

Introduction of Computer Systems and Applications

Asadullah Shah

Imad Fakhri Taha Alshaikhli



IIUM PRESS
INTERNATIONAL ISLAMIC UNIVERSITY MALAYSIA

INTRODUCTION OF COMPUTER SYSTEMS AND APPLICATIONS

Editors

Asadullah Shah

Imad Fakhri Taha Alshaikhli



IIUM Press

Published by:
IIUM Press
International Islamic University Malaysia

First Edition, 2011
©IIUM Press, IIUM

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, electronic, mechanical, photocopying, recording, or otherwise, without any prior written permission of the publisher.

Perpustakaan Negara Malaysia

Cataloguing-in-Publication Data

Bibliography p.
Includes Index
ISBN

ISBN: 978-967-418-085-0

Member of Majlis Penerbitan Ilmiah Malaysia – MAPIM
(Malaysian Scholarly Publishing Council)

Printed by :
IIUM PRINTING SDN. BHD.
No. 1, Jalan Industri Batu Caves 1/3
Taman Perindustrian Batu Caves
Batu Caves Centre Point
68100 Batu Caves
Selangor Darul Ehsan

CONTENTS

DEDICATION	<i>iii</i>
PREFACE	<i>viii</i>
ACKNOWLEDGEMENT	<i>ix</i>
1. INTERNAL STRUCTURE OF COMPUTER SYSTEMS	
<i>Asadullah Shah, Zeeshan Bhatti and Imad Fakhri Taha Alshaikhli.....</i>	<i>1</i>
2. INTERFACES AND PROTOCOLS	
<i>Asadullah Shah, Zeeshan Bhatti and Imad Fakhri Taha Alshaikhli.....</i>	<i>9</i>
3. FIRMWARE PROGRAM	
<i>Asadullah Shah, Zeeshan Bhatti and Imad Fakhri Taha Alshaikhli.....</i>	<i>17</i>
4. GRAPHICAL USER INTERFACES	
<i>Asadullah Shah, Zeeshan Bhatti and Imad Fakhri Taha Alshaikhli.....</i>	<i>23</i>
5. SHORT CUT AND HARD DRIVE	
<i>Asadullah Shah, Zeeshan Bhatti and Imad Fakhri Taha Alshaikhli.....</i>	<i>31</i>
6. WINDOWS EXPLORER	
<i>Asadullah Shah, Muniba Shaikh and Imad Fakhri Taha Alshaikhli.....</i>	<i>39</i>
7. FOLDER AND DIRECTORY	
<i>Asadullah Shah, Muniba Shaikh and Imad Fakhri Taha Alshaikhli.....</i>	<i>47</i>

8. FOLDER OPERATIONS	
<i>Asadullah Shah, Muniba Shaikh and Imad Fakhri Taha Alshaikhli.....</i>	<i>55</i>
9. CONTROL PANEL AND SCREEN SAVERS	
<i>Asadullah Shah, Muniba Shaikh and Imad Fakhri Taha Alshaikhli.....</i>	<i>65</i>
10. HARDWARE CONFIGURATION	
<i>Asadullah Shah, Muniba Shaikh and Imad Fakhri Taha Alshaikhli.....</i>	<i>73</i>
11. BASIC OPERATING SYSTEM SETTING	
<i>Asadullah Shah, Asadullah Shaikh and Imad Fakhri Taha Alshaikhli...</i>	<i>81</i>
12. WINDOWS INSTALLATION	
<i>Asadullah Shah, Asadullah Shaikh and Imad Fakhri Taha Alshaikhli...</i>	<i>87</i>
13. NETWORK SECURITY SETTING	
<i>Asadullah Shah, Asadullah Shaikh and Imad Fakhri Taha Alshaikhli...</i>	<i>99</i>
14. TASK SCHEDULING	
<i>Asadullah Shah, Asadullah Shaikh and Imad Fakhri Taha Alshaikhli...</i>	<i>107</i>
15. BASIC STORAGE MANAGEMENT	
<i>Asadullah Shah, Asadullah Shaikh and Imad Fakhri Taha Alshaikhli...</i>	<i>113</i>
16. LOGICAL DRIVE	
<i>Asadullah Shah, Kamran Khowaja and Imad Fakhri Taha Alshaikhli...</i>	<i>119</i>
17. STORAGE MANAGEMENT	
<i>Asadullah Shah, Kamran Khowaja and Imad Fakhri Taha Alshaikhli...</i>	<i>127</i>

