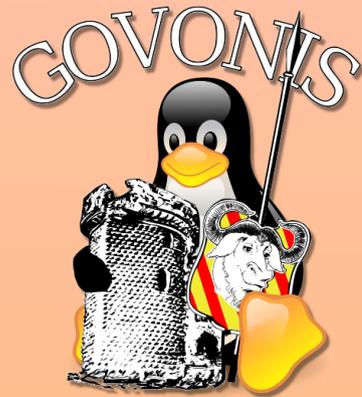


**Biblioteca  
Mediateca  
Finalese**



**ASSOCIAZIONE  
GOVONIS  
GNU/Linux  
Users Group**



# **Corso Computer**



## Computer



***UN COMPUTER SENZA SOFTWARE SERVE A... NIENTE!***

## *FLUSSO DEI DATI (MA NON SOLO)*



# CorsoComputer2018

**Unità Centrale**

**Monitor**

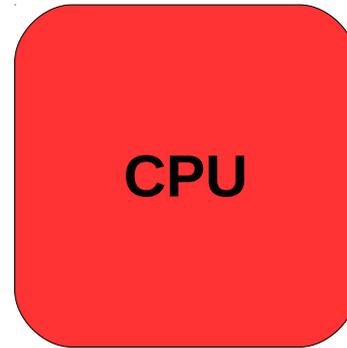


**INPUT-OUTPUT**

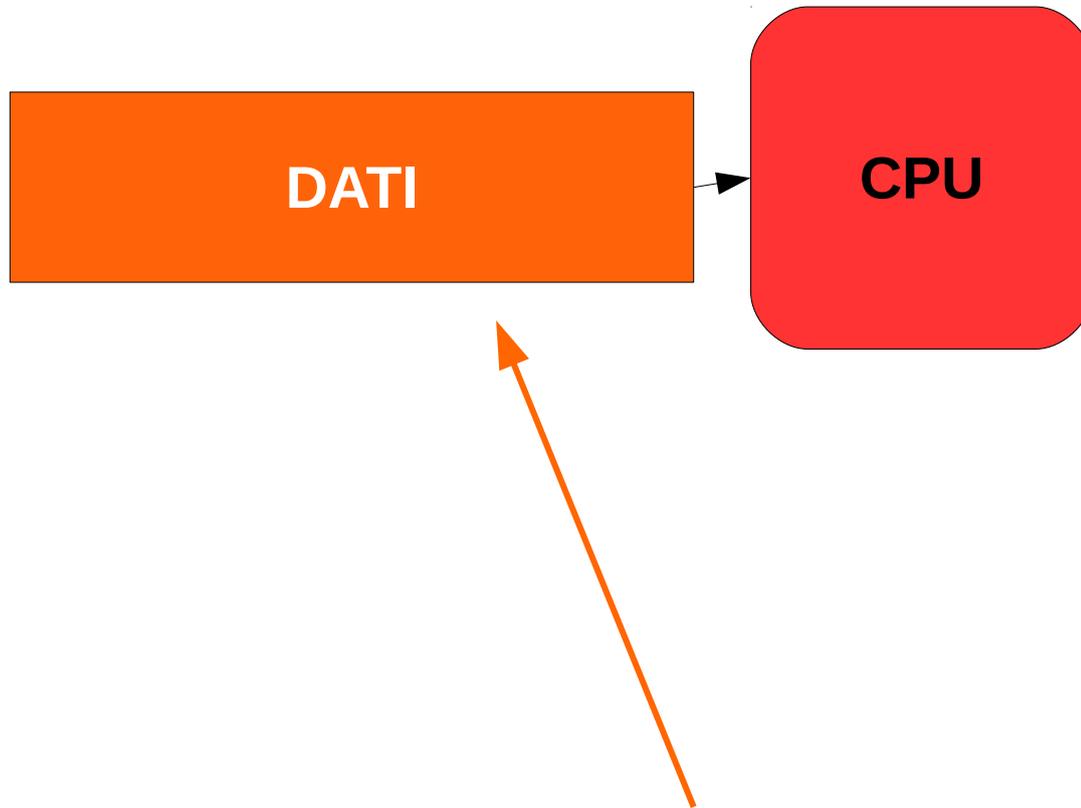


**Tastiera**

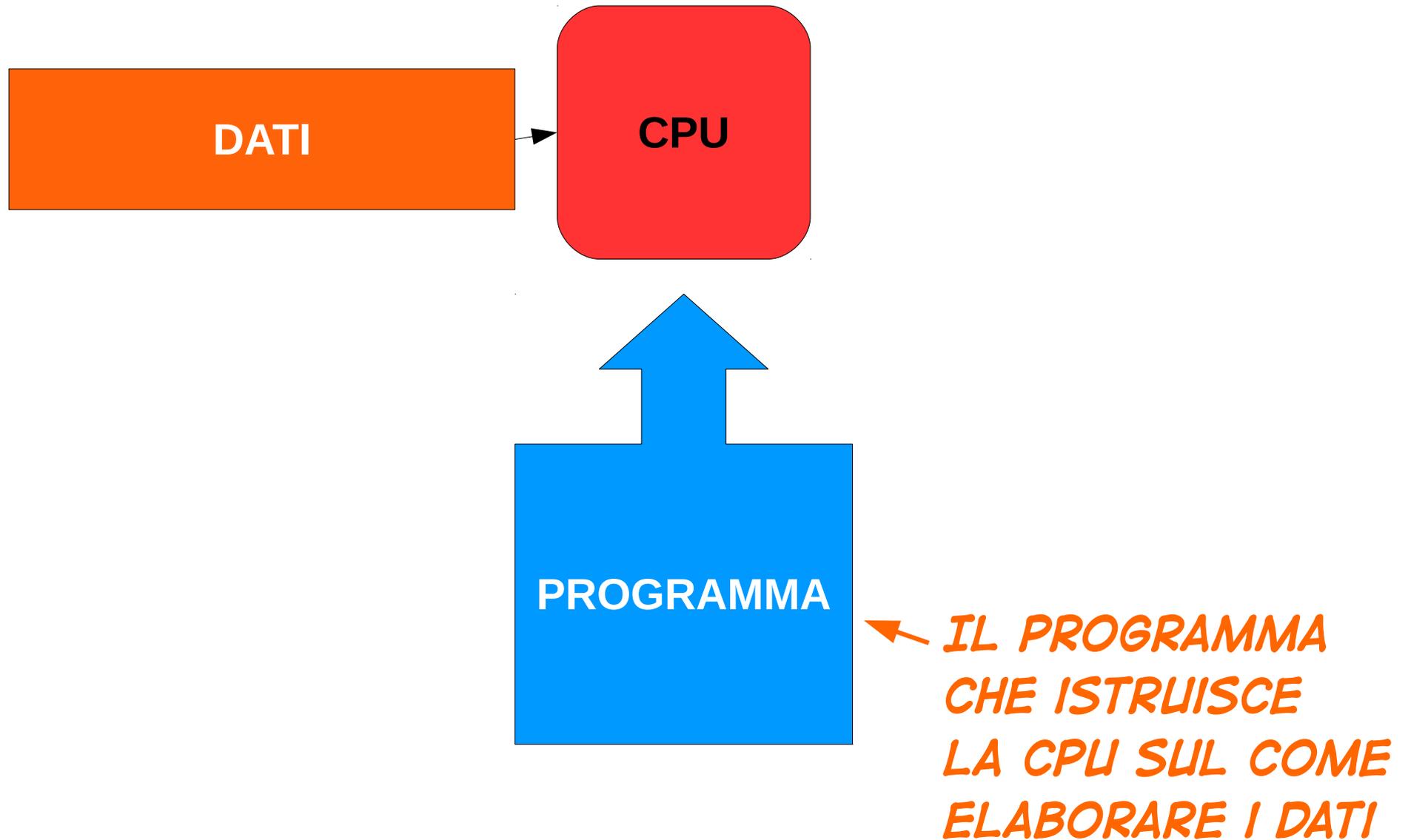
**Mouse**

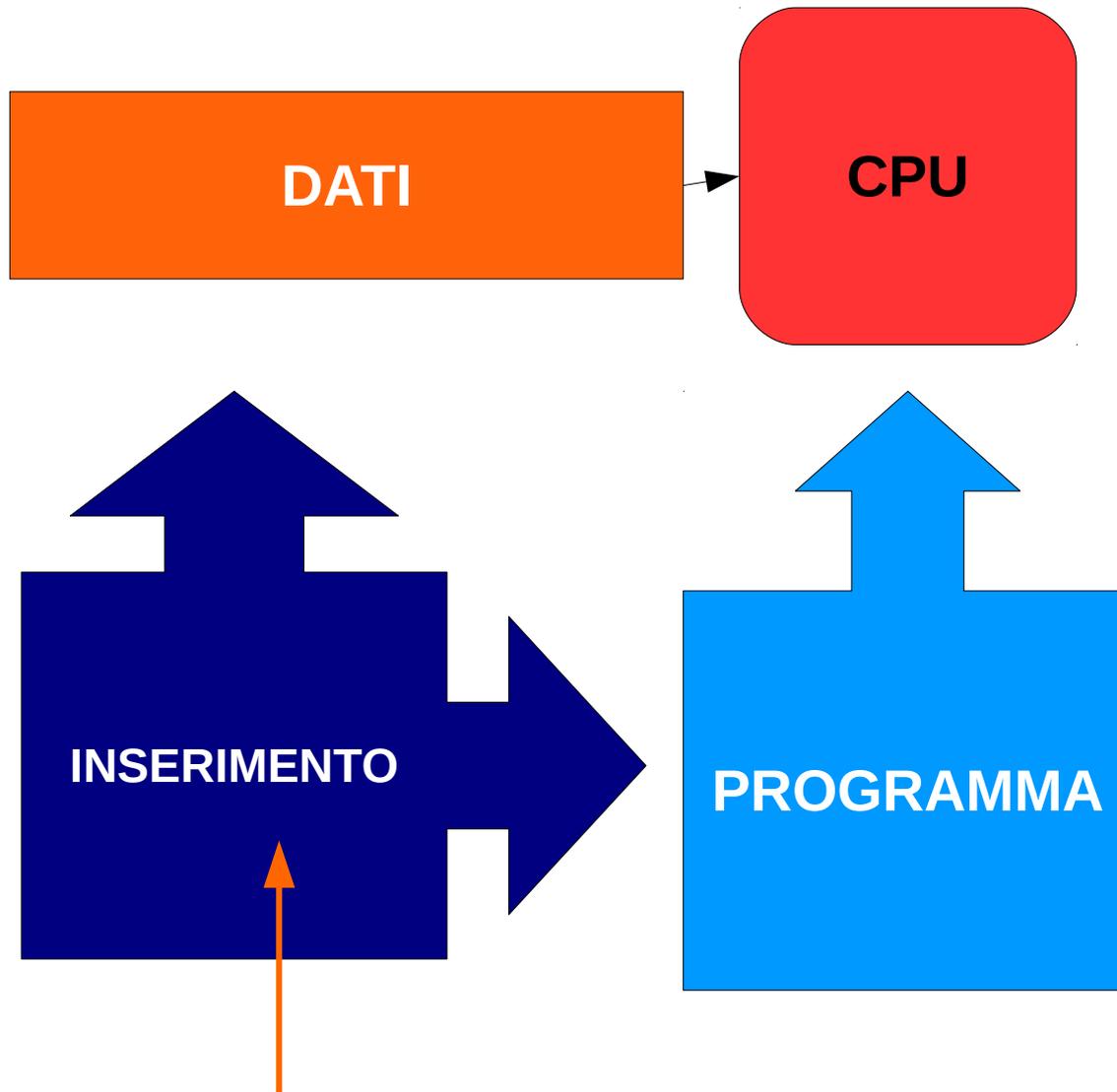


*MICROPROCESSORE (CENTRAL PROCESSING UNIT)*

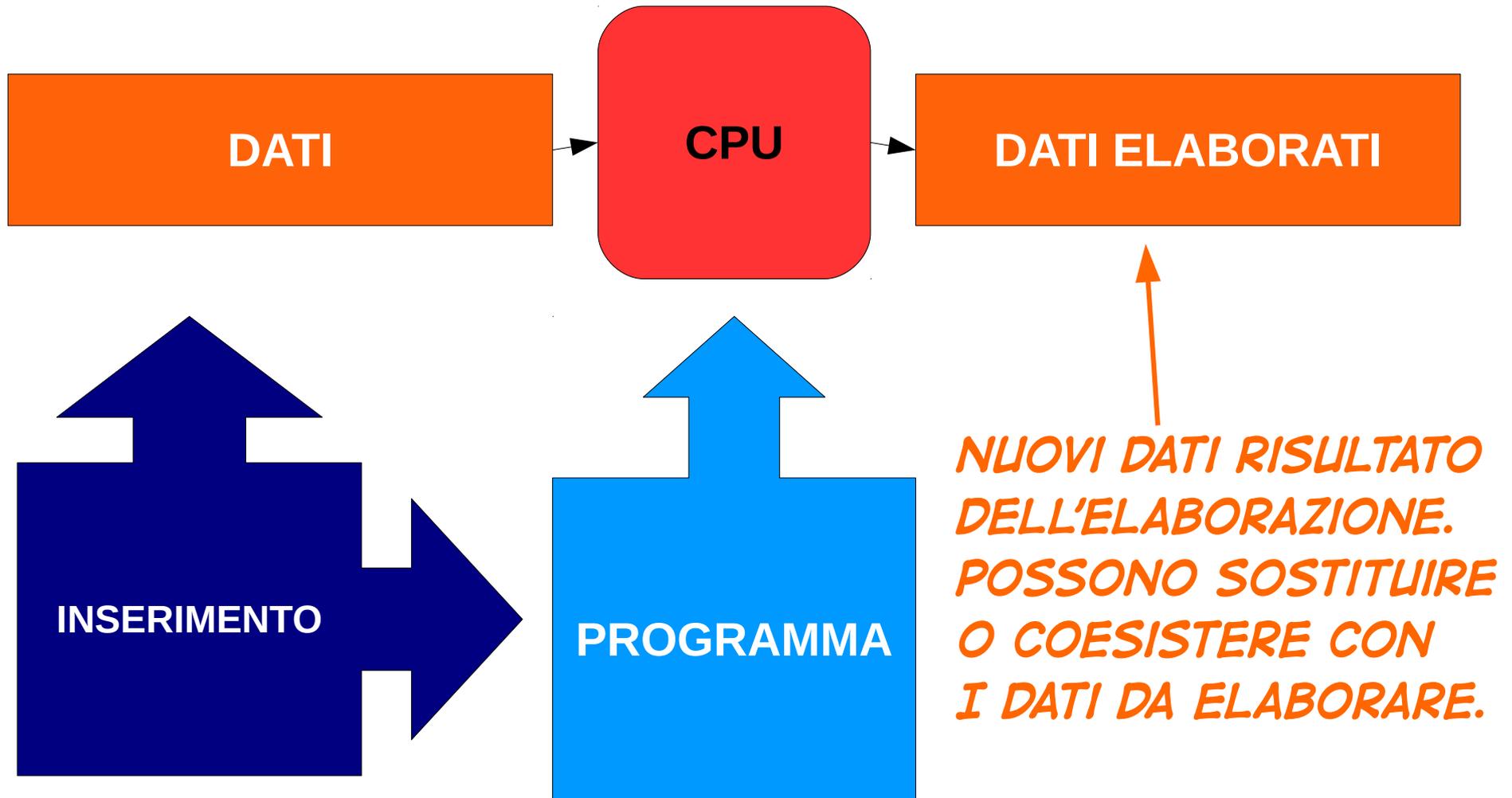


*I DATI DA ELABORARE*





*SIA I DATI CHE IL PROGRAMMA POSSONO DOVER ESSERE INSERITI AL MOMENTO OPPURE ESSERE GIA' STATI MEMORIZZATI SU UNA MEMORIA DI MASSA (HARD DISK..)*





QUESTO E' IN ESEMPIO DI PROGRAMMA  
COSI' COME LO SCRIVE UN PROGRAMMATTORE

```
#include <stdio.h>
```

```
int main()  
{  
printf("Ciao Govonis!\n");  
}
```

POSSIAMO VEDERE CHE E' UN MISTO DI SIMBOLI,  
SIGLE E PAROLE SIMILI ALLA LINGUA INGLESE

# CorsoComputer2018

hello - GHex

File Modifica Vista Finestre Aiuto

00000000	7F	45	4C	46	02	01	01	00	00	00	00	00	00	00	00	02
00000011	00	3E	00	01	00	00	00	E0	03	40	00	00	00	00	40	00
00000022	00	00	00	00	00	00	B0	10	00	00	00	00	00	00	00	00
00000033	00	40	00	38	00	08	00	40	00	25	00	22	00	06	00	00
