



Computer Fundamentals: Pradeep K. Sinha & Priti Sinha

Learning Objectives

In this chapter you will learn about:

- § Term "Software" and its relationship with "Hardware"
- § Various types of software and their examples
- § Relationship among hardware, system software, application software, and users of a computer system
- § Different ways of acquiring software
- § Various steps involved in software development
- § Firmware
- § Middleware

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Software

- § **Hardware** refers to the physical devices of a computer system.
- § **Software** refers to a collection of programs
- § **Program** is a sequence of instructions written in a language that can be understood by a computer
- § **Software package** is a group of programs that solve a specific problem or perform a specific type of job

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Relationship Between Hardware and Software

- § Both hardware and software are necessary for a computer to do useful job. They are complementary to each other
- § Same hardware can be loaded with different software to make a computer system perform different types of jobs
- § Except for *upgrades*, hardware is normally a one-time expense, whereas software is a continuing expense
- § Upgrades refer to renewing or changing components like increasing the main memory, or hard disk capacities, or adding speakers, modems, etc.

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Types of Software

Most software can be divided into two major categories:

- § **System software** are designed to control the operation and extend the processing capability of a computer system
- § **Application software** are designed to solve a specific problem or to do a specific task

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System Software

- § Make the operation of a computer system more effective and efficient
- § Help hardware components work together and provide support for the development and execution of application software
- § Programs included in a system software package are called **system programs** and programmers who prepare them are called **system programmers**
- § Examples of system software are operating systems, programming language translators, utility programs, and communications software

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Application Software

- § Solve a specific problem or do a specific task
- § Programs included in an application software package are called *application programs* and the programmers who prepare them are called *application programmers*
- § Examples of application software are word processing, inventory management, preparation of tax returns, banking, etc.

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Logical System Architecture

HARDWARE
(Physical devices/components of the computer system)

SYSTEM SOFTWARE
(Software that constitute the operating and programming environment of the computer system)

APPLICATION SOFTWARE
(Software that do a specific task or solve a specific problem)

USERS
(Normally interact with the system via the user interface provided by the application software)

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

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Ways of Acquiring Software

- § Buying pre-written software
- § Ordering customized software
- § Developing customized software
- § Downloading public-domain software

Each of these ways of acquiring software has its own advantages and limitations

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Advantages and Limitations of Buying Pre-written Software

- § Usually costs less
- § Planned activity can be started almost immediately
- § Often, operating efficiency and the capability to meet specific needs of user more effectively in not as good for pre-written software packages as for in-house developed software packages

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Advantages & Limitations of Ordering Customized Software

- § User need not maintain its own software development team, which is an expensive affair
- § User needs to always depend on the vendor for carrying out the changes and the vendor may separately charge for every request for change

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Advantages & Limitations of Developing Customized Software

- § Easier to carry out changes in the software, if it is developed in-house
- § Developing software in-house means a major commitment of time, money, and resources
- § In-house software development team needs to be maintained and managed

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Advantage & Limitations of Downloading Public-domain Software

- § Available for free or as shareware, and are usually accompanied with source code
- § Usually community-supported as author does not support users directly
- § Can be downloaded and used immediately
- § They may not be properly tested before release
- § Open Source Software (OSS) are becoming popular due to:
 - § Allows any user to download, view, modify, and redistribute
 - § User can fix bugs or change software to suit needs
 - § Copyright is protected for both original and subsequent authors
- § Not all open source software are free and vice-verse

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Software Development Steps

Developing a software and putting it to use is a complex process and involves following steps:

- § Analyzing the problem at hand and planning the program(s) to solve the problem
- § Coding the program(s)
- § Testing, debugging, and documenting the program(s)
- § Implementing the program(s)
- § Evaluating and maintaining the program(s)

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Firmware

- § Firmware is software substituted for hardware and stored in read-only memory
- § Firmware technology has enabled production of various types of smart machines having microprocessor chips with embedded software

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Middleware

- § Basic idea is to have a *separate software layer* to:
- § Act as “glue” between client and server parts of application
- § Provide programming abstraction
- § Mask heterogeneity of underlying network, hardware, and OS
- § Encourages *three-tier* software architecture against two-tier popularized by Server-Client architecture

Key Words/Phrases

- | | |
|--------------------------------|---------------------------|
| § Application programmers | § Pre-written software |
| § Application programs | § Public-domain software |
| § Application software | § Shareware |
| § Computer program | § Software |
| § Customized software | § Software package |
| § Database | § Spreadsheet |
| § Education software | § System programmers |
| § End-to-end solution | § System programs |
| § Entertainment software | § System software |
| § Firmware | § Turnkey solution |
| § Graphics software | § User-supported software |
| § Hardware | § Utilities |
| § Middleware | § Word-processing |
| § Open Source Software | |
| § Personal assistance software | |