18. BASIC DISK MANAGEMENT	
<i>Asadullah Shah, Kamran Khowaja and Imad Fakhri Taha Alshaikhli...</i>	135
19. DISK MANAGEMENT	
<i>Asadullah Shah, Kamran Khowaja and Imad Fakhri Taha Alshaikhli...</i>	141
20. CASCADE STYLE SHEETS	
<i>Asadullah Shah, Kamran Khowaja and Imad Fakhri Taha Alshaikhli...</i>	147
21. IMAGE EDITING	
<i>Asadullah Shah, Zoya Shah and Imad Fakhri Taha Alshaikhli.....</i>	157
22. IMAGE EFFECTS	
<i>Asadullah Shah, Zoya Shah and Imad Fakhri Taha Alshaikhli.....</i>	165
23. IMAGE TOOL FUNCTION	
<i>Asadullah Shah, Zoya Shah and Imad Fakhri Taha Alshaikhli.....</i>	173
24. IMAGE CLONE 1	
<i>Asadullah Shah, Zoya Shah and Imad Fakhri Taha Alshaikhli.....</i>	181
25. IMAGE CLONE 2	
<i>Asadullah Shah, Zoya Shah and Imad Fakhri Taha Alshaikhli.....</i>	193
26. IMAGE AND SPECIAL EFFECTS	
<i>Asadullah Shah, Faisal Shah and Imad Fakhri Taha Alshaikhli.....</i>	199
27. BASIC TEXT EFFECTS	
<i>Asadullah Shah, Faisal Shah and Imad Fakhri Taha Alshaikhli.....</i>	205

28. TEXT ANIMATION	
<i>Asadullah Shah, Faisal Shah and Imad Fakhri Taha Alshaikhli.....</i>	213
29. TEXT EFFECTS	
<i>Asadullah Shah, Faisal Shah and Imad Fakhri Taha Alshaikhli.....</i>	221
30. IMAGE FILTERING	
<i>Asadullah Shah, Faisal Shah and Imad Fakhri Taha Alshaikhli.....</i>	227
31. IMAGE QUALITY IMPROVEMENT	
<i>Asadullah Shah, Faisal Shah and Imad Fakhri Taha Alshaikhli.....</i>	233

4. GRAPHICAL USER INTERFACES

Asadullah Shah, Zeeshan Bhatti and Imad Fakhri Taha Alshaikhli
Department of Computer Science, Faculty of Information and
Communication Technology, International Islamic University Malaysia,
Malaysia

Abstract

The Graphical User Interfaces (managementstudyguide.com) are the development of the past many years to facilitate users to have easy access to the systems through a set of icons. The icons are small boxes indicating the operation type they can perform once clicked upon by the pointing cursor. These are counter parts of the command line user interfaces as used in the Disk Operating Systems (DOS) environments. The windows operating systems and Mac operating systems are using GUI for all the applications that a system can afford to operate upon. This chapter will teach the students about GUI the start menu and operations related to each one of them in detail.

4.1 Introduction

User interface is a way to communicate with computer system. These can be a common line user interface like Disk Operating Systems use to have or it can be icon base, graphic base User Interface (managementstudyguide.com) like Windows User Interface. Command line User Interface uses a text base command to interact with a computer system, the difficulty with this interfaces was that the user has to remember all the commands to operate a system and enter them correctly. However in GUI, user has to click for any action on an appropriate icon and by simply doing it, the executions of instruction is carried by the system automatically.