00000044	05	00	00	00	40	00	00	00	00	00	00	40	00	40	00	00
00000055	00	00	00	40	00	40	00	00	00	00	00	C0	01	00	00	00
00000066	00	00	C0	01	00	00	00	00	00	08	00	00	00	00	00	00
00000077	00	03	00	00	00	04	00	00	00	00	02	00	00	00	00	00
00000088	00	02	40	00	00	00	00	00	02	40	00	00	00	00	00	1C
00000099	00	00	00	00	00	00	00	1C	00	00	00	00	00	00	01	00
000000AA	00	00	00	00	00	00	01	00	00	00	05	00	00	00	00	00
000000BB	00	00	00	00	00	00	00	40	00	00	00	00	00	00	40	00
000000CC	00	00	00	00	74	06	00	00	00	00	00	74	06	00	00	00
000000DD	00	00	00	00	00	20	00	00	00	00	01	00	00	00	06	00
000000EE	00	00	78	06	00	00	00	00	00	78	06	60	00	00	00	00
000000FF	00	78	06	60	00	00	00	00	10	02	00	00	00	00	00	00

Signed 8 bit:  Signed 32 bit:  Hexadecimal:   
Unsigned 8 bit:  Unsigned 32 bit:  Octal:

ELF .....  
.>.....@.....@.  
.....  
.@.8...@.%.".....  
.....@.....@.@.  
.....@.@.....  
.....  
.....  
..@.....@.....  
.....  
.....  
.....@.....@.  
.....t.....t.....  
.....  
..x.....x.`.....  
.x.`.....

Lo stesso programma tradotto in  
Linguaggio Macchina, la lingua del computer

QUINDI, DATO UN PROGRAMMA,

```
#include <stdio.h>

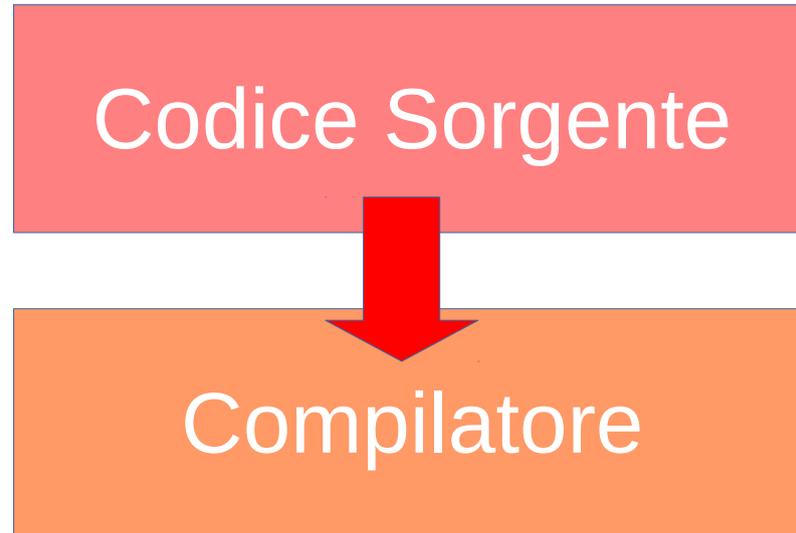
int main()
{
printf("Ciao Govonis!\n");
}
```

PER POTERE FARE DELLE MODIFICHE IMPORTANTI O  
SEMPLICEMENTE PER STUDIARE O VERIFICARE  
COME FUNZIONA DEVO AVERE IL CODICE SORGENTE.

