COMPSCI 111 / 111G

Mastering Cyberspace:
An introduction to practical computing

Word Processing

ASCII

- **American Standard Code for Information Interchange**
  - Code used to represent English characters as numbers
  - There are 128 characters

ASCII codes for A - Z

A	**65**	**I**	**73**	**Q**	**81**
B	**66**	**J**	**74**	**R**	**82**
C	**67**	**K**	**75**	**S**	**83**
D	**68**	**L**	**76**	**T**	**84**
E	**69**	**M**	**77**	**U**	**85**
F	**70**	**N**	**78**	**V**	**86**
G	**71**	**O**	**79**	**W**	**87**
H	**72**	**P**	**80**	**X**	**88**
Y	**89**	**Z**	**90**		

http://en.wikipedia.org/wiki/ASCII

Exercise

If “A” has the ASCII code 65 and “a” has the ASCII code 97:

1. **What is the ASCII code for the word “Easy”?**

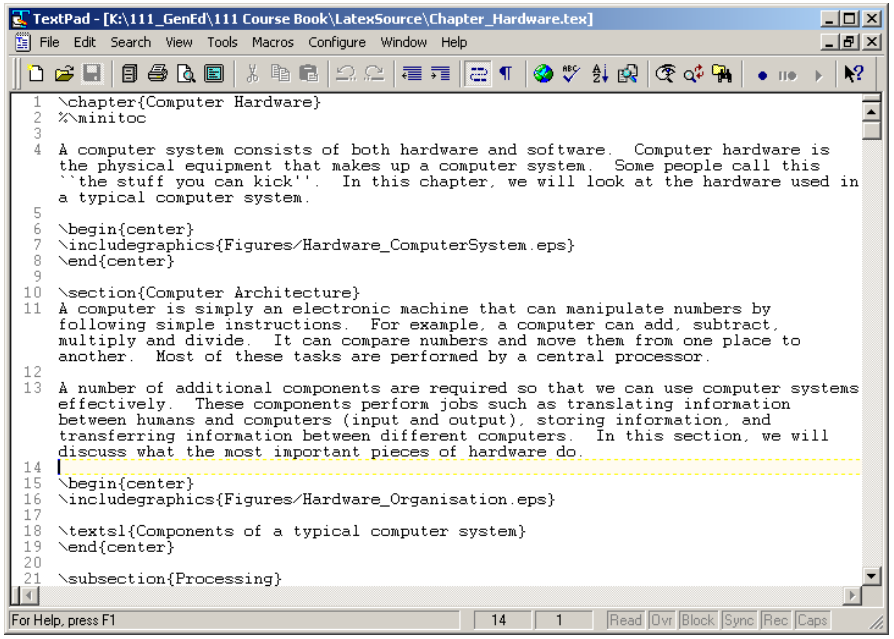
2. **What is the ASCII code for the word “Summer”?**

Text Editor

- **Text Editor**
  - Allows user to edit the characters on the page
  - Plain text (ASCII)

- **Commonly used for editing:**
  - configuration files
  - programming language source code.

- **Examples**
  - Notepad
  - Notepad++
  - TextPad



http://en.wikipedia.org/wiki/Text_editor

Word Processors

- **Word Processor**
  - Extension of a text editor
  - Allow user to format the document (change the appearance of text)
- **Fonts**
  - Style, size, typeface
- **Paragraph**
  - Alignment, spacing
- **Document**
  - Margins, Headers, Footers

