



COURSE TECHNOLOGY  
CENGAGE Learning™

# Connecting with Computer Science, 2e

## *Chapter 1*

### *History and Social Implications of Computing*

# Objectives

- In this chapter you will:
  - Learn why today almost everyone is a computer operator
  - Learn about the predecessors of modern computer hardware and software
  - Learn that sometimes good ideas flop and bad ones survive
  - Meet some interesting figures—some famous, some infamous, some wealthy, and some obscure
  - See the historical and social implications of computing

# Why You Need to Know About...the History of Computing

- Fields altered by computer communication devices
  - Tool for artists, architects, and designers
  - Information archive
  - Entertainment device
  - Trains, planes, and automobiles
- Ubiquitous computer presence
  - Examine student's relationship to the machine
  - Examine historical and biographical studies
- Look at the future