Contents

	Preface	xvii
	Portfolio: The History of	
	Data Processing	xxiii
1	The Impact of Computers	1
	Purpose of This Chapter	4
	Introduction	5
	The Need for Data	. 5
	The Shepherd's Need to Count • Developing Trade	
	and the Industrial Revolution • Research Develops	
	a Computer	
	Computers in Society	7
	Government Use of Computers • Invasion of Privacy •	
	Computerized Analysis of Records • Impersonality of	
	Computer Records • Computer-Related Jobs	
	Crimes and the Computer	15
	Computers in Film and Literature	17
	Factors Relating to the Use of Computers	21
	Speed • Accuracy • Reliability	
	A Payroll Application	24
	Case Studies	27
	Summary	29
	Glossary	30
	Discussion Questions	30
	Summary Test	31
		vii

	Case Studies	111
	Summary	111
	Glossary	114
	Discussion Questions	115
	Summary Test	117
	Input and Output Devices	121
4	Purpose of This Chapter	124
	Introduction	125
	Card-Oriented Devices	126
	Card Reader • Card Punch • Card Reader/Punch	
	Printed Output	129
	Impact and Nonimpact Printers • Plotters • Printing	
	•	
	Systems Terminals	143
	Cathode-Ray Tube (CRT) • Hardcopy Terminals •	
	Light Pen Display Terminal • Specialized Terminal	
	Devices	
	Intelligent Terminal Devices	158
	Selected Data Processing Techniques	161
	Magnetic Ink Character Recognition (MICR) • Optical	
	Character Recognition (OCR) • Computer Output	
	Microfilm (COM) • Micrographics	
	Case Studies	167
		168
	Summary	170
	Glossary	171
	Discussion Questions	172
	Summary Test	
	and the Contract	175
5	Concepts of Computer Systems	173
	Purpose of This Chapter	179
	Introduction	179
	Types of Computers	1/9
	Analog and Digital Computers • Hybrid Computers •	
	General-Purpose and Special-Purpose Computers	183
	The Central Processing Unit (CPU)	103
	The EDP Cycle • The Control Unit • Arithmetic Logic	
	Unit • Primary Storage Unit	

The Storage of Data	188
The EBCDIC Code • EBCDIC Shorthand Notation •	
Parity Bits • The ASCII Code	
Secondary Storage	200
Computer Advances	204
Overlapped Processing • Virtual Storage	
Case Studies	208
Summary Language Language Language Language	209
Glossary	211
Discussion Questions	213
Summary Test	213
- m - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1	9.5
6 Flowcharting	217
Purpose of This Chapter	220
Introduction	221
Flowcharts	222
Systems versus Program Flowcharts • Why Use	
Flowcharts?	
Symbols Used in Program Flowcharts	224
Terminal Symbol • Input/Output Symbol • Processing	
Symbol • Decision Symbol • Annotation Symbol	
Getting Started with Flowcharts	230
A First Flowchart • The Flowchart Loop	
Accumulators and Counters	246
Accumulating a Total • Counting the Loops by 1	
More Flowcharting Techniques and Problems	255
Literals for Headings and Special Labels • Multiple	
Decisions • Accumulators and Counters • Negative	
Accumulators • The "Finding What's Required" Checklist	
Summary	271
Case Study	272
Glossary	275
Discussion Questions	276
Summary Test	279
Quiz Problem	281
Appendix: Decision Tables	282
Introduction to Programming and Programming Languages	287
Introduction to Programming and Programming Languages Purpose of This Chapter	290
rurpose of This Chapter	200

Introduction Programming Languages	291 294
Machine Language ● Assembly Language ● High-Level Languages	
Selected Programming Languages FORTRAN • COBOL • BASIC • RPG • PL/1 • PASCAL • DECAL and SCRIPT • ADA	301
The Execution of Computer Programs The Supervisor Control Program • Compiling a Program • Job Control Language (JCL)	308
Operating Systems	312
The ABCs of Programming	315
Analyze the Problem • Build a Flowchart Solution • Code the Solution Using the Selected Programming Language • Debug and Test the Solution • Prepare	
Final Program Documentation	
Summary	323
Case Studies	324
Glossary	327
Discussion Questions	329
Summary Test	330
8 Programming in BASIC	333
Purpose of This Chapter	336
Introduction	337
General Line Format	338
Line Number • Command • Variables	340
A First BASIC Program READ and DATA Statements • LET Statement • PRINT Statement • END Statement • INPUT Statement	
Decisions, Loops, and Special Outputs IF/THEN Statement • GO TO Statement • Creating Literals Using the PRINT Statement • REMARK Statement • Selected System Commands	355
Accumulators and Selected Problems Accumulators • Multiple Outputs on One Line • Multiple Decisions	369
Counters and Automated Program Loops Counters • FOR/NEXT Statement • STEP Option	379
The Storage of Data in Arrays	390