http://en.wikipedia.org/wiki/Word_processor

Standards

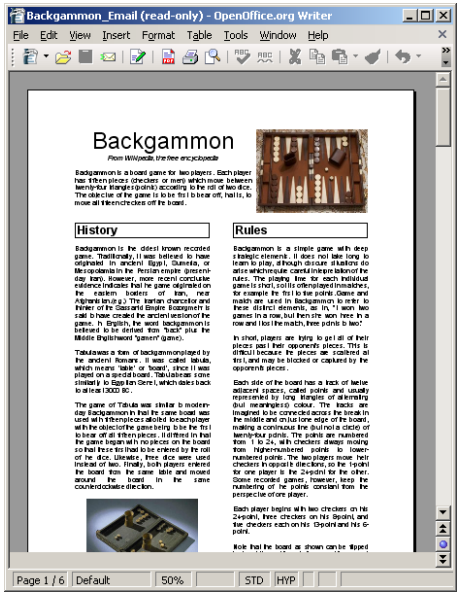
- **Each word processor decides how to store information**
  - Uses special codes to identify the format of the text
    - Bold, italic
    - Font size
    - Alignment
  - File is saved with these codes

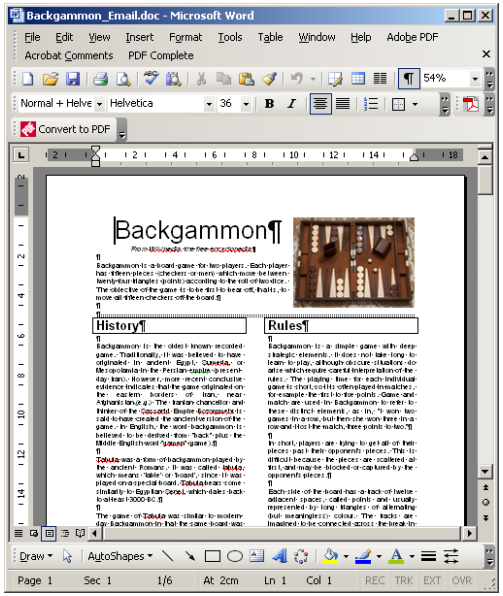
- **Standards**
  - Proprietary (MS-Word)
  - Open standard (Open Office)

What you see is what you get

- **WYSIWYG (Whizzy-wig)**
  - Graphical User Interface
  - What the user sees is the same as the output printed

- **Most modern word processors work this way**
  - Microsoft Word
  - Open Office





http://en.wikipedia.org/wiki/WYSIWYG

What you see is what you get

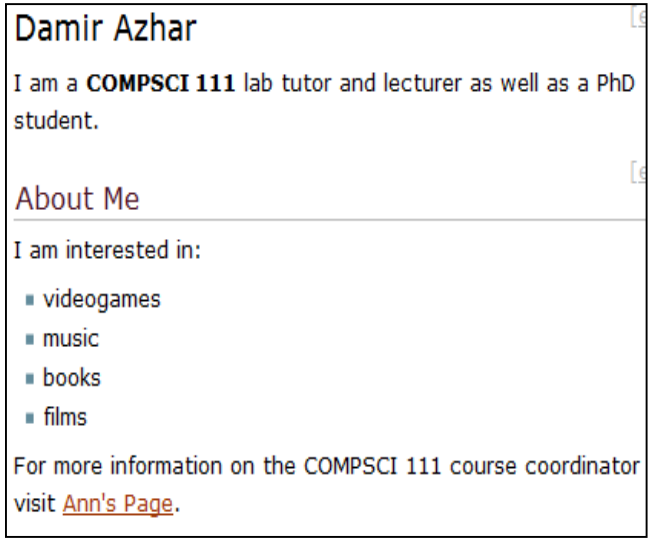
- **Programming is generally not WYSIWYG:**

- **Examples covered in COMPSCI111:**
  - Wiki markup (see example below)
  - Latex
  - HTML5
  - Python

What you see

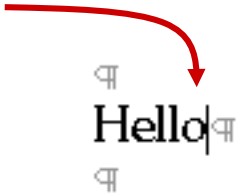
```
=Damir Azhar=

I am a '''COMPSCI 111''' lab tutor
and lecturer as well as a PhD student.

==About Me==

I am interested in:
*videogames
*music
*books
*films

For more information on the COMPSCI
111 course coordinator visit
[[User:Acam001|Ann's Page]].
```