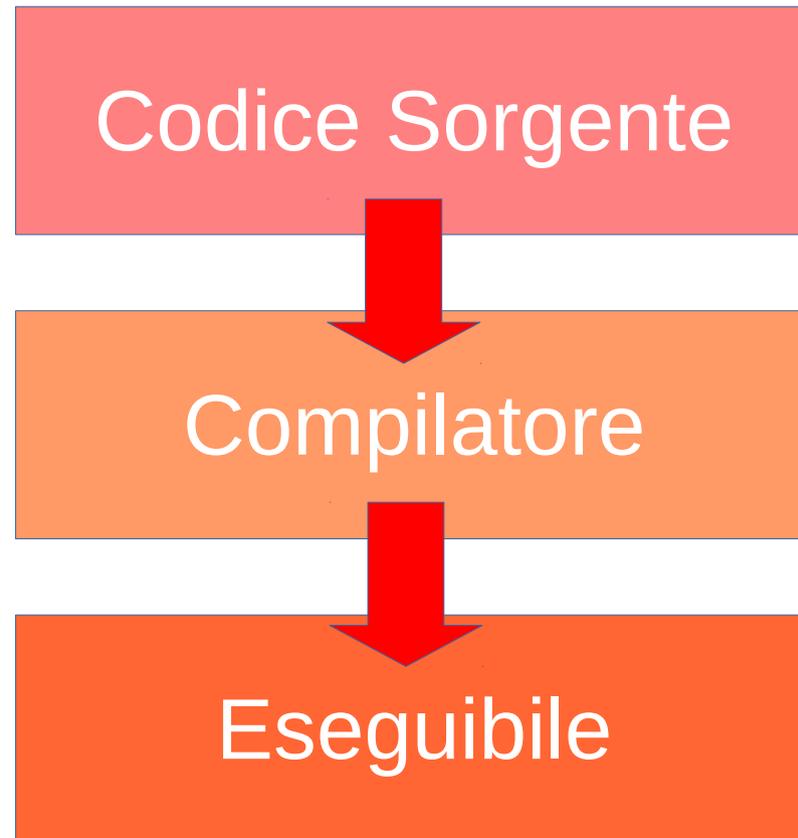
## *IL PROCESSO DI CREAZIONE*

Codice Sorgente

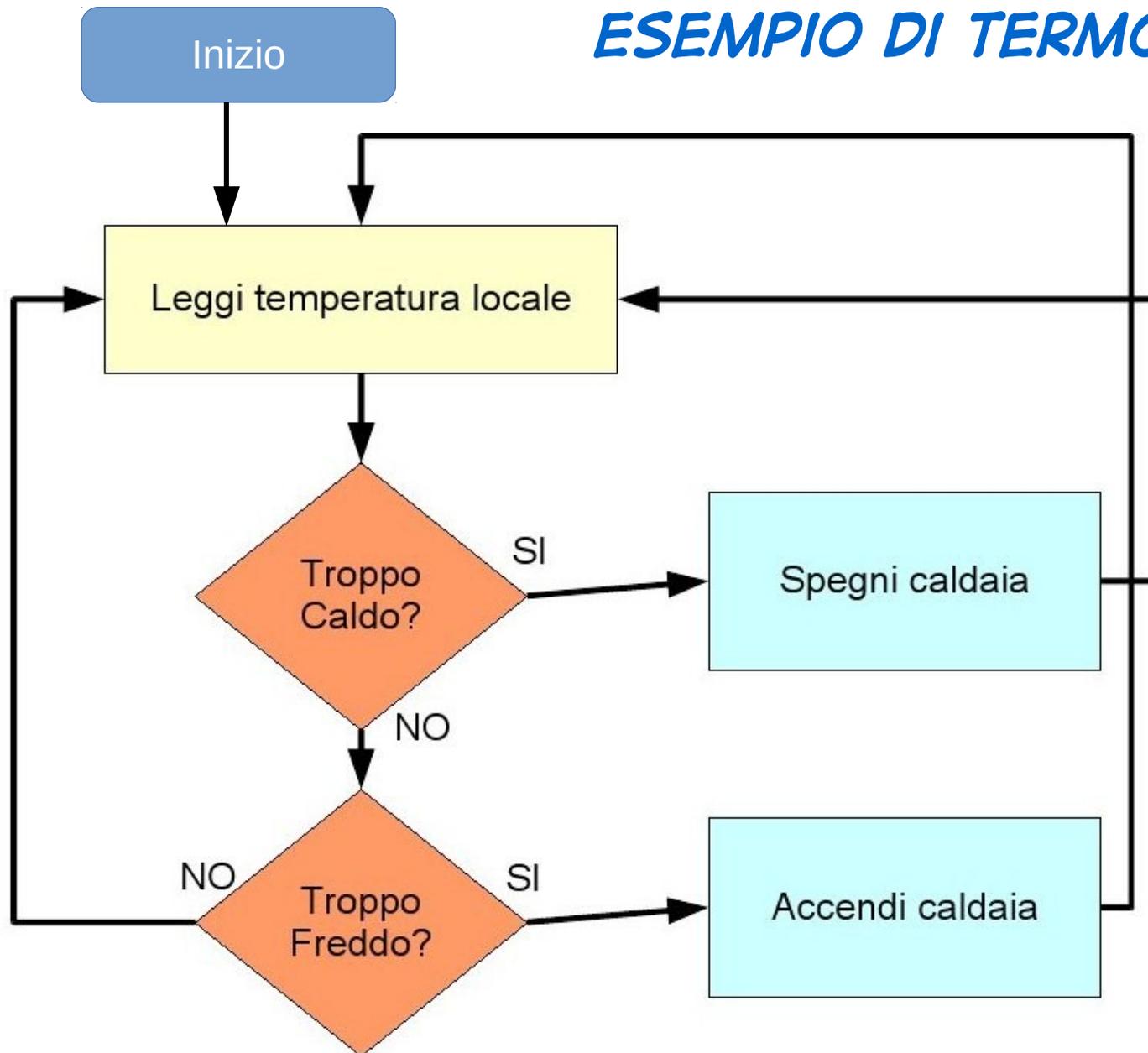
## *IL PROCESSO DI CREAZIONE*



## *IL PROCESSO DI CREAZIONE*



## *ESEMPIO DI TERMOSTATO*



## AVVIO DEL COMPUTER



## *QUANDO SARA' TERMINATO*



*POTREMO INIZIARE AD USARE IL NOSTRO COMPUTER*

## *LINEA DI COMANDO*

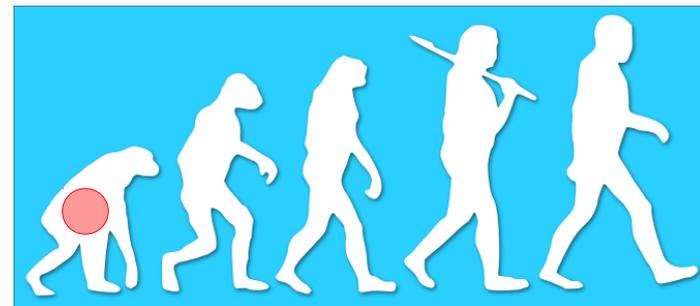


```
*** COMMODORE BASIC ***  
7167 BYTES FREE  
READY.
```



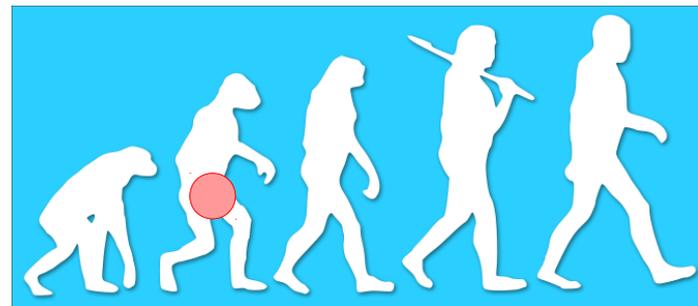
## *IL PROCESSO DI EVOLUZIONE*

```
**** COMMODORE 64 BASIC V2 ****  
64K RAM SYSTEM 38911 BASIC BYTES FREE  
READY.
```



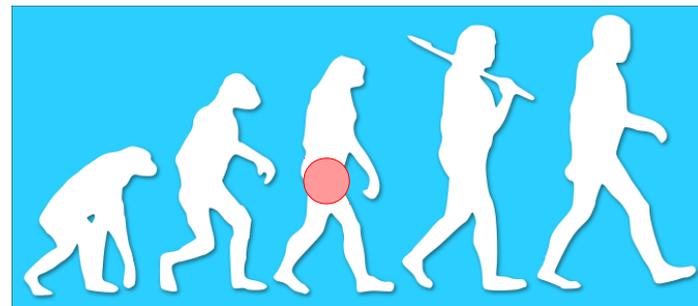
# CorsoComputer2018

*QUALCOSA DI DIVERSO...*



# CorsoComputer2018

*QUALCOSA DI MEGLIO...*



# CorsoComputer2018

*E VIA PER NUOVE AVVENTURE... !*



# CorsoComputer2018

```
1 packets transmitted, 1 received, 0% packet loss, time 0ms
```

```
rtt min/avg/max/mdev = 540.528/540.528/540.528/0.000 ms
```

```
[root@localhost ~]# pwd
```

```
/root
```

```
[root@localhost ~]# cd /var
```

```
[root@localhost var]# ls -la
```

```
total 72
drwxr-xr-x. 18 root root 4096 Jul 30 22:43 .
drwxr-xr-x. 23 root root 4096 Sep 14 20:42 ..
drwxr-xr-x.  2 root root 4096 May 14 00:15 account
drwxr-xr-x. 11 root root 4096 Jul 31 22:26 cache
drwxr-xr-x.  3 root root 4096 May 18 16:03 db
drwxr-xr-x.  3 root root 4096 May 18 16:03 empty
drwxr-xr-x.  2 root root 4096 May 18 16:03 games
drwxrwx--T.  2 root gdm 4096 Jun  2 18:39 gdm
drwxr-xr-x. 38 root root 4096 May 18 16:03 lib
drwxr-xr-x.  2 root root 4096 May 18 16:03 local
lrwxrwxrwx.  1 root root   11 May 14 00:12 lock -> ../run/lock
drwxr-xr-x. 14 root root 4096 Sep 14 20:42 log
lrwxrwxrwx.  1 root root   10 Jul 30 22:43 mail -> spool/mail
drwxr-xr-x.  2 root root 4096 May 18 16:03 nis
drwxr-xr-x.  2 root root 4096 May 18 16:03 opt
drwxr-xr-x.  2 root root 4096 May 18 16:03 preserve
drwxr-xr-x.  2 root root 4096 Jul  1 22:11 report
lrwxrwxrwx.  1 root root    6 May 14 00:12 run -> ../run
drwxr-xr-x. 14 root root 4096 May 18 16:03 spool
drwxrwxrwt.  4 root root 4096 Sep 12 23:50 tmp
drwxr-xr-x.  2 root root 4096 May 18 16:03 yp
```

```
[root@localhost var]# yum search wiki
```

```
Loaded plugins: langpacks, presto, refresh-packagekit, remove-with-leaves
```

rpmfusion-free-updates	2.7 kB	00:00
rpmfusion-free-updates/primary_db	206 kB	00:04
rpmfusion-nonfree-updates	2.7 kB	00:00
updates/metalink	5.9 kB	00:00
updates	4.7 kB	00:00
updates/primary_db	2.6 MB	00:15 ETA

```
73% [=====
```

```
] 62 kB/s
```

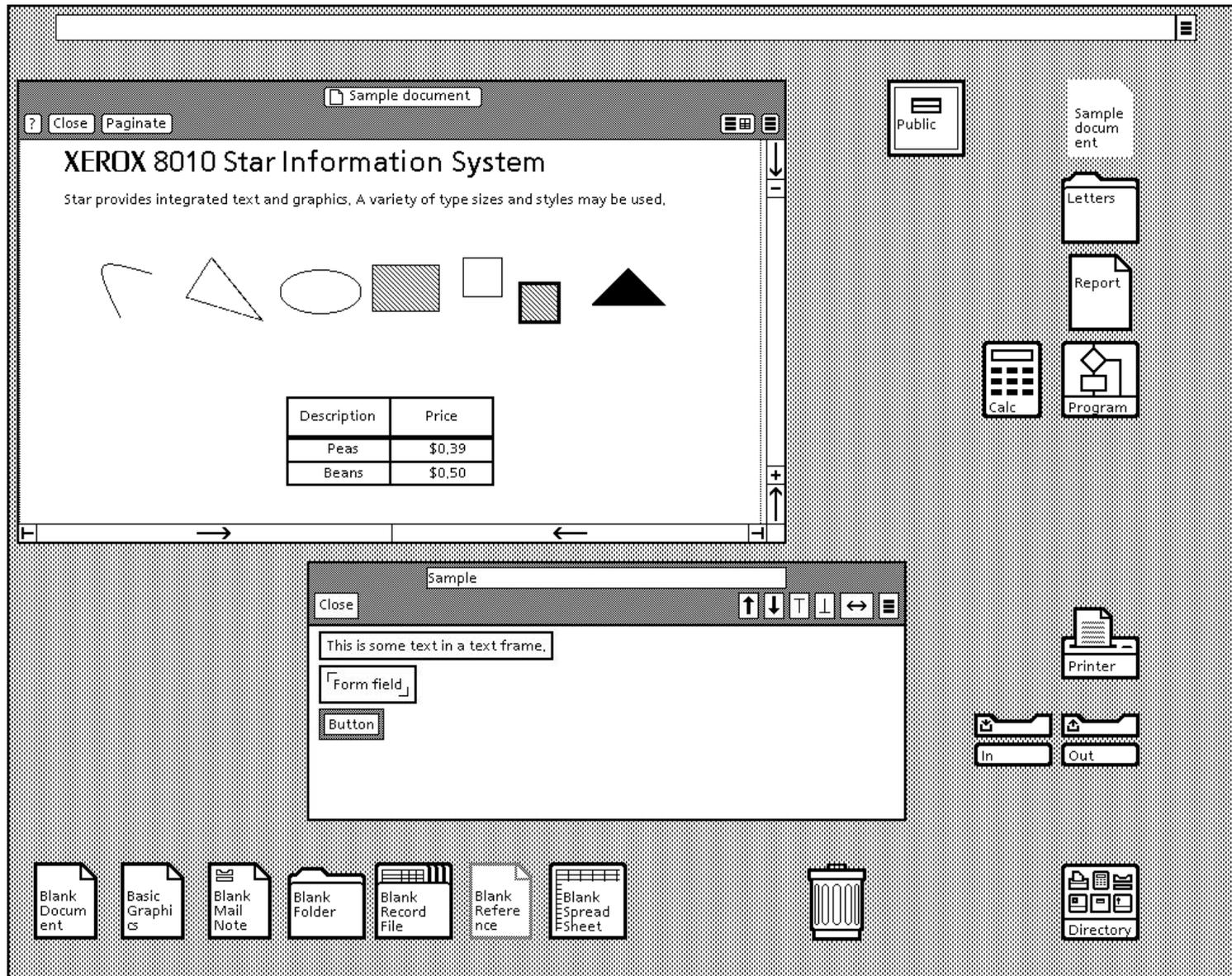
## *DESKTOP !*



NEI SISTEMI OPERATIVI MODERNI L'INTERFACCIA UTENTE E' CONCEPITA TRAMITE LA **METAFORA** **DI UN PIANO DI LAVORO** RAPPRESENTATO DALLO **SCHERMO** (DETTO SCRIVANIA O DESKTOP), CON LE **ICONE** A RAPPRESENTARE I FILE (DI CUI ALCUNE A FORMA DI CARTELLINA PER LE DIRECTORY) E LE **FINESTRE** A RAPPRESENTARE LE APPLICAZIONI.

