

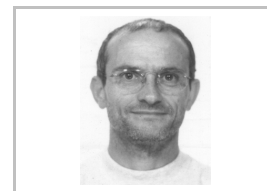


Informática

Curso 2002-2003

Pedro Reina





Presentación

Objetivos del curso

El propósito de este curso es enseñar los conceptos fundamentales de la informática personal, presentándolos del modo más general posible, para que puedan ser aplicados a diversas situaciones. La audiencia a la que se orienta el curso va desde el principiante que parte de cero hasta la persona que ya conoce algo de informática y busca obtener una base más sólida y ganar amplitud de miras.

Otro propósito, tan importante como la simple transmisión de conocimientos, es la convicción del lector de que la libertad de elección y de pensamiento es más importante que la tecnología; para ello, se intentará ofrecer una visión completa del mundo de la informática personal, potenciando la utilización de software libre o gratuito.

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Orientaciones al estudiante

Aprender informática es un proceso en el que hay que conjuntar la teoría con la práctica, como en tantas otras cosas en la vida. No sirve de nada saber teoría si no se sabe cómo se lleva a la práctica y tampoco sirve de nada aprender a pulsar unas cuantas teclas si no se sabe en qué se basan esas pulsaciones. Se han plasmado por escrito las partes más teóricas para disponer de más tiempo para los contenidos prácticos; el curso consiste en la adecuada conjunción de estas dos facetas.

Se ha pretendido que estas hojas se puedan entender por sí solas. Cada una de ellas es independiente de las demás, por lo que pueden servir como referencia para consultar puntos concretos; no están numeradas, porque pueden ser modificadas en cualquier momento.

Un buen consejo a todos los principiantes: hay que leer la información que aparezca en la pantalla. Está pensada para ayudar a quien usa el ordenador, no para confundir. Si en una primera lectura algo no está claro, hay que volver a leerlo. Hay que usar la lógica y el sentido común. Las cosas están pensadas para que sean sencillas y funcionen bien; en general, esto ocurre así. Se aprende más cuando se piensa individualmente que cuando se pregunta sin más.

Es normal no comprender perfectamente todos los conceptos la primera vez que se leen; hay que practicarlos y volver a leerlos. El trabajo personal del alumno no se puede reemplazar por ningún otro método. El proceso de aprendizaje exige algo de tiempo para apreciar cómo encajan todas las partes, pero es muy gratificante llegar a apreciarlo, así como al final del curso llegar a tener la interna convicción de poder realizar más tareas informáticas y seguir avanzando en el conocimiento sin ayuda externa.

CD-ROM del curso

Este curso impreso se complementa con un CD-ROM que contiene programas y material de libre distribución, así como material didáctico adicional. El CD-ROM se puede usar y reproducir con total libertad. Para conocer su contenido hay que leer el archivo **Leeme.txt** que se encuentra en el directorio raíz.

Bibliografía

Para realizar este libro se han consultado numerosos libros, revistas y material de Internet. Sin embargo, en esta bibliografía sólo se incluyen los principales libros utilizados.

- ♦ Título: **Open Sources, Voices from the Open Source Revolution.**
Autores: Varios, editado por Chris DiBona, Sam Ockman y Mark Stone.
Editorial: O'Reilly. ISBN: 1-56592-583-3
Este libro se puede obtener gratuitamente en versión electrónica.
- ♦ Título: **Linux: Instalación y primeros pasos.**
Autor: Matt Welsh.
Libro de distribución gratuita.
- ♦ Título: **Los secretos de Windows 95.**
Autores: Brian Livingston y David Straub.
Editorial: IDG Books, Anaya Multimedia. ISBN: 84-7614-802-X.
- ♦ Título: **Special Edition Using StarOffice.**
Autores: Michael Koch and Sarah Murray, with Werner Roth.
Editorial: Que. ISBN: 0-7897-1993-2
- ♦ Título: **HTML Creación de páginas Web.**
Autor: Alonso Álvarez García.
Editorial: Anaya Multimedia. ISBN: 84-415-0242-0.
- ♦ Título: **The C Programming Language.**
Autores: Brian W. Kernighan y Dennis M. Ritchie.
Editorial: Prentice Hall. ISBN: 0131103628.

Agradecimientos

- ♦ **Julia Rodríguez** ha corregido originales, ha aportado numerosas sugerencias para mejorar la legibilidad general y, sobre todo, es el constante apoyo sin el que el curso no existiría.
- ♦ **Carlos Palmero, Jesús García, Jesús González, César Casado y Fernando Lisón** han aportado rectificaciones técnicas y gramaticales e indicado modos de perfeccionar el curso.
- ♦ La asociación **Hispalinux**, especialmente **Roberto Santos**, ha apoyado con todas sus posibilidades la difusión y uso de este libro.
- ♦ Bastantes alumnos que han seguido los cursos han realizado valiosas sugerencias.



