

Data structures and computing principles

Operating system, text processors,
spreadsheets and presentation programs
beneath the surface
General principles of software

1

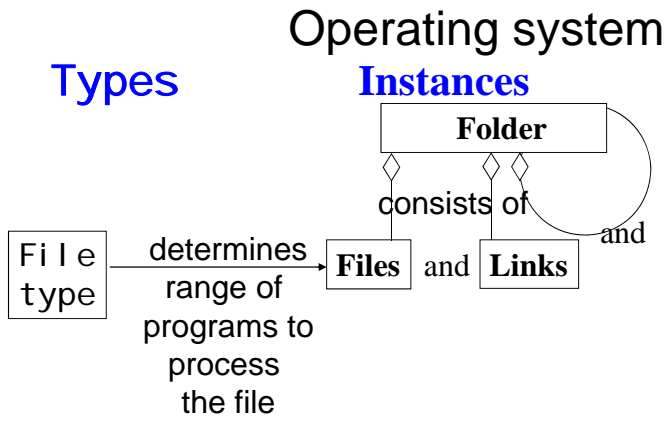
Basic data types

Character Letter, digit, sign	Pixel Colour point in an image	Vector Line	Sound Stream of frequencies
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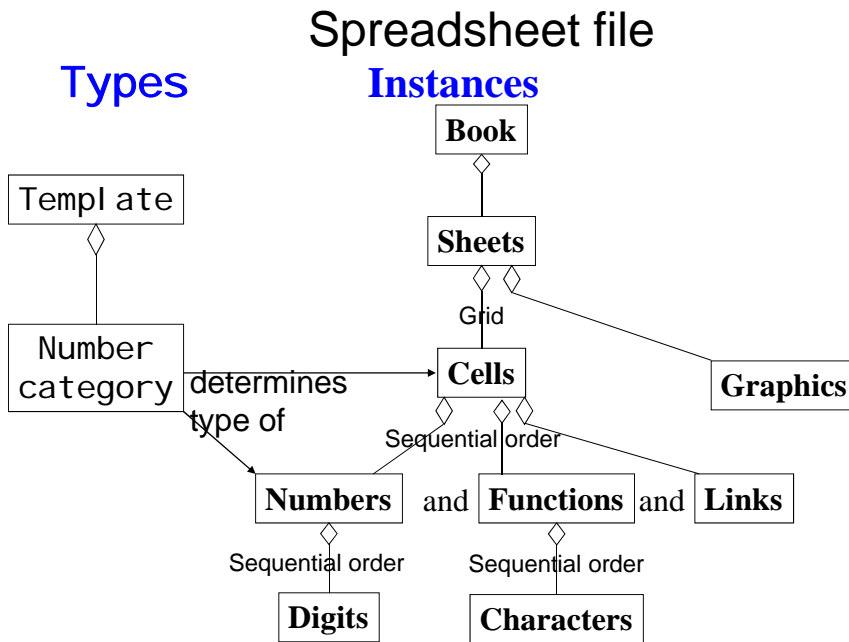
Composite data types

- **Image**
Grid of pixels
- **Vector graphics**
Located vectors
- **Graphics**
Image and vector graphics
possibly including characters
- **Movie**
Sequence of sound and images

2

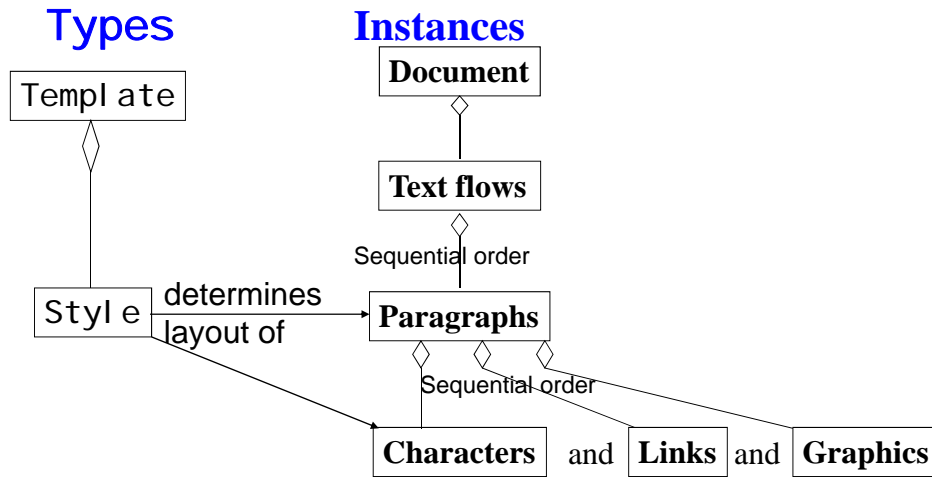


3



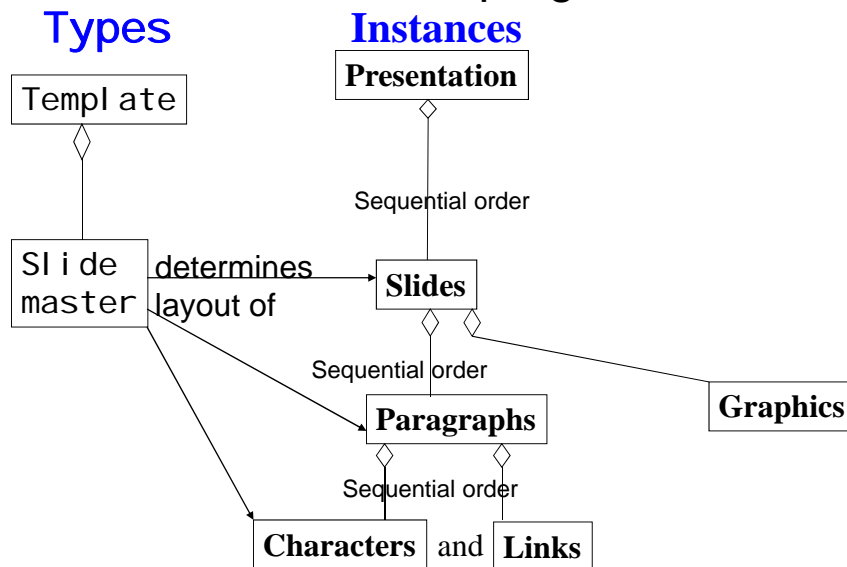
4

Text processor file



5

Presentation program file



6