*L'INTERFACCIA GRAFICA NON E' STATA  
INVENTATA DA MICROSOFT*

*ANCHE SE LA DITTA IN QUESTIONE  
COMMERCIALIZZA  
UN SISTEMA OPERATIVO CHE SI CHIAMA  
WINDOWS*



# CorsoComputer2018

1983 - APPLE LISA



## 1984 - X WINDOWS SYSTEM

The screenshot displays the X Windows System desktop environment. At the top, there are several window titles: `xconsole`, `xbiff`, `xman`, `oclock`, and `xlogo`. The `xman` window is active, showing a "Manual Browser" with buttons for "Help", "Quit", and "Manual Page". Below it, the "Manual Page" window is open, displaying the manual for `xset(1)`. The manual content includes:

```
XSET(1) XSET(1)

NAME
  xset - user preference utility for X

SYNOPSIS
  xset [-display display] [-b] [b on/off] [b [volume [pitch [duration]]]
  [[-]bc] [-c] [c on/off] [c [volume]] [[+]-dpms] [dpms standby [suspend
  [ off]]] [dpms force standby/suspend/off/on] [[-+]fp[+]=]
  path[,path[,...]]] [fp default] [fp rehash] [[-]led [integer]] [led
  on/off] [m[ouse] [accel_mult[/accel_div] [threshold]]] [m[ouse]
  default] [p pixel color] [[-]r [keycode]] [r on/off] [r rate delay
  [rate]] [s [length [period]]] [s blank/noblank] [s expose/noexpose] [s
  on/off] [s default] [s activate] [s reset] [q]

DESCRIPTION
  This program is used to set various user preference options of the display.

OPTIONS
  -display display
    This option specifies the server to use; see X(7).

  b
    The b option controls bell volume, pitch and duration. This
    option accepts up to three numerical parameters, a preceding
    dash(-), or a 'on/off' flag. If no parameters are given, or
    the 'on' flag is used, the system defaults will be used. If
    the dash or 'off' are given, the bell will be turned off. If
    only one numerical parameter is given, the bell volume will be
    set to that value, as a percentage of its maximum. Likewise,
    the second numerical parameter specifies the bell pitch, in
    hertz, and the third numerical parameter specifies the duration
    in milliseconds. Note that not all hardware can vary the bell
    characteristics. The X server will set the characteristics of
    the bell as closely as it can to the user's specifications.

  bc
    The bc option controls bug compatibility mode in the server, if
```

The `oclock` window shows a simple analog clock face. The `xlogo` window displays a large, stylized black 'X' on a white background. The `xbiff` window shows a small icon of a person. The `xconsole` window shows the prompt `root@~`. The `xterm` window is also visible. In the bottom right corner, there is a terminal window showing a list of system logs, including entries for `octave-bug-2.1.72`, `mkoctfile-2.1.72`, `ncgen`, `ncdump`, `blas-config`, `oneko`, `neko`, `unrar`, `xdaliclock`, `xsetroot`, `oclock`, `xconsole`, `xcalc`, `xbiff`, `xset`, `xman`, `xeyes`, and `greenshot`.

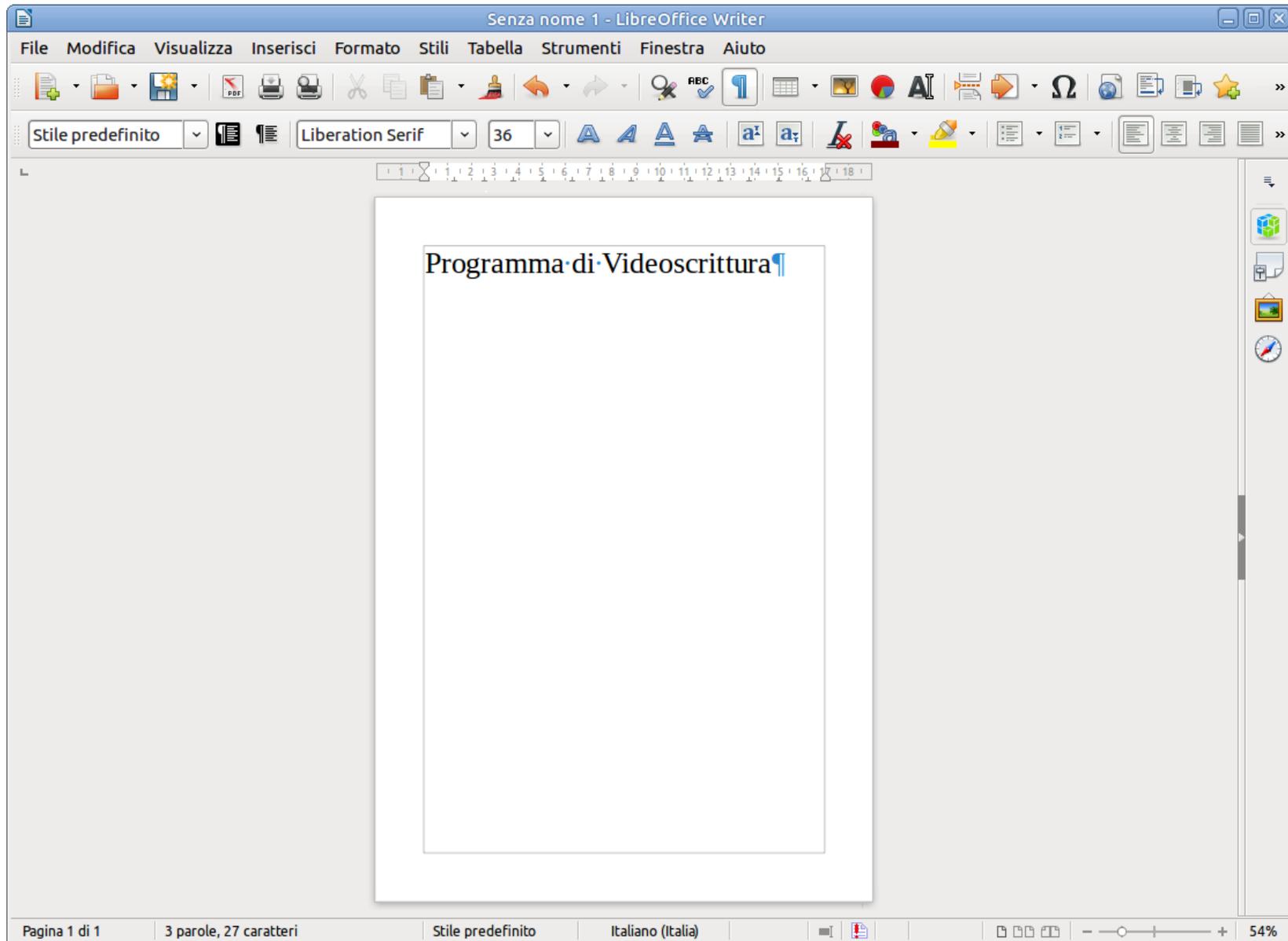
## PERCHE' "FINESTRE"

PERCHE' SULLA NOSTRA SCRIVANIA VIRTUALE  
CIASCUN PROGRAMMA IN ESECUZIONE FUNZIONA  
'DENTRO' AD UNA FINESTRA.

OVVERO QUANDO ANDREMO AD ESEGUIRE UN PROGRAMMA  
SI APRIRA' UNA FINESTRA CHE NE CONTERRA'  
L'INTERFACCIA UTENTE.

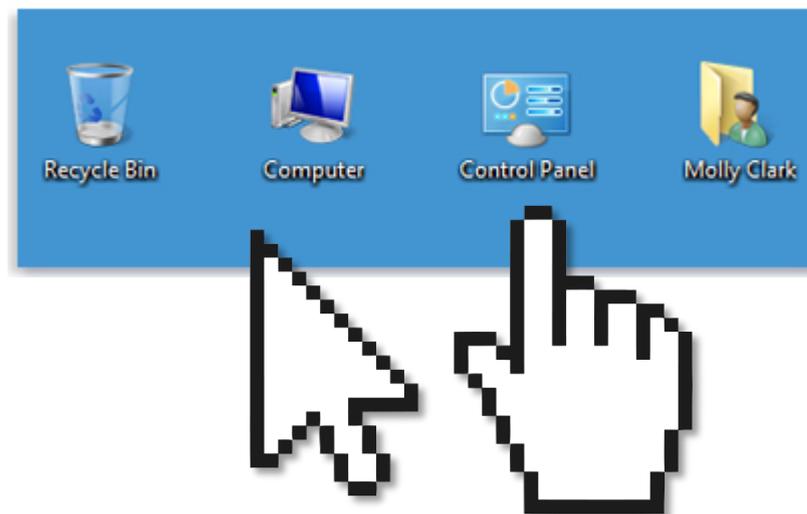
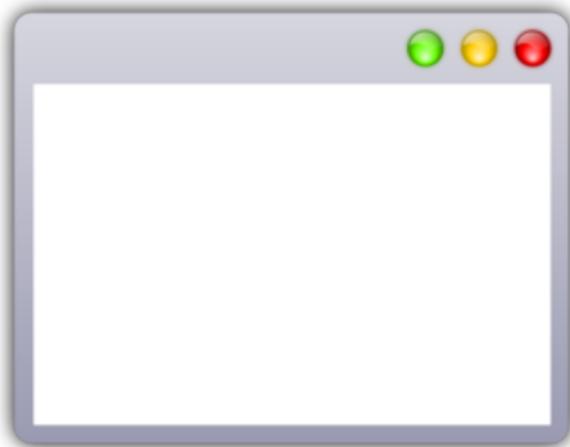
# CorsoComputer2018