What you get



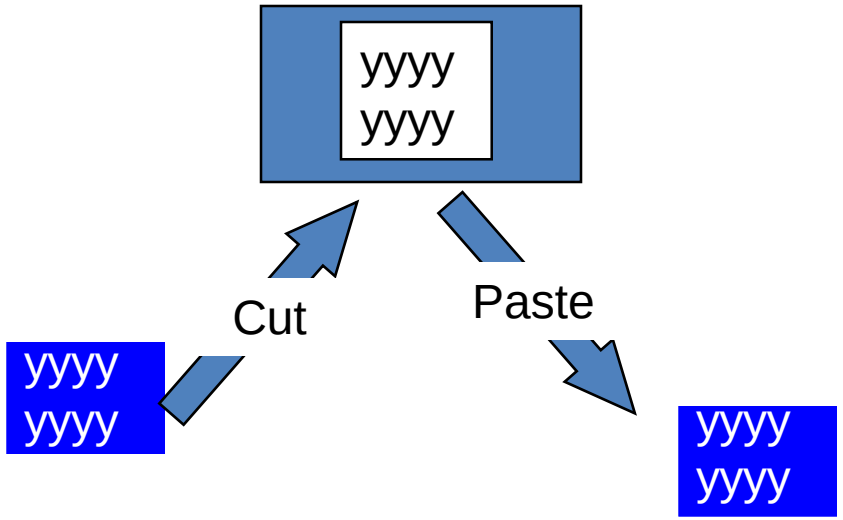
Basic Features of a Word Processor

- **Editing Text**
  - Word Wrap
  - Insert/ Delete
  - Select Text for action



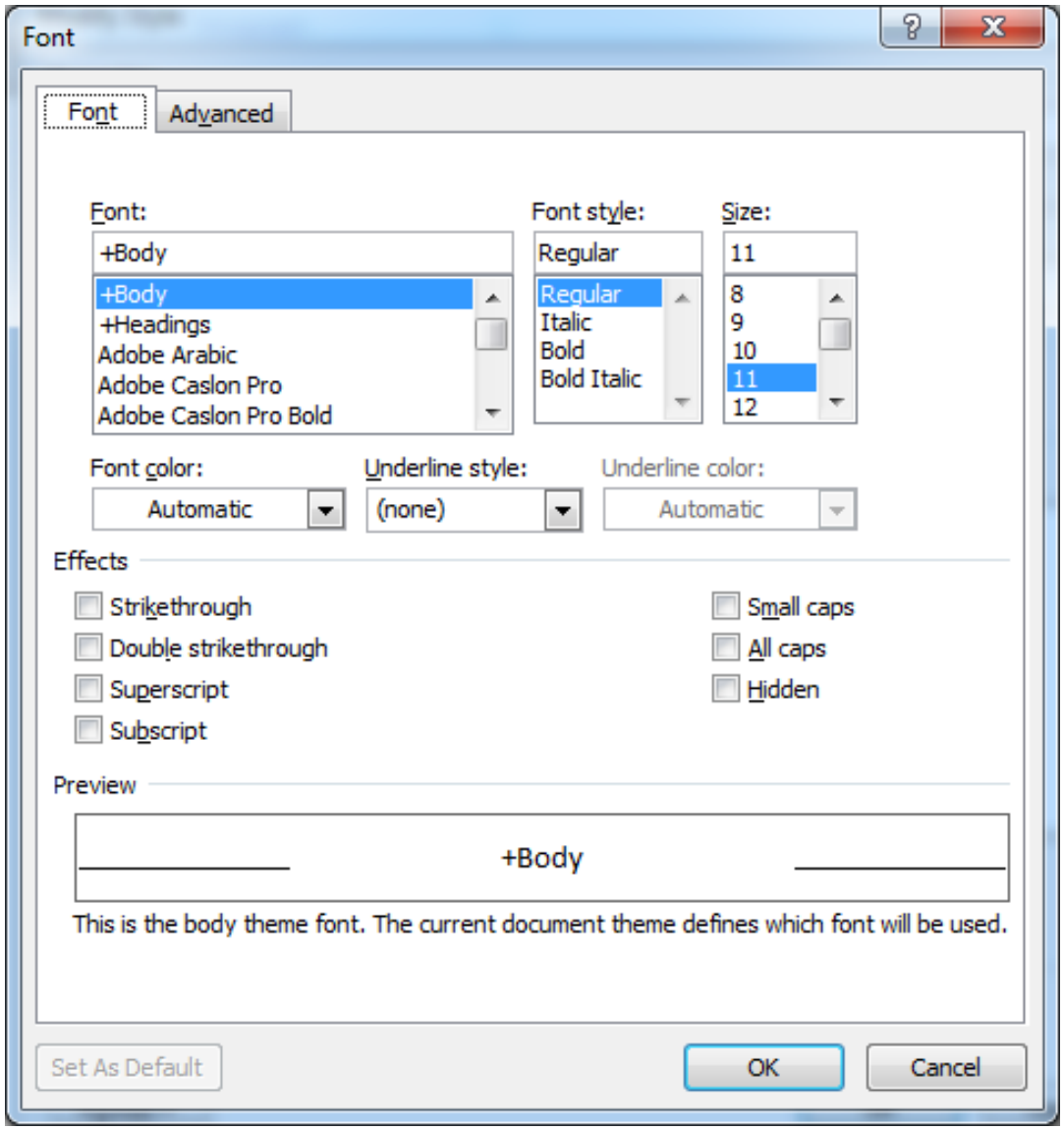
- **Clipboard**
  - Keeps multiple clippings
  - Cut, Copy, Paste

