Information about computer in marathi

Below is a list of categories that contain all the computer tips and tricks available on Computer Hope. With these tips, users can increase their productivity on the computer and make their overall computer experience much more enjoyable. The T3 Samsung Galaxy Tab S7+ review is here, and Apple's iPad Pro has some serious competition from House Reseigh-Lincoln • 2020-11-06T15:33:00Z TechRadar is supported by its audience. When you buy through links on our site, we can earn affiliate commissions. Read more Laptops, netbooks, Ultrabooks, PCs and Macs, peripherals and software TechRadar newsletter Sign up to get breaking news, reviews, opinions, analysis and more, plus the hottest tech deals! Thank you for subscribed to TechRadar. You will soon receive a verification email. There's a problem. Refresh the page and try again. No spam, we promise. You may unsubscribe at any time and we will never share your data without your consent. Researcher Xerox has a problem that she wants to discuss with a colleague, so he walked through the hallway to her office. As the two of them brainstorm on the whiteboard, a third colleague notices their actions and decides to drop them. After a few minutes he leaves the meeting, then he has an idea what he thinks it might help. He writes it down on a post-it note and leaves it on one of their desks. Interactions like this happen all day every day in workplaces around the world. What makes these particular interactions different is that the three collaborators are thousands of miles apart. They work in virtual offices, walk around virtual halls, write on a virtual whiteboard. Post-it note? You guessed it: virtual. These Xerox researchers are working in Jupiter, the most exotic and advanced collection of community-based systems under development at the company's Palo Alto Research Center (PARC). There is no doubt about Jupiter for traditional computing technology. It's not about email, relational databases, or other information systems that help people organize and access facts. Jupiter is a social system - a networking site designed to allow colleagues, regardless of physical location, to share and create ideas. Jupiter is virtual social reality, says John Seely Brown, director of PARC and Xerox's chief scientist. It's a system to support the organizational mind. Jupiter is the work of a handful of PARC researchers led by Paul Curtis, a 35-year-old computer scientist. She has long hair and a beard and works out of a crowded, cubbyhole-like office - just what you'd expect at PARC. In fact Curtis is something of an iconic figure in computer circles, a hacker hacker best-known for his pioneering work on MUDs (Multi-User Dungeons) and MOOs (MUDs, Object-Oriented), two of the Internet's most new and dynamic technologies. MUDs were created in the late 1970s to promote interactive adventure games. Participants built their own electronic worlds, adopted new identities, sought treasure or fought wars. How MUDs got more Players use writing software to make their games more exciting. MUD has become a programming tool. MOO are a subset of MUD. They use object-oriented programming to make code-writing easier and make the environment more robust. Curtis himself is best-known as the creator of LambdaMOO, which he introduced in January 1991. LambdaMOO is a virtual world inhabited mainly by undergraduates. Participants play games, discuss homework, and communicate in a way that students interact with everywhere. LambdaMoo is an emerging community, although one built on hundreds of thousands of lines of computer code, most of which is written by its members. MOOs are very compelling, says Curtis, whose LambdaMOO identity is Archwizard Haakon. They involve people in a very active way. He says it wasn't all that big leap from college students discussing homework engineers exchanging ideas about new products. So born on Jupiter.Na computer screen in front of me are rows of windows that conjure up memories of Hollywood Squares or the opening credits of the Brady Bunch. Taking up these squares, though, are usually looking people in ordinary-looking offices doing what people do: sitting at their desks, talking on the phone, tapping their computer keyboards. They are Xerox researchers and engineers in the midst of their daily activities. These are the people who work in Jupiter.What most distinguishes Jupiter from traditional computer systems is its grounding in the physical world. Jupiter's different rooms offer clues as to what kinds of behaviors are appropriate there. One-on-one discussions in a private office are informal as, say, group discussions in one of Jupiter's virtual labs. And people don't have free access to colleagues by chance. Each video square has an icon that indicates how interruptible the person wants to be. Open doors mean that colleagues should be able to double-click and enter. Locked doors are an electronic sign do not disturb. People want boundaries, says John Seely Brown. They want to know what's expected of them. So different social protocols are going to go down in different places. It gives you the feeling of being 'located' and a willingness to communicate in a natural way. As important as these social protocols are, Jupiter's tools include enabling productive collaboration and focused conversation. Jupiter's virtual dashboards, fax machines, tape recorders, and messaging systems provide all the functions of physical tools — but without their limitations. I've been watching Jupiter from the outside - now it's time to step in and become a player. I'm late to meet someone on the other side of the building. I'll click on his square and see he's on the phone. So I wrote him a note to let me know I was on my way. I drag a note into its window and click. Words, You pass a note to Mike appears on the screen - a narrative generated by the system's omniscisive Greek choir, the event-driven programs they provide running comment on the action. Mike, still on the phone, gives a wave and gestures for me to come. Fewer than 60 people now use Jupiter, mainly researchers at PARC and its sister laboratory in Grenoble, France, as well as Xerox engineers in Rochester, New