第 90 篇 [說明做法的文章] [Write a How-To-Do-It Article]

命題大意： 如題

寫作大意：老人學電腦

提示：HOW TO DO A "HOW-TO-DO-IT " ARTICLE

1 Make a list of thing you can do.

2 No subject is too general; none too specific.

3 LOOK OVER THE LIST AND CROSS OUT ANYTHING MOST PEOPLE KNOW HOW TO DO.

4 Check ideas that can be explained in a single paragraph.

5 Write each step carefully, making sure that someone who doesn't know as much about the process as you do can follow the directions.

6 Keep in mind the age of your reader and the degree of difficulty of the project.

7 Close with a positive note such as "You too can accomplish this"

ASSIGNMENT for 10/13/2004:

Using the above guidelines, write a "How-To-Do-It article"

SUBMISSION 10/20/2004

PC Learning for Senior Citizens

There is a saying that, people who cannot use a personal computer (PC) are deemed as illiterate. This is not true for the aged sector who mostly care about their health and happiness, not necessary to toil themselves in learning PC. This article is written for the rare aged people who are interested in learning to use a PC .

There are three gross purposes for ordinary people learning PC. Firstly, with a set of PC, a printer, and possibly a set of speakers, the user can do efficient word processing, picture drawing and optional music listening. Secondly, using the basic PC plus a MODEN (modulator/demodulator) installed, a user can do online Internet data transferring including email communication, information searching, e-business and e-gaming etc. Thirdly, with a file-transfer-protocol (FTP) server and a composer provided with, a user can setup a web page to store and display personal information online.

A basic PC set consists of a central processing unit (CPU), a monitor, a key board and a mouse. Now laptop computers combining the above four- in- one are widely used for easier carrying especially during traveling. Besides the basic PC, there are some parametric apparatuses like printers, speakers, microphones etc even a video recorder in combination.

Besides the hard ware like the above mentioned PC and parametric, there are numerous soft wares like Microsoft and many others. Hardware is similar to a baby just born. Software is like language and knowledge being learned after birth to enable it thinking, speaking and doing all kind of work later on. .

Personally I began my PC learning with a set of discarded PC of my son in the 1980s for word processing. In the 1990s I bought several advanced PCs one by one to replace and upgrade, all installed with Modems to function online working. Entering 2000 I setup my homepage in 1999 till now. I cannot say I am quite at home on PC using now, but I can do on PC whatever I like to do. My experience could be a reference to other seniors who are interested to try. Advice to interested seniors are:

1. A person who would like to learn PC should have a rough PC recognition depicted above.

2. If not have a brand new one, he or she should at least get a junked but usable PC to try with. Use an ABC book for instruction if a coach is not available on side constantly or occasionally.

3. Attending an adult's school PC learning class or similar schooling would certainly expedite the learning with the above mentioned basic start.

4. Keep using and exploring on your PC without suspending. Remember, willingness and determination will bring you success to do any thing. Once you learn to a certain degree, you would always find you are in progress but never catch up to the state of the art.

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Types of MODEM Connection

1. DIAL-UP MODEM: With a dial-up modem, data travels over plain old telephone lines. With a national Internet service provider, your call is placed to a local bank of modems called a point of presence (POP) . This way you can make a local call to access the world wide web.

2. DSL MODEM: "Always on" DSL connections travel much faster via phone lines to the phone company's central office, which connects to the Internet. DSl allows regular phone service and Internet service on the same line at the same time.

3. CABLE MODEM: "Always onō cable modem connects to a cable node, a network that distributes TV signals and Internet connections to homes in your neighborhood. The more neighborhoods online at the same time, the slower your connection.

Data traveling the Internet makes many stops. The first are at routers, devices which, as the name implies, route data around the Internet like traffic cops, finding the shortest distance from you to the destination (and back, if necessary) with least traffic congestion. Routers know the right place to send your data, despite a seemingly endless number of options.

Next stop is the domain name system (DNS). It's made up of a network of computers called name servers, which translate the domain name of a URL (Uniform Resource Loader, the accessmagazine.com in www.accessmagazine.com, for example) into an Internet protocol

(IP) address, which is formatted like the: 127.0.0.1. DNS tells your browser the IP address so it can look for the Web page in the right place.

Without DNS, you would have to remember IP numbers instead of URLs (ugh), because that's how the computers recognize each other. If the address information isn't on the first name server, the information is routed on to another.

The Web server is the computer where the Web page you request originates. Your browser will contact the server using is IP address, and once the server processes the request, it "serves up" a Web page by sending it to you browser, (The Web page doesn't always return along the same path as the request took.)

Ensuring these online communications take place are hundreds of protocols, the guidelines computers use to talk to one another. The two most important are Internet proto cal (IP) for moving raw data, and transmission control protocol (TCP) for making sure data arrives intact. Together, they're called TCP /IP

Other protocols that you'll see Frequently:

* Hyper text transfer protocol (HTTP) for requesting and receiving Web pages;

* Simple mail transfer protocol (SMTP) for sending e-mail messages.

* Post office protocol version 3 (POP3) for retrieving e-mail messages from a mail server.