- **Formatting**
  - Character
  - Paragraph
  - Document



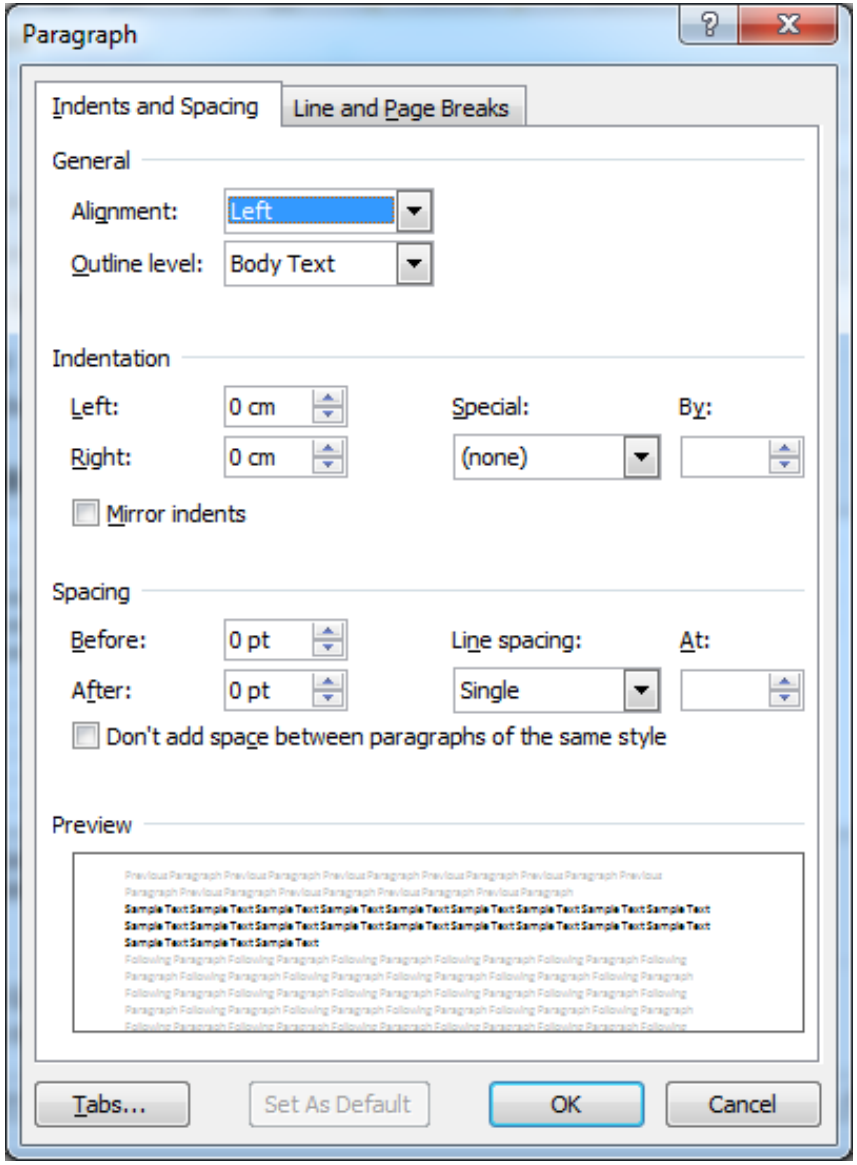
Font

- **Appearance of Text**
  - Typeface
  - Style (Bold, Italic)
  - Size (in points)
  - Colour
  - Effects



Paragraph

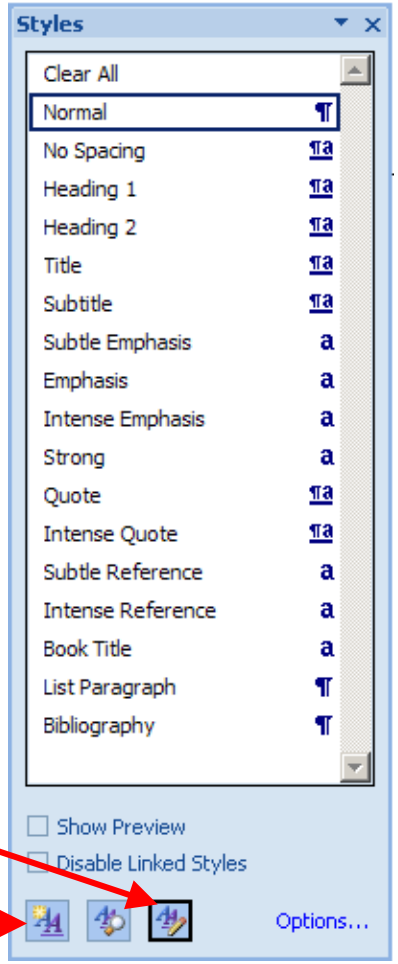
- **Appearance of Paragraph**