## UN PROGRAMMA, LA SUA FINESTRA



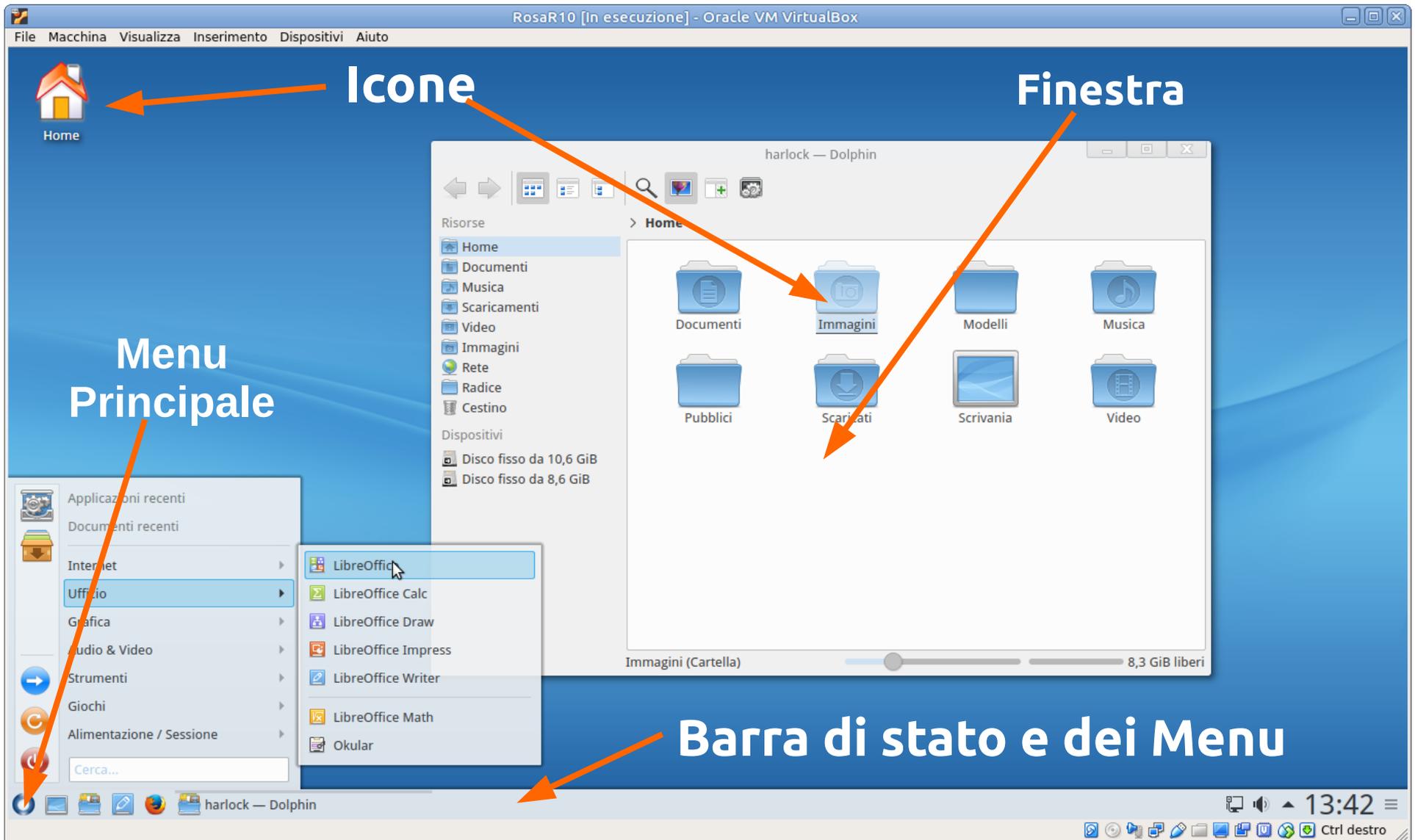
## DESKTOP

*L'INTERFACCIA UTENTE GRAFICA O  
GUI O SEMPLICEMENTE  
INTERFACCIA GRAFICA CONSENTE  
ALL'UTENTE DI INTERAGIRE CON LA  
MACCHINA CONTROLLANDO OGGETTI  
GRAFICI DISEGNATI SULLO SCHERMO*