Programas utilizados

Para la materialización del curso se han utilizado, principalmente, los siguientes programas:

- ♦ StarOffice Writer. Procesador de textos.
- ♦ StarOffice Draw. Creación y manipulación de imágenes vectoriales.
- ♦ GIMP. Creación y manipulación de imágenes bitmap.
- ♦ Mozilla. Búsqueda de información en Internet.
- ♦ Gnome Transfer Manager. Descarga de archivos en Internet.

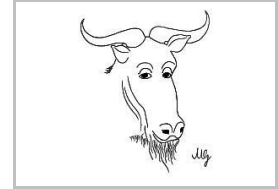
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- ♦ Dirección de correo electrónico: pedro@pedroreina.org
- ♦ Sedes web: <http://pedroreina.org> y <http://pedroreina.net>



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| 2. Presentación | 6. Itinerarios sugeridos |
| 3. GNU Free Documentation License | 7. Carátula del CD–ROM |
| 4. Índice de hojas (1) | |

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| 2. Componentes del ordenador personal | 9. Sistemas operativos (1) |
| 3. Redes de ordenadores | 10. Sistemas operativos (2) |
| 4. Las medidas en informática | 11. El teclado |
| 5. Hardware | 12. El proceso de arranque |
| 6. Seguridad en informática | 13. Instalación de sistemas operativos |
| 7. Los virus informáticos | |

Tipografía

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| 2. Vocabulario básico | 10. Tipos seleccionados (3) |
| 3. Tipografía digital | 11. Tipos seleccionados (4) |
| 4. Tabla ANSI | 12. Tipos seleccionados (5) |
| 5. Fabricantes | 13. Tipos seleccionados (6) |
| 6. Tipos de Microsoft | 14. Tipo “DistroBats” |
| 7. Apostrophic Laboratories | 15. Tipo “StarBats” |
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GNU/Linux

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| 2. Entornos de trabajo | 14. Introducción de texto en AbiWord |
| 3. Usuarios | 15. Creación de dibujos con GIMP |
| 4. Sesiones | 16. Manejo de tipos |
| 5. Primeros pasos con GNOME | 17. Sistemas de ayuda |
| 6. Manejo del ratón | 18. Gestión de archivos (1) |
| 7. Gestores de ventanas | 19. Gestión de archivos (2) |
| 8. Arranque de programas | 20. Archivos de texto |
| 9. Manejo de programas | 21. Trabajo en consola |
| 10. Cuadros de diálogo | 22. Control de procesos |
| 11. El sistema de archivos | 23. Personalización de GNOME |
| 12. Organización del sistema de archivos | |

Windows

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| 1. Portada | 13. Acceso rápido a documentos |
| 2. Entrada y salida | 14. Introducción de texto en WordPad |
| 3. Manejo del ratón | 15. Creación de dibujos con MS Paint |
| 4. Partes de una ventana | 16. Manejo de tipos |
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| 6. Manejo de programas | 18. El sistema de ayuda |
| 7. Los cuadros de diálogo | 19. El Explorador |
| 8. El sistema de archivos | 20. Recursos compartidos en red |
| 9. Gestión de archivos | 21. Mantenimiento del disco duro |
| 10. La papelera de reciclaje | 22. Microsoft Backup |
| 11. Organización del disco duro | 23. El panel de control |
| 12. Manejo de un documento | 24. Personalización de la interfaz |

Internet

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2. Historia
3. Fundamentos técnicos (1)
4. Fundamentos técnicos (2)
5. Conexión con GNU/Linux
6. Conexión con Windows
7. Programas navegadores
8. Netscape Navigator
9. Navegación en la Web

StarOffice

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2. Puesta en marcha
3. Instalación en Windows
4. Instalación en GNU/Linux
5. Aspecto general

Draw

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3. La ventana de Draw
4. Creación de objetos
5. Curvas de Bézier
6. Texto

Image

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2. Crear

Writer

1. Portada
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3. Determinación del papel
4. Introducción de texto
5. Formato de párrafos
6. Modos de visualización
7. Tipo de letra
8. Uso de bloques (1)
9. Uso de bloques (2)
10. Una práctica
11. Impresión
12. Buscar y reemplazar
13. Tabuladores

Calc

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2. Creación de una hoja de cálculo
3. Edición de una hoja de cálculo
4. Manejo de fórmulas

Base

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2. Bases de datos
3. Creación
4. Uso de tablas
5. Formularios

10. Buscadores
11. Compresión de datos
12. Compresores para Windows
13. Compresores para GNU/Linux
14. Transferencia de ficheros
15. Gestores de descargas
16. Correo electrónico (1)
17. Correo electrónico (2)
18. Telnet

