

ASCII

• American Standard Code for Information Interchange

- Code used to represent English characters as numbers
- There are 128 characters

ASCII codes for A - Z

Α	65	- 1	73	Q	81
В	66	J	74	R	82
С	67	K	75	S	83
D	68	L	76	Т	84
Ε	69	M	77	U	85
F	70	N	78	٧	86
G	71	0	79	W	87
Н	72	Р	80	X	88
Υ	89	Z	90		

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

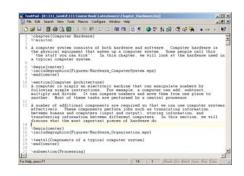
Exercise

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

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

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)

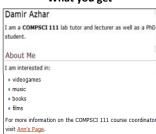
What you see is what you get

- 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 [Usser:Acam001|Ann's Page]].

What you get



Basic Features of a Word Processor

Editing Text

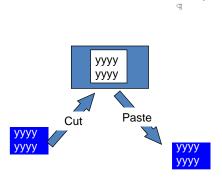
- Word Wrap
- Insert/ Delete
- Select Text for action

Clipboard

- Keeps multiple clippings
- Cut, Copy, Paste

Formatting

- Character
- Paragraph
- Document

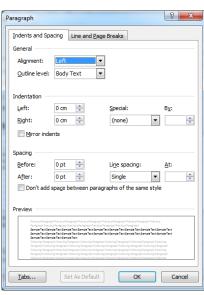


Hello∣

Paragraph

Appearance of Paragraph

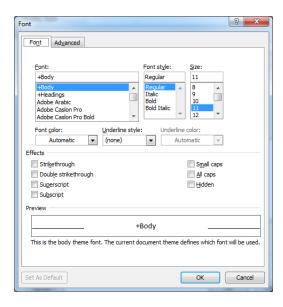
- Alignment
- Spacing
- Indent



Font

Appearance of Text

- Typeface
- Style (Bold, Italic)
- Size (in points)
- Colour
- Effects



Clear All

No Spacino

Heading 2

Subtle Emphasis Emphasis Intense Emphasis

Intense Ouote

Subtle Reference Intense Reference Book Title List Paragraph Bibliography

Disable Linked Styles

Subtitle

Strong Quote 97

11a 11a

πa

<u>113</u>

<u>118</u>

πа

Styles

Create a new style

A named set of formatting changes



Headers, Footers and Footnotes

Header

Content found in the top margin of each page in a document



Video games are a form of interactive entertainment; they are electronic games that enable a user (gamer) to generate visual feedback on a video device via interaction with a user interface. Although the "video" part of "video games" was originally a reference to raster display devices, this has now been generalized to any display type.

Footers

Content found in the bottom margin of each page in a document

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 Based heavily on material from Wikipedia

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

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.

Headers, Footers and Footnotes

Footnote

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

HISTORY¹

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 1950'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: acrade, mainframe, console, personal computer and later handheld devices.

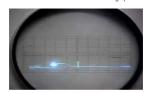
The Beginning

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 III. Analogue circuitty was used to control a CRT beam and position a dot on the

¹ Based heavily on material from Wikipedia



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

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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.