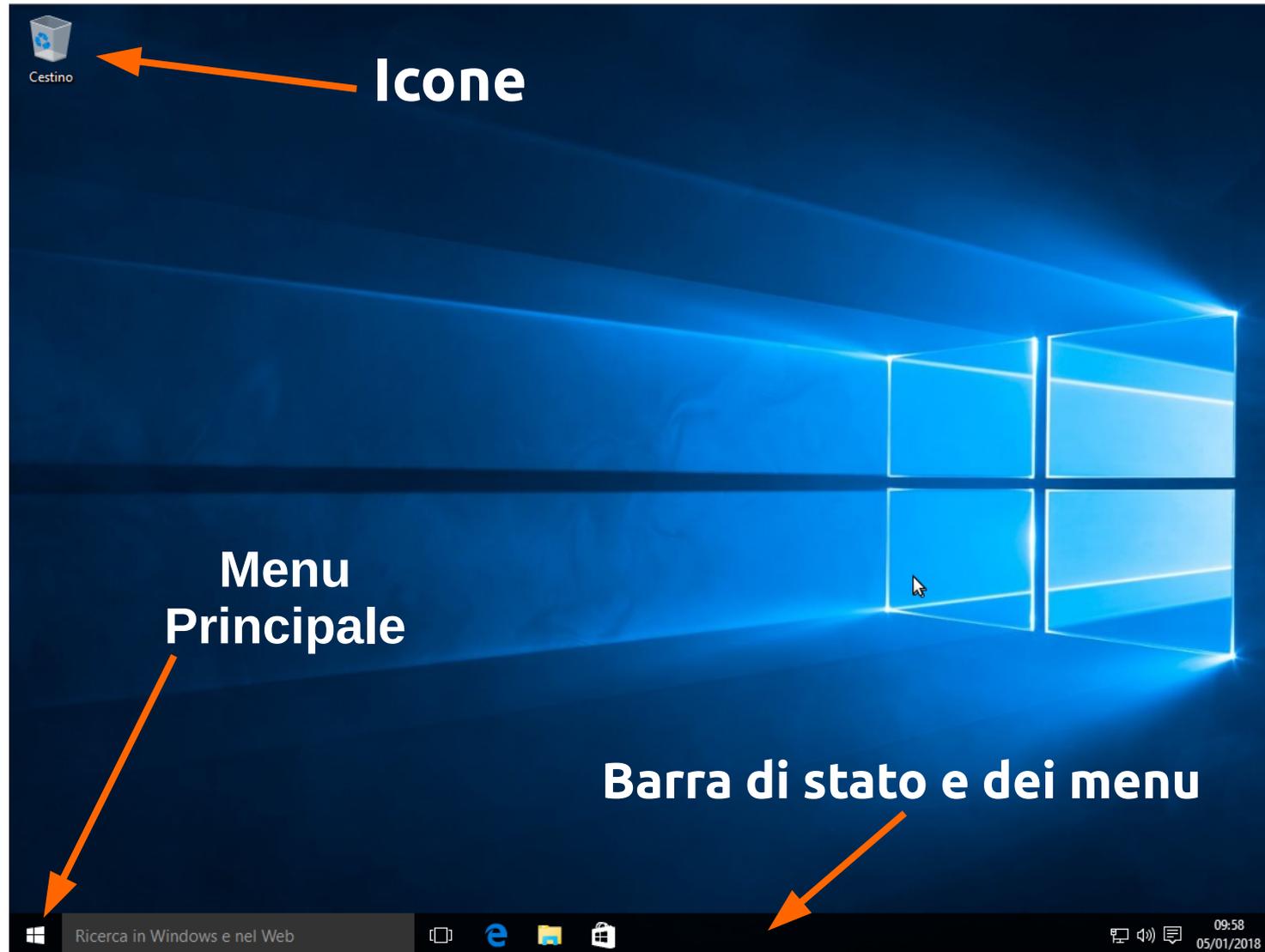


# CorsoComputer2018

## DESKTOP

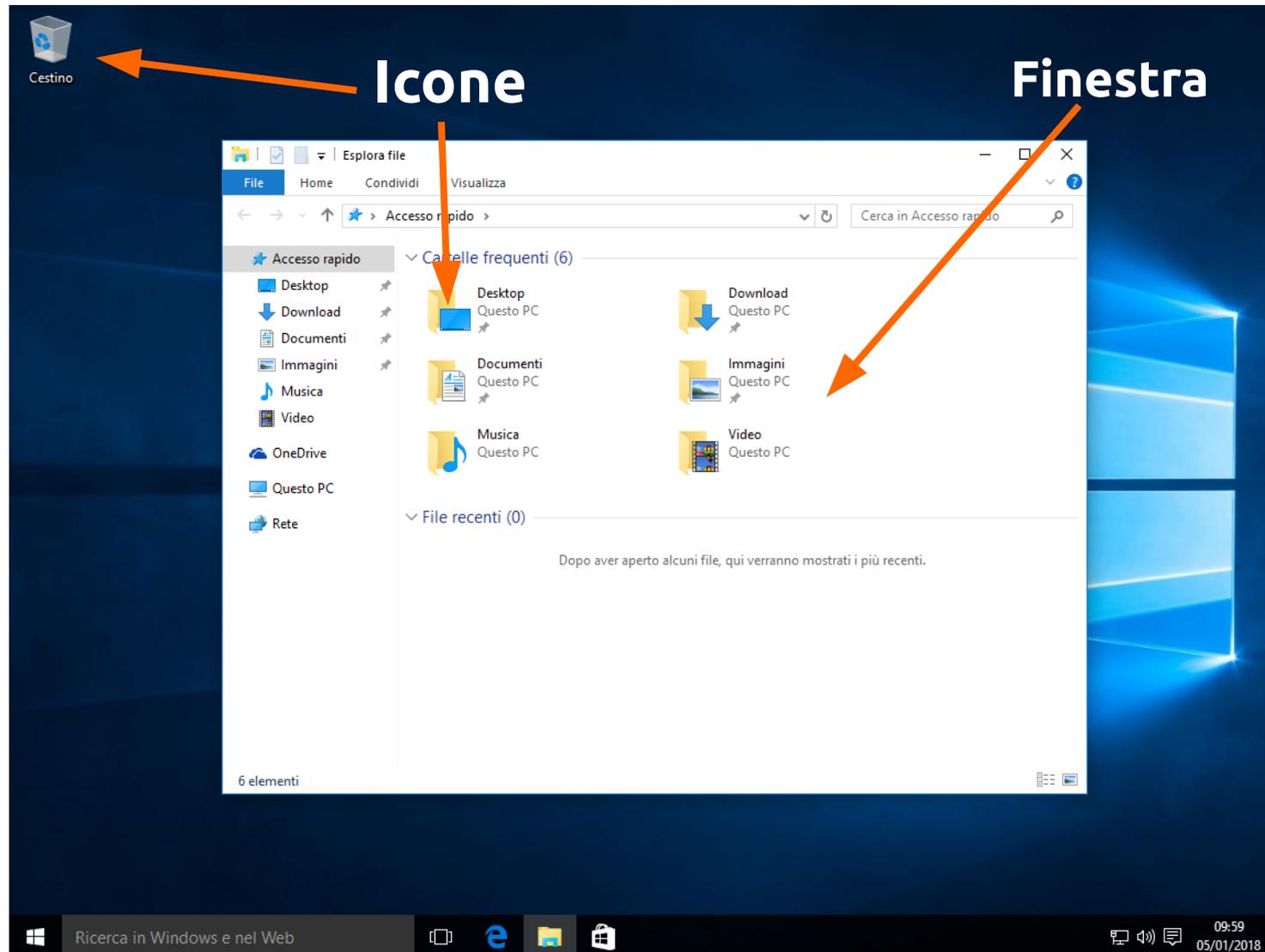


## DESKTOP

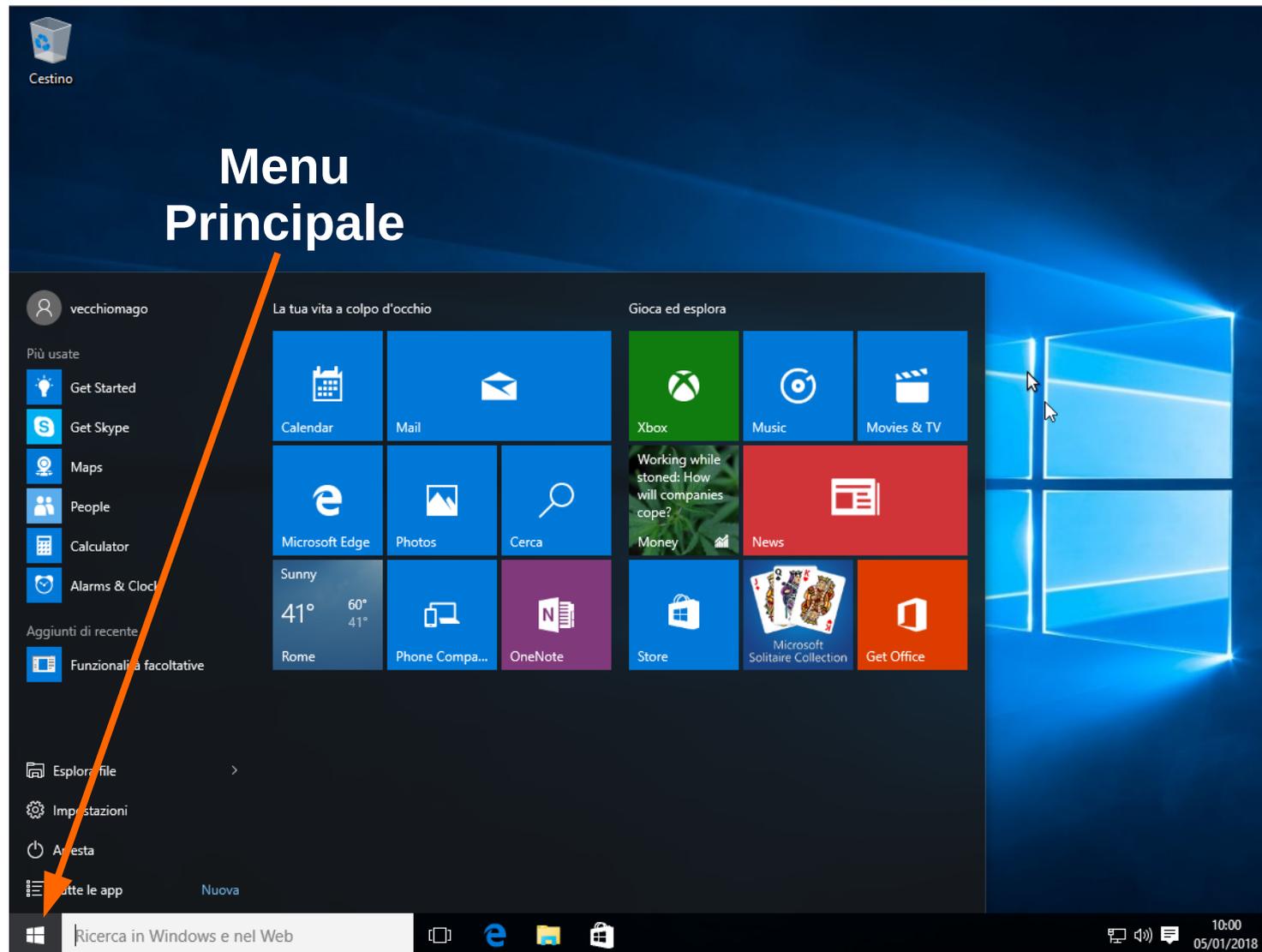


# Corso Computer 2018

## DESKTOP



## DESKTOP

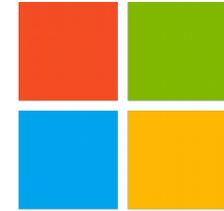


# Corso Computer 2018

## SISTEMI OPERATIVI E DESKTOP GRAFICO



Apple Computer



Microsoft

**Desktop**

**Sistema Operativo**

**Hardware**

SVILUPPATO IN AMBITO ACCADEMICO

**Desktop**

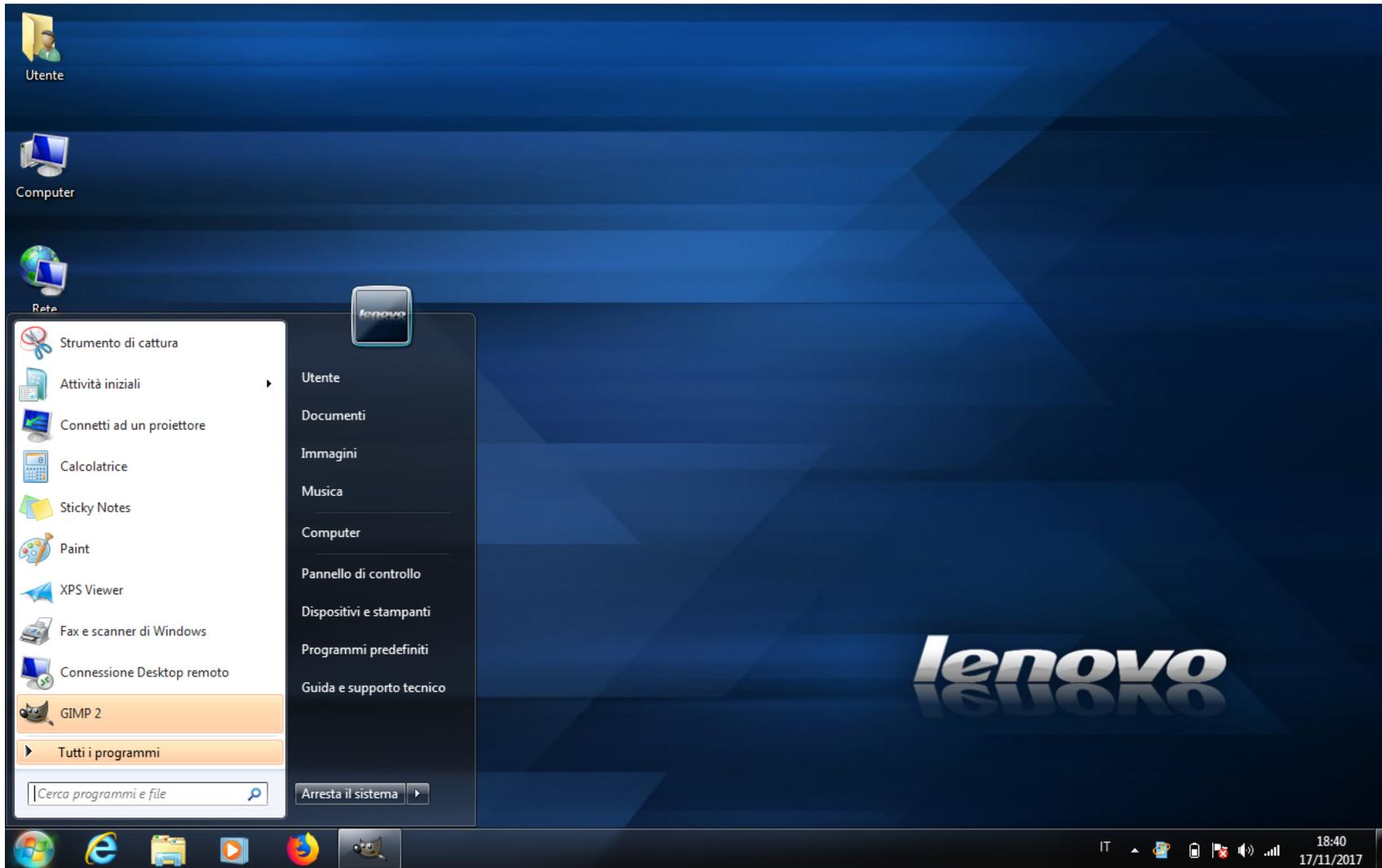
**Sistema Operativo**

**Hardware**

PRODOTTO DELLE RISPETTIVE AZIENDE