6. Los módulos
7. Manejo de un documento (1)
8. Manejo de un documento (2)
9. El sistema de ayuda

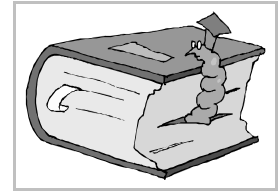
7. Modificación de objetos
8. Líneas y rellenos
9. Transformaciones
10. Relación entre objetos
11. Efectos
12. Imprimir y exportar

3. Dibujar
4. Modificar

14. Listas, enumeraciones y esquemas
15. Herramientas gramaticales
16. Columnas
17. Estilos
18. Plantillas
19. Gestión de documentos largos
20. Tablas (1)
21. Tablas (2)
22. Marcos
23. Imágenes
24. Fórmulas
25. Elementos ornamentales
26. Consejos sobre edición

5. Las funciones
6. Formatos
7. Diagramas
8. Un ejemplo: dos dados

6. Consultas
7. Informes
8. Cartas en serie
9. Exportar a Writer
10. Uso de tablas Access



Índice de hojas (2)

Multimedia

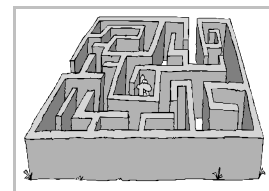
- | | |
|-------------------------------|-----------------------|
| 1. Portada | 4. Presentaciones (1) |
| 2. Digitalización de imágenes | 5. Presentaciones (2) |
| 3. Audio | 6. Vídeo |

Creación Web

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| 1. Portada | 5. Elementos del HTML (2) |
| 2. Fundamentos del HTML | 6. Tablas |
| 3. Creación de páginas Web | 7. GIMP para la Web |
| 4. Elementos del HTML (1) | |

Programación

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| 1. Portada | 9. Sentencias de control (2) |
| 2. Conceptos generales | 10. Arrays |
| 3. El lenguaje C | 11. Cadenas |
| 4. C en GNU/Linux | 12. Funciones |
| 5. Primeros programas | 13. Estilo de programación |
| 6. Elementos fundamentales | 14. Ciclo de vida |
| 7. Entrada y salida | 15. Un ejemplo completo (1) |
| 8. Sentencias de control (1) | 16. Un ejemplo completo (2) |



Itinerarios sugeridos

GNU/Linux o Windows

Este curso de Informática puede ser seguido con pocas diferencias usando como sistema operativo tanto GNU/Linux como Microsoft Windows. Será decisión de quienes den el curso usar uno u otro. Incluso es posible utilizar ambos, para así tener un conocimiento más amplio de las herramientas informáticas. La recomendación del autor es utilizar GNU/Linux, por ser libre, gratuito, más seguro y más estable.

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El texto es lo suficientemente amplio como para poder ser aplicado en diferentes niveles de enseñanza. Como siempre, será el profesorado quien decida hasta dónde se debe profundizar en la materia.

Informática para la E.S.O.

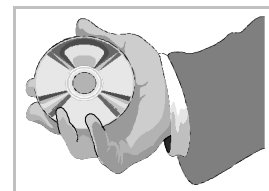
- ♦ Introducción
- ♦ Fundamentos
- ♦ Tipografía
- ♦ GNU/Linux
- ♦ Internet
- ♦ StarOffice
- ♦ Draw
- ♦ Image
- ♦ Writer
- ♦ Calc
- ♦ Base
- ♦ Multimedia

Tecnologías de la Información para Bachillerato

- ♦ Introducción
- ♦ Fundamentos
- ♦ GNU/Linux
- ♦ Internet
- ♦ StarOffice
- ♦ Writer
- ♦ Calc
- ♦ Base
- ♦ Creación Web
- ♦ Programación

Informática para docentes

- ♦ Introducción
- ♦ Fundamentos
- ♦ Tipografía
- ♦ GNU/Linux
- ♦ StarOffice
- ♦ Writer
- ♦ Internet
- ♦ Calc



Carátula del CD-ROM

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Este CD–ROM contiene programas y material docente que se pueden usar y reproducir gratuitamente. Es el complemento de un libro para la enseñanza de la Informática que también se puede usar y reproducir del mismo modo. En el CD–ROM está incluido el libro, listo para ser impreso.

Resumen del contenido

- ♦ Programas libres para GNU/Linux y MS Windows
- ♦ Programas gratuitos para GNU/Linux y MS Windows
- ♦ Tipos de letras de libre distribución
- ♦ Muestras de imágenes, sonido y vídeo
- ♦ Libro de Informática para la Enseñanza Secundaria
- ♦ Documentación adicional

Más información

Para ampliar información sobre el contenido del CD hay que abrir con cualquier editor de textos el archivo `leeme.txt` ubicado en el directorio raíz del CD–ROM.

<http://pedroreina.org>

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