

T W T F S S  
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Subject : Introduction To ICT

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Date : 25 / 09 / 2020

Q No 2:-

What are the relation b/w hardware and software. And the types of software with logical system architecture.

Ans:-

Hardware:

Hardware refers to the physical devices of a computer system.

Software:

Software refers to a collection of programs.

Relationship Between Hardware and software:-

1. hardware and software can be loaded with different software to make a computer system perform different types of job.
2. Both hardware and software are necessary for a computer to do useful job. They are complementary to each other.
3. Except for upgrades hardware is normally a one-time expense, whereas software is a continuing expense.

4. Upgrades refer to renewing or changing components like increase the main memory, or hard disk capacities, or adding speakers, modems etc.

## Types of software

Most software can be divided into two major categories.

### \* System software:

System software are designed to control the operation and extend the processing capability of a computer system.

### \* Application software:

Application software are designed to solve a specific problem or to do a specific task.

### \* System software:

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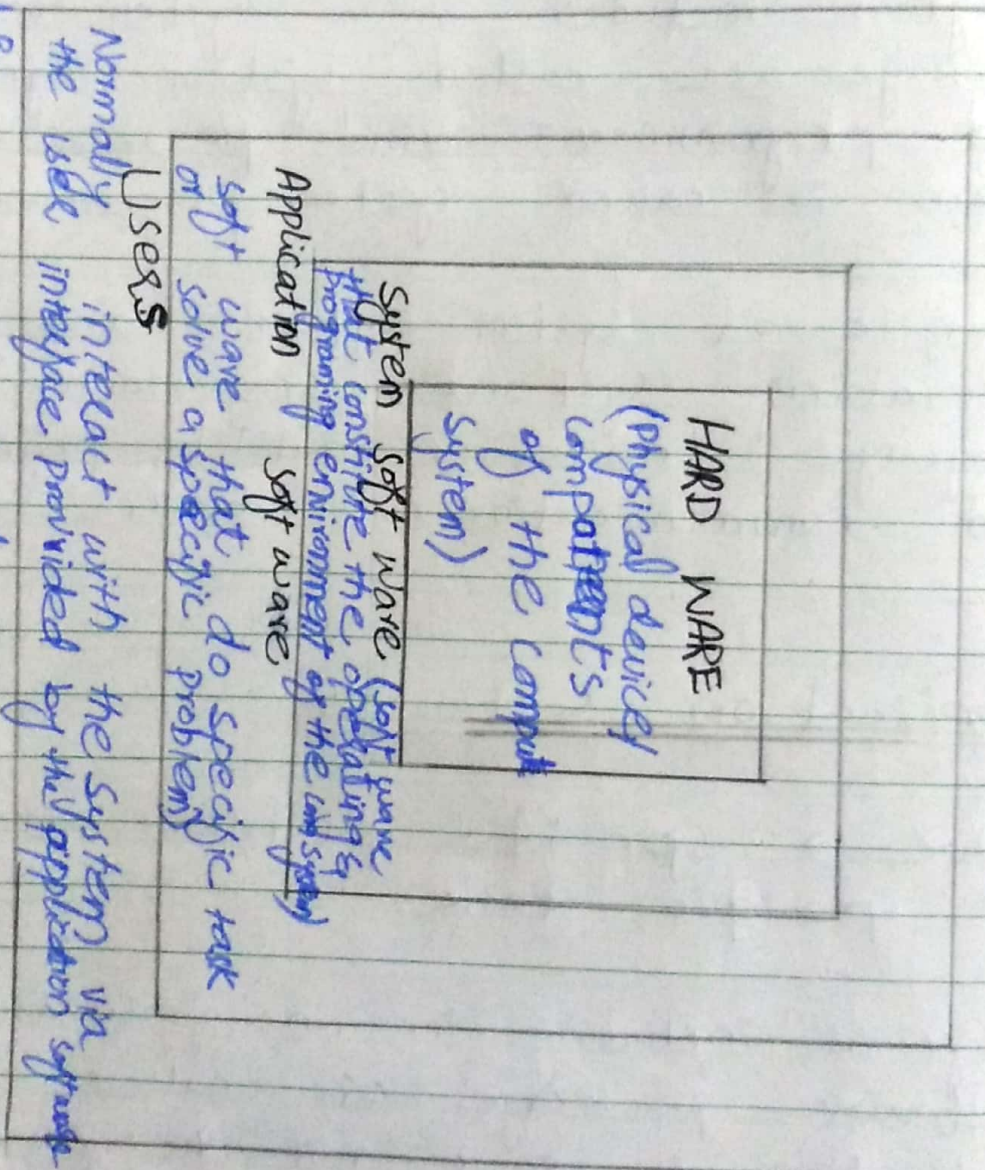
10. Make the operation of a computer system more effective and efficient.