York. But for this core group, the system has become an essential part of their daily work experience. A team of engineers reports that Jupiter played a major role in how to prototype a new product, internet billing and credit-authorization system. Most everyone uses it for common activities, such as tracking hard-to-access colleagues. And people are looking forward to brainstorming the serendipity Jupiter allows, as well as bumping into a friend, taking a break in the lounge - a friend who happens to be on the other side of the country. Jupiter is still an experiment, not quite ready for prime time. But his technical headaches are getting less painful every day. Meanwhile, demand to be part of Jupiter continues to grow. We never tried to get users, says Curtis. Instead, we've had a 'success disaster' problem - people keep coming to us and saying they really want to use it. So Curtis and his colleagues are working on deployment strategies. This fall, PARC plans to release a version of Jupiter designed to run on personal computers - opening up a much larger population inside Xerox. Curtis is looking forward to it: That's when we learn what these systems are really good for. Debra Feinstein (debra@loop.com) writes about technology and innovation from Topanga Canyon, Calif. There is a lot of discussion about which was the first computer ever invented. A computer is a computer that is able to accept data entry, process, and output of processed data. Due to the broad definition, there are a large number of machines that fit the description. How do we find out which computer was invented first, then, depends on the type of computer we mean. Computers are divided into three general types, based on their function and their size. Function types include analog (information represented by continuously variable physical quantities), digital (information based on a series of numbers zero and one, and hybrid (a combination of both analogous and digital information). Types of sizes include smartphones, microcomputers, workstations, pCs, laptops, minicomputers, supercomputers and tablets. Romanovskyy/Getty Images Analog computers, such as the abacus and compliance mark, have been around since ancient times. These and other similar computers throughout history, such as the image rule and nomogram, certainly support the logic that forms the basis for current computer models, and as such, should be mentioned in any discussion of computer history. For our purposes, however, we will only look at the history of computers since the creation of the first mechanical computer in the 19th century. Tim Graham/Getty Images The first mechanical computer was in 1822 Charles Babbage. Its name was Difference Engine, and it mechanized a variety of calculations to solve a complex problem. In addition, it had a place to temporarily store data for later use. Unfortunately, Babbage never finished its production, but it became the concept on which modern computers were based. It also became the basis for its analytical machine in 1837, the first computer for general purposes. Charles Babbage's analytical machine and analog computers, which came after that, were standard in computer technology until the early 20th century. Invented by Konrad Zuse in 1938, it was the first electro-mechanical binary programmable computer. A binary system is a system of numbers made of only two numbers, zero, and one that represent data as after or off. This system is the basis for all binary code and is what computer processors use to write the digital data we see every day. The Colossus was the first programmable computer to use electricity to operate. It was introduced by Tommy Flowers in 1943 and was originally designed to break Nazi codes during World War II. It used more than 2,000 electronic valves, which at the time was a colossal number to be used, which is where its name was derived. Jack Taylor/Getty Images The first digital computer was an ABC (Atanasoff-Berry computer). Completed in 1942 by John Vincent Atanasoff and Cliff Berry, the ABC was not programmable, but it did use binary mathematics and Boolean logic that expresses data as either true or false. Konrad Zuse also uses this Boolean logic to create the Z2, an improved version of Z1, and later the Z3, the first working electromechanical, programmable, fully automatic digital computer. Manchester Baby is credited as the first stored-program computer. Developed in 1948 at the University of Manchester, it was designed to test the first digital storage device with random access. The more usable design, the Manchester Mark 1, was developed later that year, but both were quickly overshadowed by an electronic-stored computer program that came out the next year. Manchester Baby and then Manchester Mark 1 both led to the first commercially produced computer, Ferranti Mark 1. While some give this distinction to the Z4 proposed by Konrad Zuse, or UNIVAC designed by the University of Pennsylvania, it is argued that the Z4 was never intended for commercial use and UNIVAC came after Ferranti Mark 1, but received more public attention. Hulton Archive/Getty Images The first transistor computer was the 1953 Transistor Computer at the University of Manchester. Since the introduction of the Colossus, computers have used vacuum tubes to transmit information, but have required a large number of pipes to operate and consumed large amounts of energy. With the advent of the transistor computer,

vacuum tubes were replaced by more efficient transistors that used less energy. There was still a small number of vacuum tubes present in the transistor computer, though, so the first fully transistorized computer resolution goes to harwell cadet, introduced in 1955. Justin Sullivan/Getty Images There are a large number of other first in computer history, such as first workstation, first desktop, first laptop, etc. After all, it's a very dynamic field. What will tomorrow's computers look like? What will they be able to do? Looking at the brief history of computers to date, and how rapid progress has been, and are made, it must be assumed that future first computers will be as endless as imagination. Gabe Ginsberg/Getty Images Images