

Making Programmers

1. (a) i. ENIAC
2. After the war
 - computation**
 - information**
 - (a) Idea of information
 - (b) Claude Shannon
 - (c) Univac-1951.
 - (d) IBM 700 and 650.
3. Binary Data
4. Software
 - (a) Grace Murray Hopper
 - COBOL**