  - Alignment
  - Spacing
  - Indent



Styles

- **A named set of formatting changes**

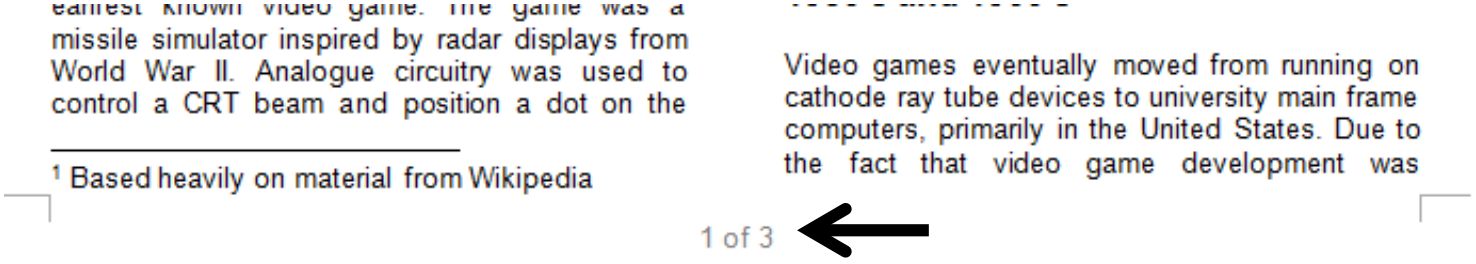
- **Why use styles?**
  - Appearance is consistent
  - Can apply many changes at once
  - Modifying a style affects all text that uses that style