# CorsoComputer2018

## SISTEMI OPERATIVI MICROSOFT



**Windows 7**

**Sistema Operativo nuovo  
Interfaccia Grafica diversa !**

# Corso Computer 2018

## SISTEMI OPERATIVI MICROSOFT

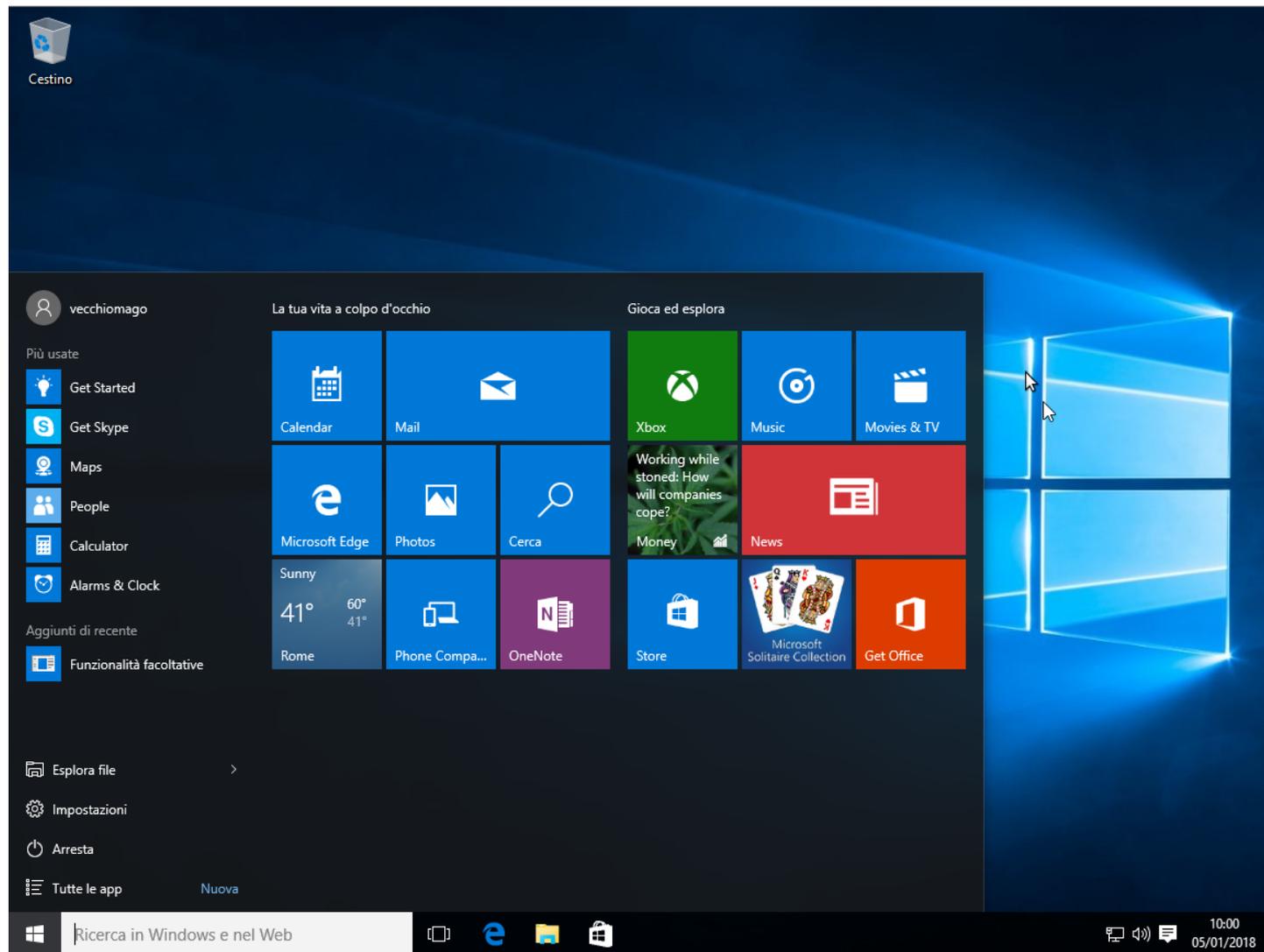


**Windows 8**

**Sistema Operativo nuovo  
Interfaccia Grafica diversa !**

# CorsoComputer2018

## SISTEMI OPERATIVI MICROSOFT



**Windows 10**

**Sistema Operativo nuovo  
Interfaccia Grafica diversa !**

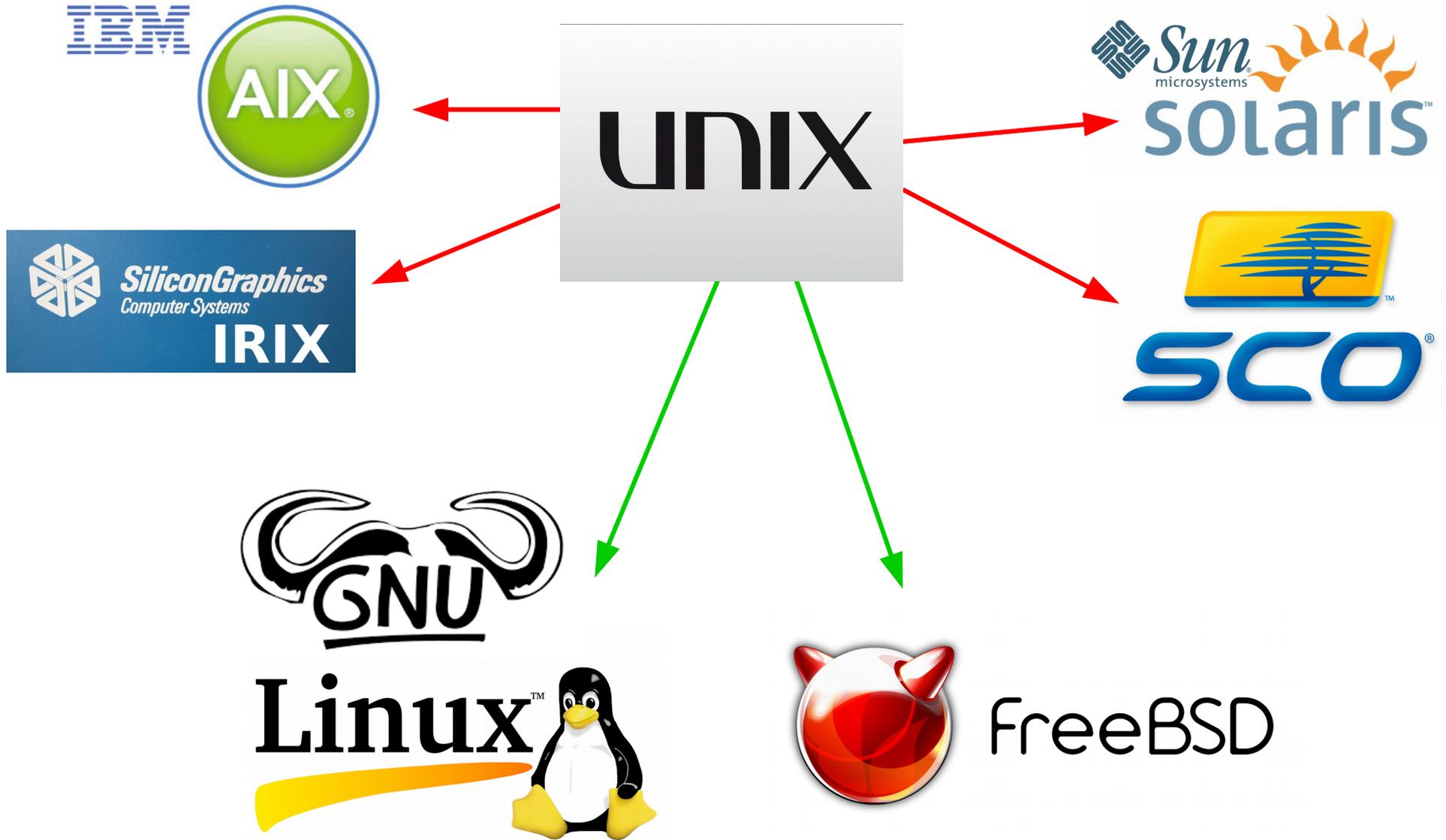


## Apple Mac OSX



**Nei computer Apple il Sistema Operativo è rigidamente legato all'hardware e non viene reso disponibile separatamente da esso**