2. Help hardware component work together and provide support for the development and execution of application software.
3. Program included in a system software package are called system program and programmers who prepare them is called system programmer.
4. Example of system software are operating systems, programming language translators, utility programs and communication's software.

### Application Software:

1. Solve a specific problem or do a specific task.
2. programs including in an application software package are called Application programs and the programmer who prepare them are called application programmers.
4. Example of Application software are word processing, inventory management, preparation of tax returns, banking etc.

Relationship of users among hardware, system software, application and users.

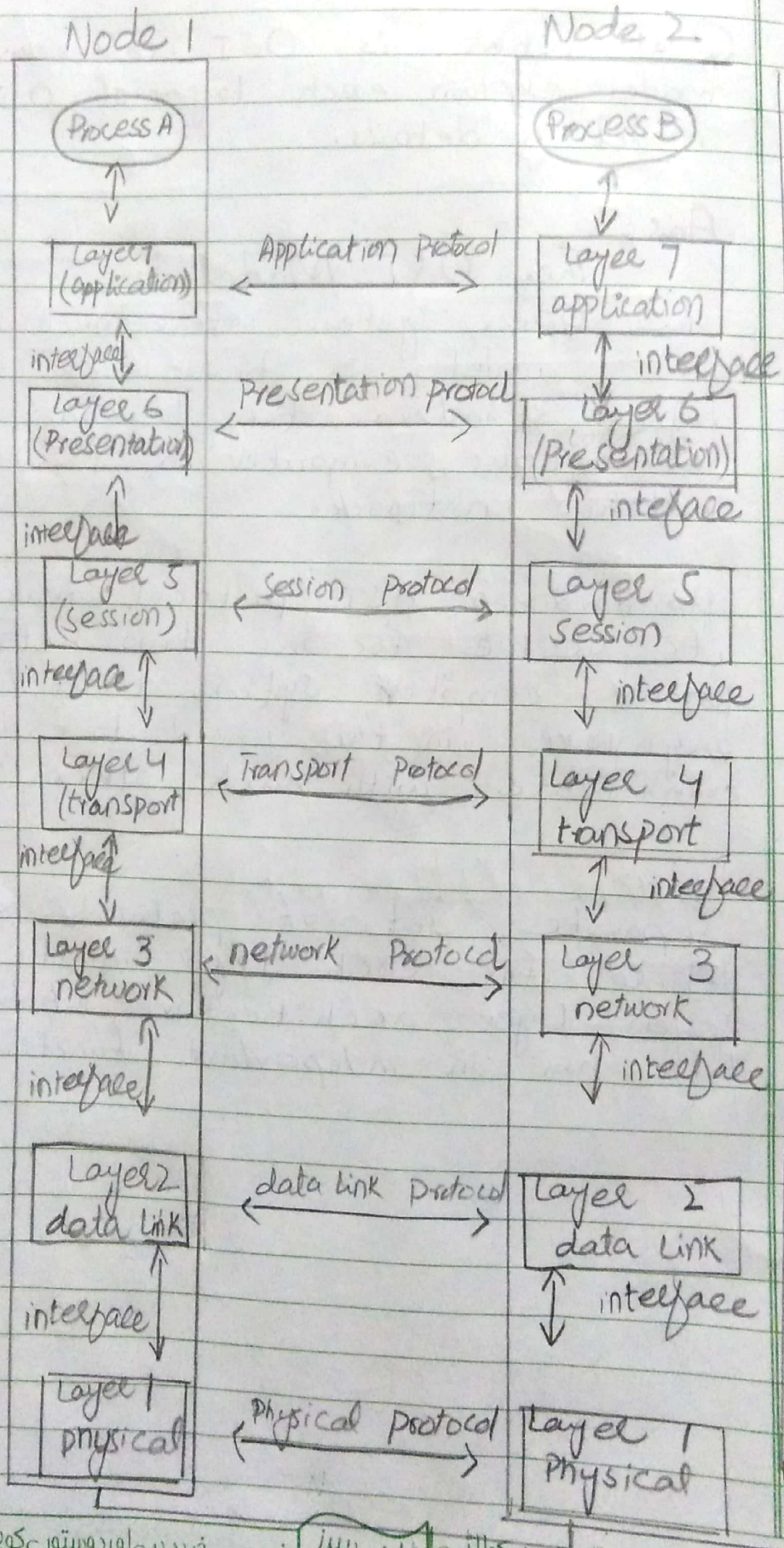


Q No 4: What is OSI reference model explain each layer of OSI model in details.

Ans:

### The OSI Model:

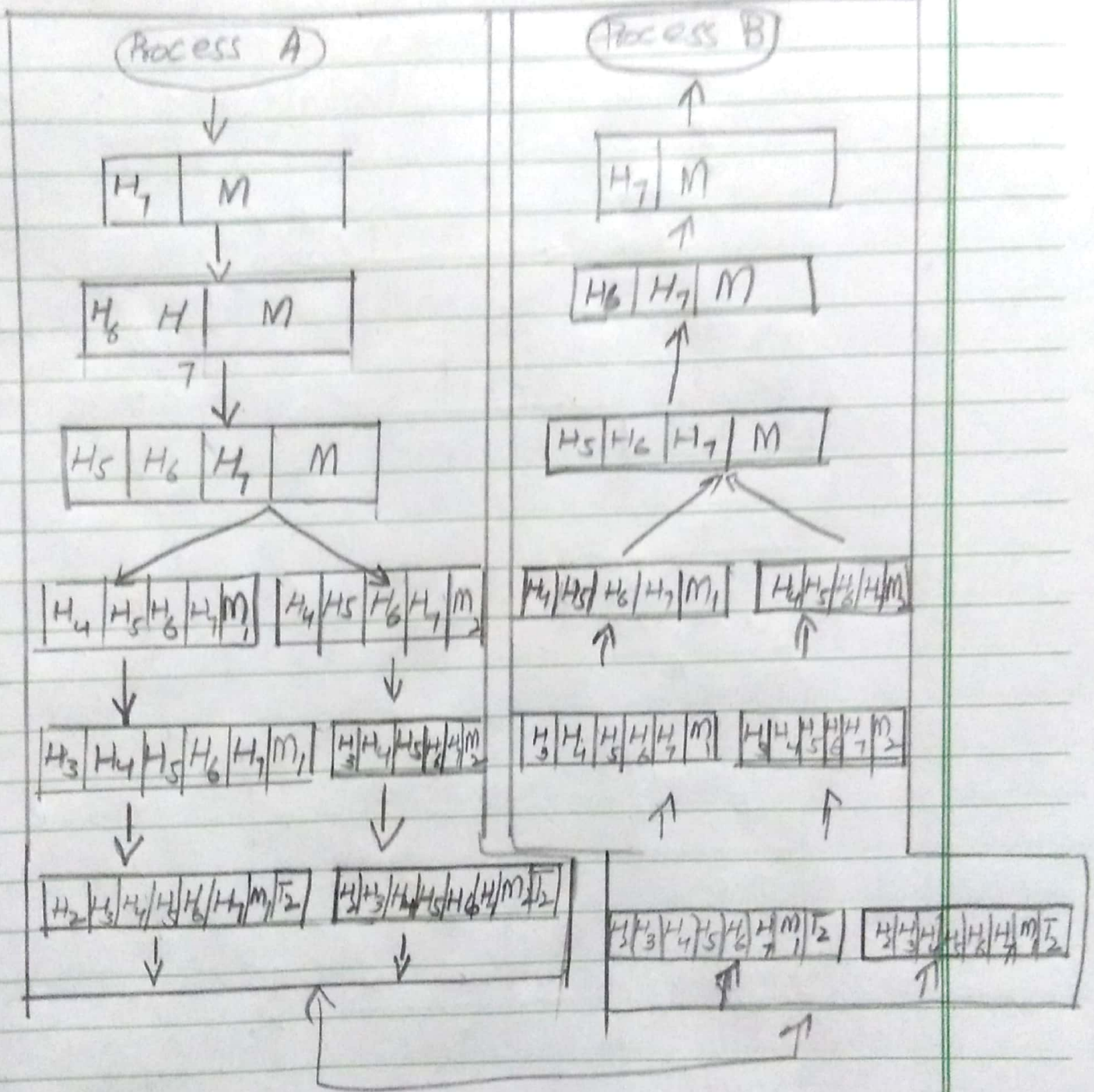
- The Open System Interconnection (OSI) model is framework for define standard for linking heterogeneous computer in a packet switched network.
- Standardized OSI protocol make its possible for any two heterogeneous computer system, located anywhere in the world, to easily communicate with each other.
- Separate set of protocols is defined for each layer in its seven-layer architecture. Each layer has an independent function.