Headers, Footers and Footnotes

- **Header**
  - Content found in the top margin of ***each*** page in a document

- **Footers**
  - Content found in the bottom margin of ***each*** page in a document



Headers, Footers and Footnotes

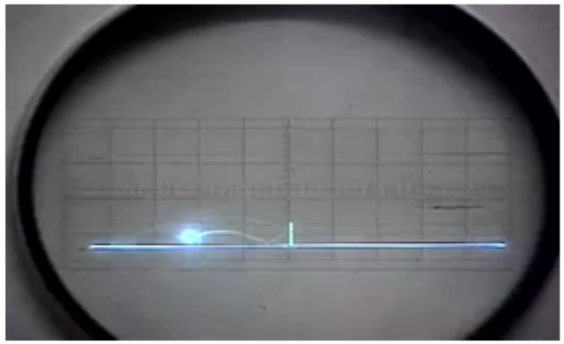
- **Footnote**
  - Small note located at the bottom of ***a*** page.
  - Provides more information about something in the main text.

HISTORY[1]

Video games originated from early cathode ray tube based missile defense games in the late 1940's. These programs were adapted into other simple games during the 1950's. By the late 1950's and through the 1960's, more video games were developed (generally running on mainframe computers), gradually increasing in sophistication and complexity. Eventually video games became available on different platforms: arcade, mainframe, console, personal computer and later handheld devices.

The Beginning

The question of what is the first video game is a controversial one, but it is generally thought that the "Cathode Ray Tube Amusement Device" patented in 1947 and released in 1948 is the earliest known video game. The game was a missile simulator inspired by radar displays from World War II. Analogue circuitry was used to control a CRT beam and position a dot on the screen and screen overlays were used as targets since the device was not able to render graphics.



Other video games based on cathode ray tube hardware followed including "OXO" (a tic-tac-toe game), and "Tennis for Two" (shown on the previous page).

1950's and 1960's

Video games eventually moved from running on cathode ray tube devices to university main frame computers, primarily in the United States. Due to the fact that video game development was

[1] Based heavily on material from Wikipedia

Plagiarism

- **Plagiarism involves taking another person's ideas, words or inventions and presenting them as your own.**
  - Includes paraphrasing or rewording another person's work, without acknowledging its source.

- **All material, whether directly quoted, summarised or paraphrased, must be acknowledged properly.**

http://www.cite.auckland.ac.nz/index.php?p=plagiarism

References and Citation

- **Citation**
  - Tells readers where the information came from.
  - Within the text.

fledgling industry. There were several reasons for the crash, with most of the blame being attributed to the saturation of the market with hundreds of generally low quality titles (Kent, 2001).

- **Reference**
  - Provides details about the source.
  - Should enable reader retrieval of source.
  - Found at the end of a document.

REFERENCES

Kent, S. L. (2001). *The ultimate history of video games: From pong to pokémon and beyond : The story behind the craze that touched our lives and changed the world* (1st ed.). Roseville, Calif.: Prima Pub.

RefWorks

- **Web-based bibliographic database**
  - Maintain personal database of references.
  - Copy references from the UOA library catalogue (as well as other library databases) into reference database.
  - Insert references into documents in a variety of citation styles.

- **Advantages**
  - Platform independent. RefWorks account accessible from any platform with compatible web browser and Internet access.
  - UOA students can create a RefWorks account for free.
    - Guides and tutorials available http://www.library.auckland.ac.nz/refworks/guides-tutorials.htm

Write-N-Cite

- **Utility program that lets users interface between their RefWorks reference database and their MS Word documents.**
  - Available for free for MS Word on Windows and Mac operating systems from RefWorks website.