

Computer Basics

Introduction: What is a computer?



Learn what a computer is and how it functions

If you're new to computers or just want to update your skills,
you've come to the right place.

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Hardware vs software



```
#import "AutoPilotHelicopter.h"
#import "Background.h"
#import "Helicopter.h"
#import "Game.h"

enum {
    AUTOPILOTSTARTTIME = 2000,      /* ms */
    AUTOPILOTTAKEOVERTIME = 4000,   /* ms */
    AUTOPILOTHELICOPTERSPEED = (MAXVELX * 3) / 4
};

@implementation AutoPilotHelicopter
- (id)initInGame:(Game *)g {
    [super initInGame:g];
    autopilotTakeoverTime = [game updateTime] + AUTOPILOTSTARTTIME;
    return self;
}

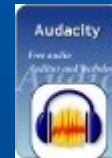
- (void)setCommand:(NSInteger)cmd {
    autopilot = NO;
    autopilotTakeoverTime = [game updateTime] + AUTOPILOTTAKEOVERTIME;
    [super setCommand:cmd];
}
```

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Select hardware & software



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The different types of computers



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Find out the right type of computers



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R U PCs or Macs?