7

	Summary Case Studies Glossary Discussion Questions Summary Test	399 400 403 404 408		Applications in PASCAL Summary Case Study Glossary Discussion Questions	49 49 49 49
	Quiz Problem	409	William Committee of the Committee of th	Summary Test	503
9	9 An Introduction to COBOL	413		Mass Storage Files	507
	Purpose of This Chapter	416		Purpose of This Chapter	510
	Introduction	417		Introduction	511
	An Overview of a COBOL Program	418		Magnetic Tape	512
	The Four Divisions • Advantages and Disadvantages			Key-to-Tape System	
	of COBOL • Reserved Words			Magnetic Disk	519
	A Sample Program IDENTIFICATION DIVISION • ENVIRONMENT DIVISION • DATA DIVISION • PROCEDURE DIVISION	419	Ç.2.	Disk Concepts • Types of Disk Devices • Fixed Block Addressing • Key-to-Disk System	
	The WORKING-STORAGE SECTION	our		Other Mass Storage Devices	528
	Use in Creating Outputs • The Editing of Output Data	434		Magnetic Drum • Mass Storage Systems • Future Mass	
	Selected COBOL Features	444		Storage	= 0.
	Line Counters • Class Tests • PERFORM Statements	441		Special Systems Software Utility Programs • Sort and Merge Programs • Program	533
	Case Studies	448		Packages • Canned Programs	
	Summary	448		Types of Storage Files	53€
	Glossary	451		Sequential File • Direct, or Random, Access File •	
	Discussion Questions	453		Indexed Sequential File	
	Summary Test	458		Summary	539
				Case Study	540
10	Structured Programming	461		Glossary	542
10	Purpose of This Chapter	461 464		Discussion Questions	545
	Introduction	464		Summary Test	546
	The Concepts of Structured Design	-			
	Top-Down Design • Top-Down Programming and	466	12	Information Processing Systems	
	Testing • Reviewing the Structured Design • The	100	12	Purpose of This Chapter	549
	Personnel Involved	1		Introduction	552
	Documenting the Structured Design	472		Data Communications Systems	553
	HIPO Documentation • Pseudocode	4/2			554
	Structured Programming	480		Online Batch Processing • Online Real-Time Processing • Time-Sharing	
	Three Control Sequences • Other Flowcharting Symbols	400		Modes of Data Communications	
	Applications in BASIC	484		Communications Lines • Transmission Lines •	559
	Applications in COBOL	487		Multiplexing Devices	
	Applications in CODOL	40/		muniplexing Devices	

	Systems Analysis	633
	The Role of the Analyst • Collection of Data	
	Systems Documentation	636
	Record Formats • Systems Flowcharts	
	Feasibility Study	641
	The Feasibility Committee • Objectives of the Study	
	Designing the Proposed System	648
	Outputs, Inputs, and Processing • Testing and	
	Implementation • Final Documentation	
	Managerial Considerations Regarding Computer Systems	651
	Summary	655
	Case Study	656
	Glossary	659
	Discussion Questions	660
	Summary Test	662
15	Documentation of a System	665
10	Purpose of This Chapter	668
	Introduction	668
	Components of Systems Documentation	669
	Analysis of the Existing System • Problem Definition •	
	Design of the New System	
	Documentation of a Payroll System	676
	Summary	704
	Glossary	705
	Case Studies	706
	Discussion Questions	706
	Summary Test	710
16	Minicomputers, Microcomputers, and Other Computer	
10	Systems	713
	Purpose of This Chapter	716
	Introduction	717
	The Concept of Minicomputers	717
	Minicomputers versus Larger Systems • Classes of	
	Minicomputers	
	Minicomputer Systems	723
	CPU Storage • Peripheral Devices • Software	
	Microcomputers	731
	An Overview of Their Use • Home and Office Computing	

Word Processing (WP)	720
Office Applications • WP Hardware • Distributed Word	735
Processing	
A Comparison of Computer Systems	742
Small-Scale Computer Systems • Medium-Scale	743
Computer Systems • Large-Scale Computer Systems •	
Supercomputer Systems	
Case Studies	749
Summary	
Glossary	750
Discussion Questions	752
Summary Test	753
Appendix: Numbering Systems	757
Index	771