# CorsoComputer2018



# Curso Computer 2018



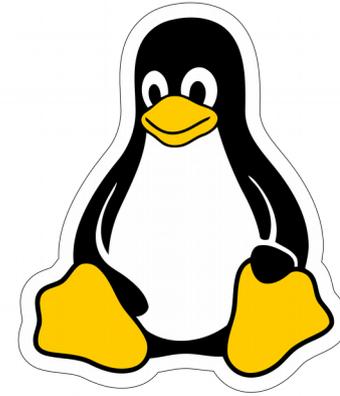
## Desktop

Sistema Operativo

Hardware

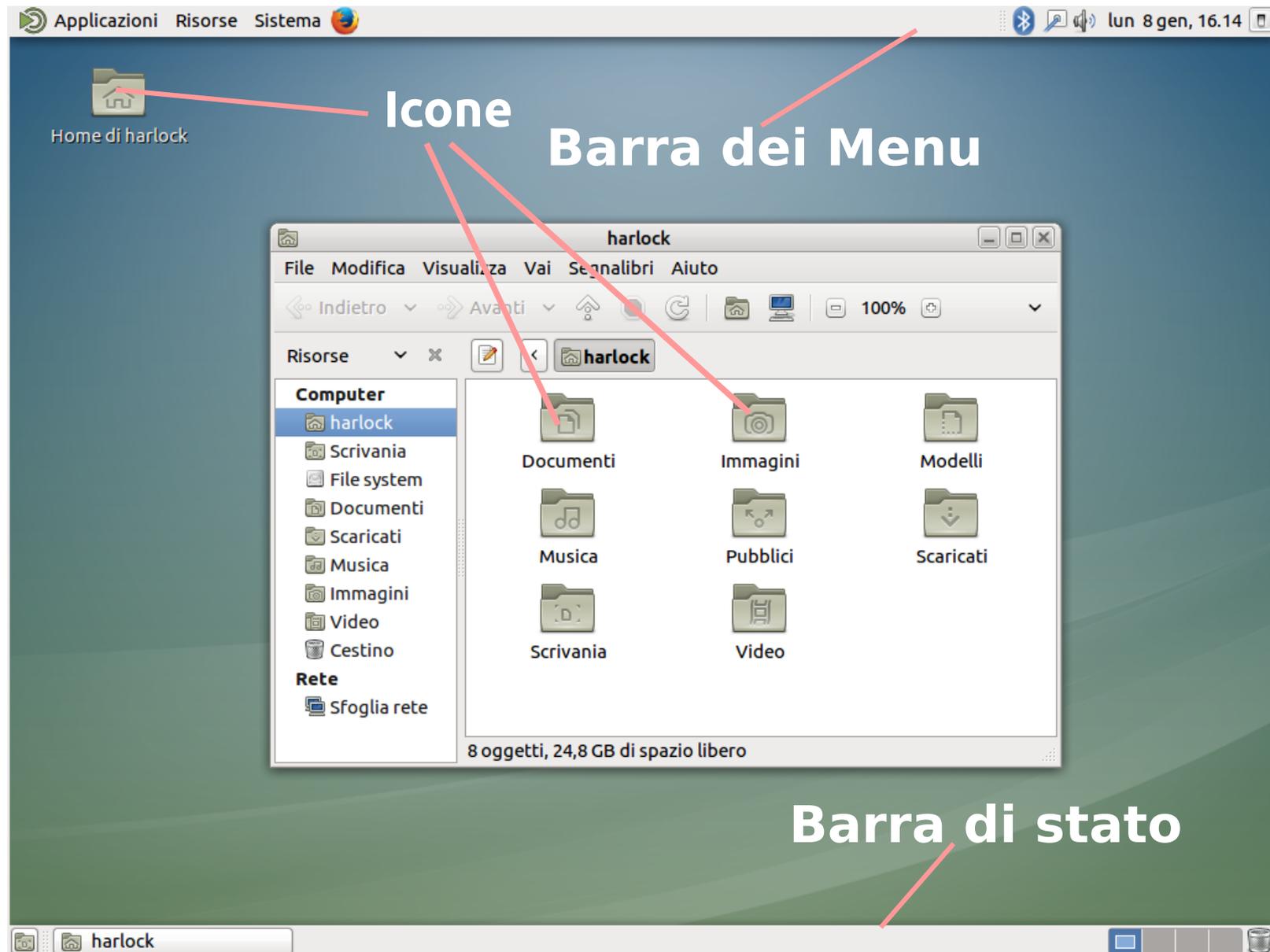


ubuntu

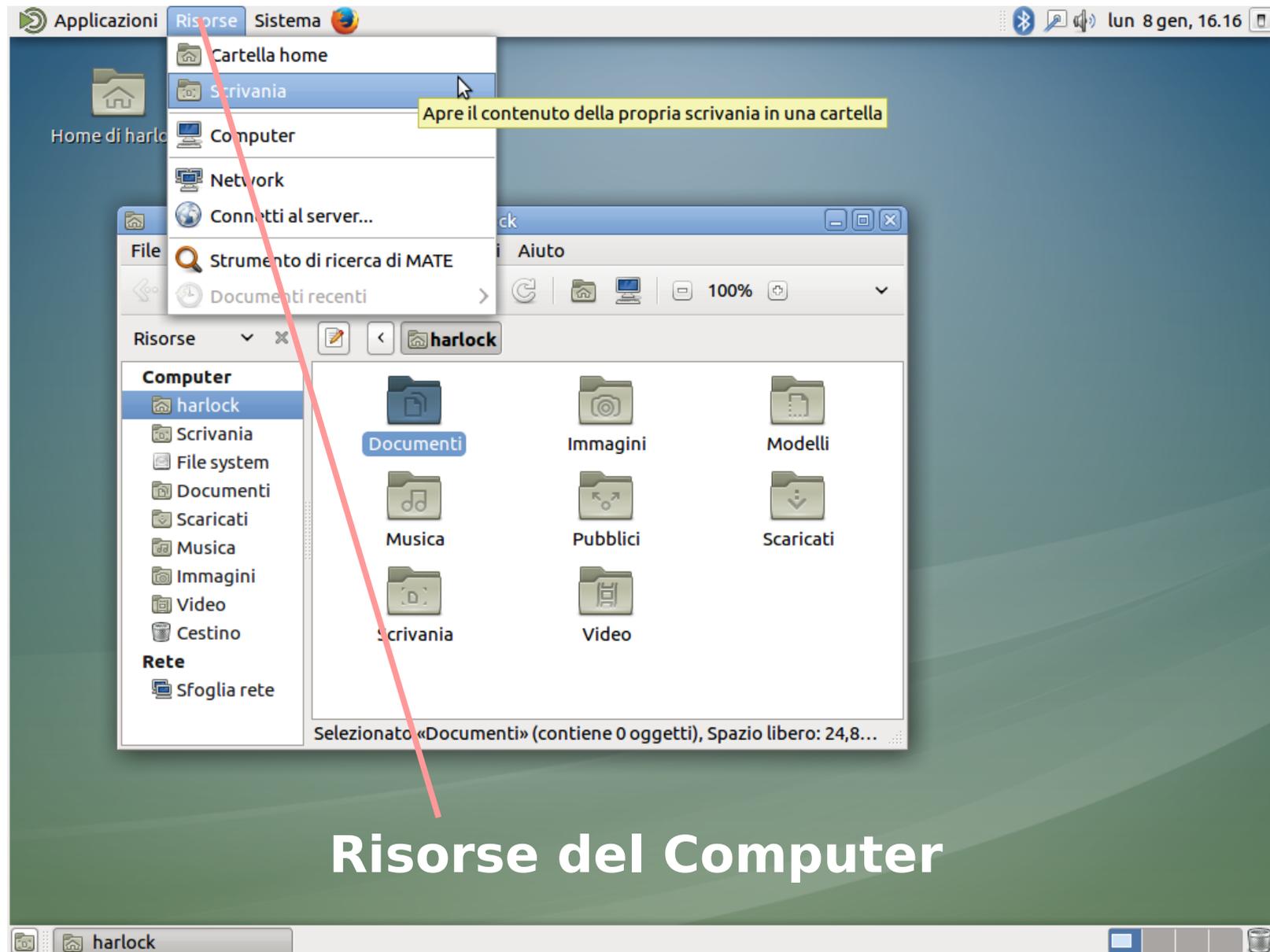


*Mate*  
Desktop Environment

# CorsoComputer2018

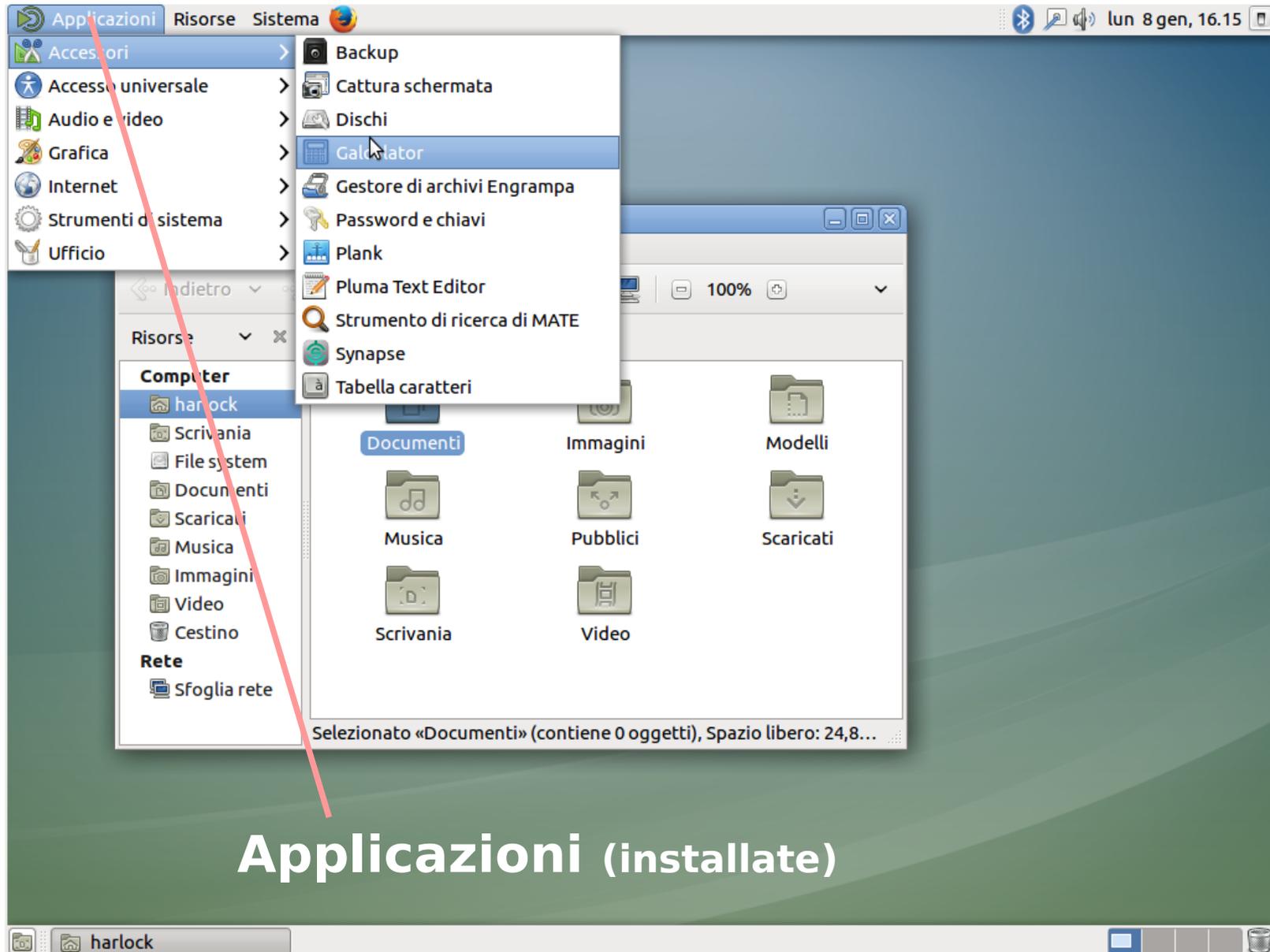


# CorsoComputer2018



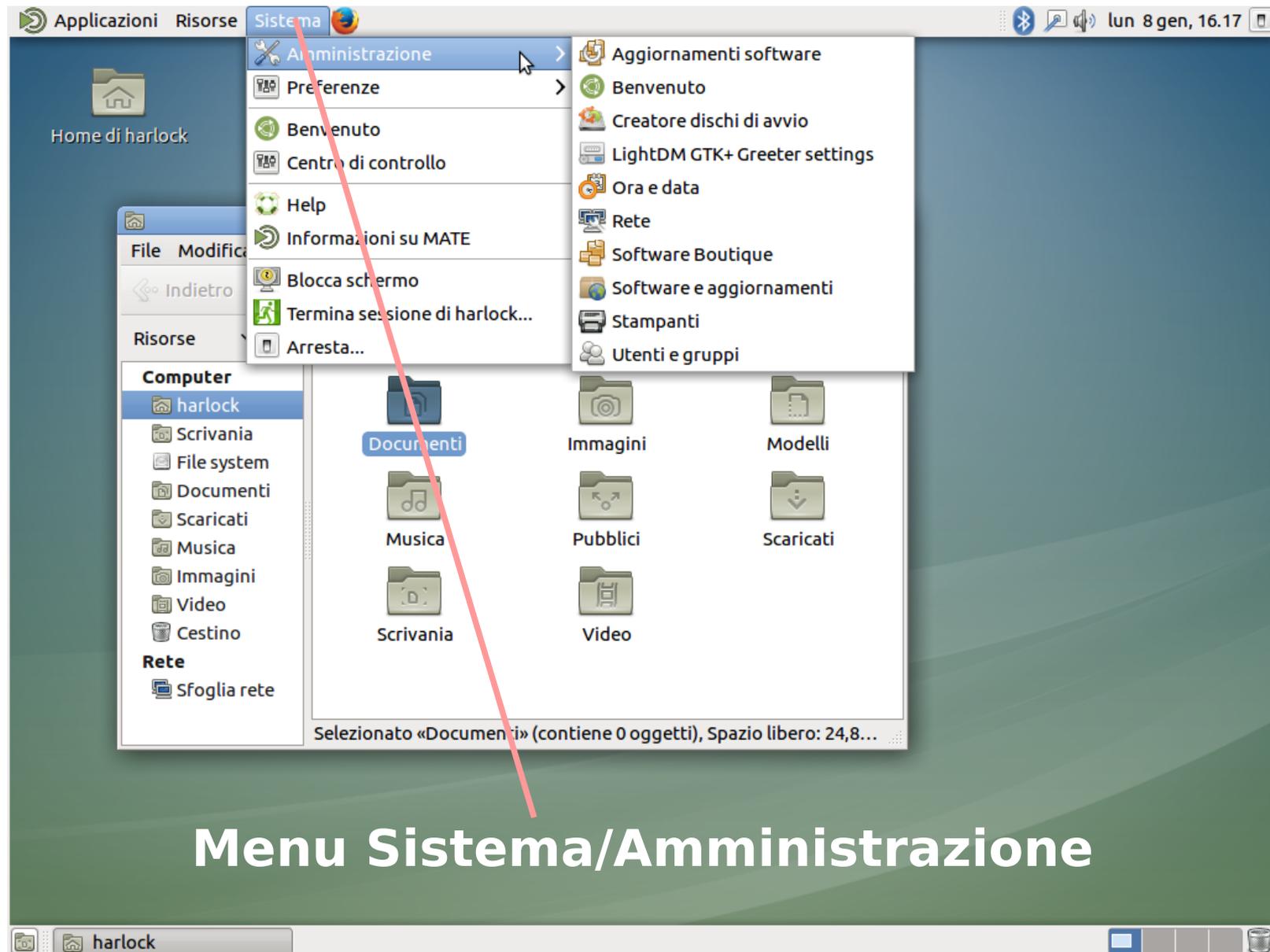
Risorse del Computer

# CorsoComputer2018



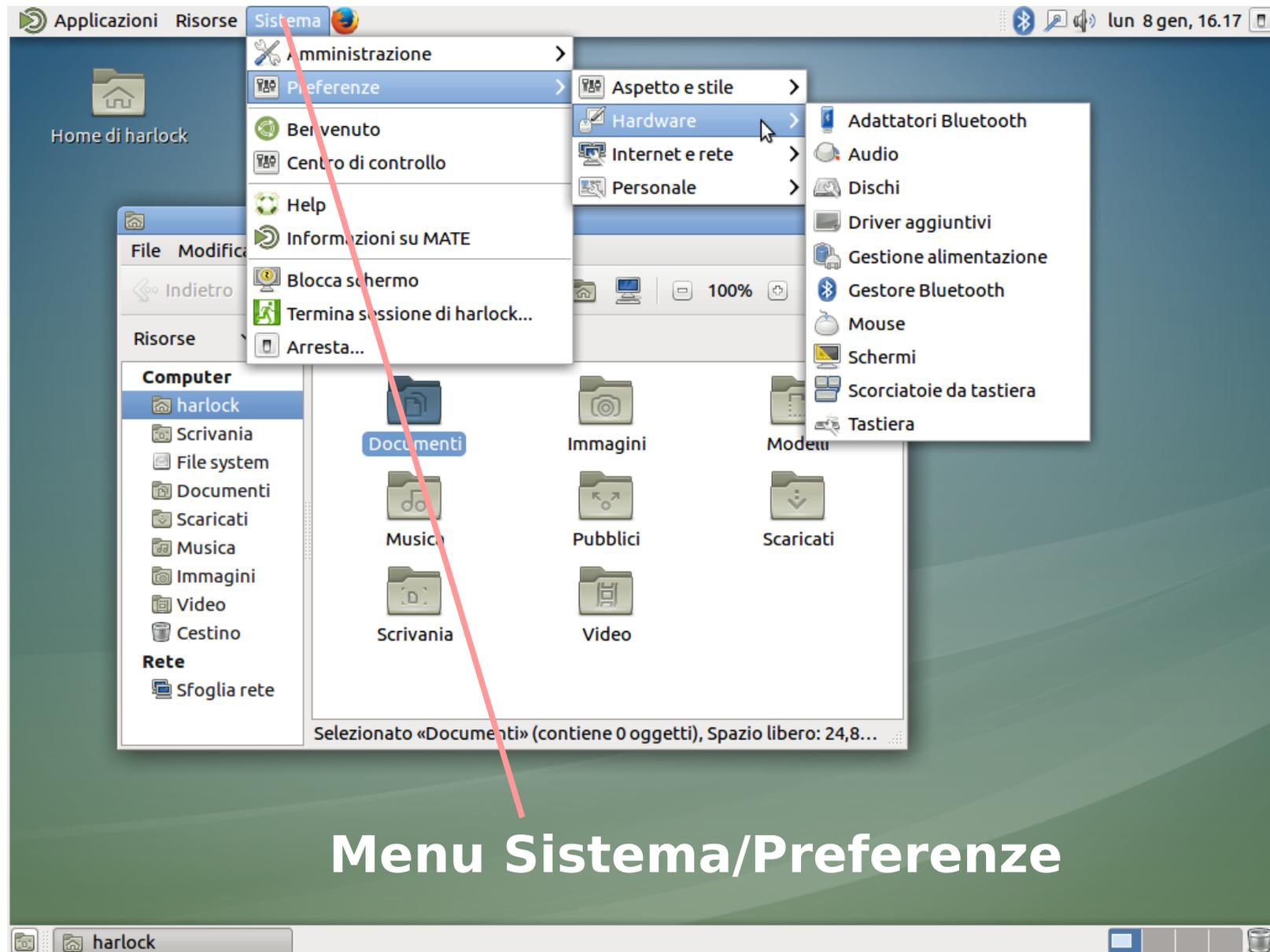
**Applicazioni (installate)**

# CorsoComputer2018



Menu Sistema/Amministrazione

# CorsoComputer2018



Menu Sistema/Preferenze