سب سے بڑا سائبر اعلیٰ ترین کوالٹی ڈاٹ پیپر نوڈ ہے خریدیں اور دوستوں کو بھی بتائیں  
Network

Sending node

Receiving node





Q No 3:

Write a note on each of the ~~the~~ following in details.

Ans:-

### 1. Modulation Techniques:

#### o Amplitude Modulation (AM):

Two binary value (0 and 1) of digital data are represented by two different amplitude of the carrier signal, keeping frequency and phase constant.

#### o Frequency Modulation (FM):

Two binary value of digital data are represented by two different frequency, while amplitude and phase are kept constant.

#### o Phase Modulation (PM):

Two binary value of digital data are represented by shift in phase of carrier signal.

## 2. Switching Techniques:

1. Data is often transmitted from source to destination through a network of intermediate nodes.

2. Switching techniques deal with the methods of establishing communication link b/w the sender and receiver in a communication network.

3. Three commonly used switching techniques are:

### • Circuit switching:

Dedicated physical path is established b/w sender and receiver stations through nodes of the network for the duration of communication.

### • Message switching:

Sender appends receiver's destination address to the message and its transmitted from source to destination either by store-and-forward method or broadcast method.

- **Packet switching:** Message is split up into fixed size packets and each packet is transmitted independently from source to destination node. Either store-and-forward or broadcast method is used for transmitted the packet.

### 3. Multiplexing & DeMultiplexing.

Answer:

- **Multiplexing:** Multiplexer (MUX) is a device which perform the multiplexing process. It is a hardware component that combines multiple analog or digital input signals into a single line of transmission.

**De Multiplexing:**

Demultiplexer is a device that performs the reverse process of multiplexer. It is the reverse of multiplexing process.

## Multiplexer (Max)

1. In communication system: Increase the efficiency of the communication system by allowing the transmission of data, such as audio and video data transmission.
2. In computer memory: keep up a vast amount of memory in the computer and decrease the number of copper line necessary to connect them to other part of computer as well.

## DeMultiplexer: (Demux)

1. In communication system: ~~It~~ receives the output signal from the multiplexer and convert them back to the original form at receiver end.
2. In Arithmetic logic unit: The output of the ALU is fed as an input to the Demux, and the o/p of the demux is connected to multiple register.

#### 4. Optical Fiber Communication System:

Optical Fiber Communication is a method of transmission from one place to another by sending pulses of infrared light through an optical-fiber.

The light is a form of carrier wave that is modulated to carry information. Fiber is preferred over electrical cabling when high bandwidth, long distance, or immunity to electromagnetic interference is required.

This type of communication can transmit voice, video and telemetry through local area network.

Optical fiber is used to many telecommunication companies to telephone signal, internet communication, and cable ~~and~~ television signals.

Q No 1:  
 Write a note multimedia and its types with common media for a storage access and transmission.

Answer

Multimedia:

- 1. Media is something can be used for presentation of information.
- 2. Two basic ways to present some information are:

1. Unimedia presentation:

Single media is used to present information.

2. Multimedia presentation:

More than one media is used to present information.

- 3. Multimedia presentation of any information greatly enhance the comprehension capability of the user it involves use of more of our senses.

Common Media:

Common media for storage <sup>or</sup> access and transmission of information are:

1. Text (alphanumeric characters)
  2. Graphics (line drawing and image)
  3. Animation (moving image)
  4. Audio (sound)
  5. Video (Videographed real life event)
- Multimedia in formation technology refers to use of more than one of these media for information presentation to user.
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