിസ്റ്റം ആണ്

- Popular mobile operating systems are Android , iOS , BlackBerry and Windows



# Android OS



- Android is a Linux-based operating system designed mainly for touch screen mobile devices such as smart phones and tablet computers.
- പ്രധാനമായും ടച്ച് സ്ക്രീൻ ഉപകരണങ്ങൾക്കു വേണ്ടി(സ്മാർട്ട് ഫോണുകൾ, ടാബ്ലെറ്റ് കമ്പ്യൂട്ടറുകൾ എന്നിവ പോലുള്ള) രൂപകൽപ്പന ചെയ്തിരിക്കുന്ന ലിനക്സ് അടിസ്ഥാനമാക്കിയുള്ള ഓപ്പറേറ്റിംഗ് സിസ്റ്റമാണ് Android
- The acceptance of Android is due to factors like its open source nature and user friendly.
- Android- ന്റെ സ്വീകാര്യത അതിന്റെ ഓപ്പൺ സോഴ്സ് സ്വഭാവം, ഉപയോക്തൃ സൗഹാർദ്ദം തുടങ്ങിയ ഘടകങ്ങൾ മൂലമാണ്



# Cyber crimes against individuals



- **Identity theft**

Identity theft occurs when someone uses another person's identifying information, like their name, credit card number, etc. without their permission

മറ്റൊരാളുടെ തിരിച്ചറിയൽ വിവരങ്ങൾ, അവരുടെ പേര്, ക്രെഡിറ്റ് കാർഡ് നമ്പർ മുതലായവ അവരുടെ അനുമതിയില്ലാതെ ഉപയോഗിക്കുമ്പോഴാണ് ഐഡന്റിറ്റി മോഷണം നടക്കുന്നത്

- **Harassment**

Posting humiliating comments focusing on gender, race, religion, nationality at specific individuals in chat rooms, social media, e-mail, etc. is harassment.

ചാറ് റൂമുകൾ, സോഷ്യൽ മീഡിയ, ഇ-മെയിൽ മുതലായവയിലെ പ്രത്യേക വ്യക്തികളിൽ ലിംഗഭേദം, വംശം, മതം, ദേശീയത എന്നിവ കേന്ദ്രീകരിച്ച് അപമാനകരമായ അഭിപ്രായങ്ങൾ പോസ്റ്റ് ചെയ്യുന്നത് ഉപദ്രവമാണ്





# Cyber crimes against individuals

- **Impersonation and cheating:**

Impersonation is an act of pretending to be another person for the purpose of harming the victim. ഉപദ്രവത്തിനായി ഒരാൾ മറ്റൊരാളായി നടിക്കുന്ന പ്രവൃത്തി.

- **Violation of privacy:**

Violation of privacy is the intrusion into the personal life of another, without a valid reason. സാധുവായ കാരണമില്ലാതെ വ്യക്തിജീവിതത്തിലേക്കുള്ള കടന്നുകയറ്റമാണ് .

- **Dissemination of obscene material:**

The posting of obscene material is one of the important cyber crimes today. അശ്ലീല കാര്യങ്ങൾ പോസ്റ്റ് ചെയ്യൽ പ്രധാന സൈബർ കുറ്റ കൃത്യമാണ്





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**THANK  
YOU**