# **Beginning Computer Skills**

#### **Turning on the computer:**

- a. Press the on-off button it often has a circle with a line through it, but sometimes not. On notebook computers, be sure the power supply is connected to the electrical cord!
- b. The computer hardware looks at basic instructions to find which operating system to load.
- c. The operating system, usually Microsoft Windows, starts up in about 30-60 seconds.
- d. You should see one or more buttons with user's names: this is the "login" screen. If you don't see this, the PC might not be secure: be sure a "standard user" account is set up!

#### What is the mouse (touchpad), and how do I use it?

- a. The mouse is that little device with two buttons on it and a cord going to the computer. On notebook computers it's often replaced by a rectangular touchpad below the keyboard.
- b. Moving the mouse on the desk (or moving your finger on the touchpad) moves the <u>pointer</u>. The mouse isn't the pointer, and the pointer isn't the cursor: they're all different things.
- c. Click on the button next to your name or "User", then enter the correct password.
- d. Press the "Enter" key on the keyboard to send your user name and password to the PC.

#### What is a GUI ("gooey"), and what is WYSIWYG ("wizzy-wig")?

- a. Next, the "Graphical User Interface" (GUI) appears. In MS Windows it's called the Desktop.
- b. "What You See Is What You Get" (WYSIWYG): just click on something and it simply runs!
- c. However, it's really <u>not that simple</u>, lots of intelligence is built-in. <u>A PC is more complicated</u> <u>than a car</u>, so let's learn how to "fill up the tank, check the oil and transmission fluid," etc.
- d. "No matter how slick the GUI, artificial intelligence is no match for genuine ignorance!" But "knowledge is power"-it's the antidote to ignorance. Let's empower you: learn a bit (or byte)!

# What is an icon, and what does it do?

- a. Those little square pictures are called "icons" that usually tell you a bit about the program.
- b. The icon is <u>not</u> the program: it's just a <u>link</u> to a file, like an <u>address</u> on an envelope.
- c. When you click on an icon, it tells the corresponding file to open / run / start up.
- d. That file can be either a program or a data file that needs a program to handle it. The ending ("extension") on the file name tells if it's a program, or if a data file which program opens it.

# What happens when I open / run / start up a program or a file?

- a. A program usually displays its GUI on the Desktop, with a menu at the top of its window.
- b. You can now choose to start typing in some information, or to open an existing file by clicking on "File" → "Open," or by holding down the "CTRL" key and pressing "O". (In web browser programs like Firefox, Chrome or Internet Explorer, use the address line.)
- d. The extension will tell a certain program to open the file and displays it in its GUI (window).
- e. Now you can start working with the information in that file!

# What happens when I close / stop / shut down a program?

- a. First, save your information by clicking on "File"  $\rightarrow$  "Save," or by pressing "CTRL" + "S".
- b. If you click on the little "X" in the upper-right corner, the program <u>should</u> give you a
- choice to save your information, or to discard it. Be careful what you choose here!
- c. Watch and remember where the program saves your file, so you can find it later.

# **Turning off the computer:**

- a. You <u>must not</u> just press the on-off button or unplug the computer: this can damage your files, your programs or even Windows operating system, especially when installing updates, so...
- b. click on the "Windows" button, select the "Power" icon, then click on "Shut Down."