Value Adding E's (Electronics)

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Abstract

Can we imagine our world without 'E'? aka 'e' or electronics NO WAY that's the answer of almost everyone from whom we have asked this question and that's true also the younger generation they can never think their life without electronics It has its own pros and cons at the one side where e has lead comfort filled life where everything is available to us at a click there only our dependency on electronics has reached at alarming rate but I think that this is progress where life progresses with technology and these cluster of E's (E- commerce, E-education and E- social) are making big impact on us as human race and adding value to life.

Before going ahead we must understand the concept of **'E'** or **Electronics**. Electronics is the science of how to control electric energy, energy in which the electrons have a fundamental role. Electronics deals with electrical circuits that involve active electrical components such as vacuum tubes,transistors, diodes and integrated circuits, and associated passive electrical components and interconnection technologies. Commonly, electronic devices contain circuitry consisting primarily or exclusively of active semiconductors supplemented with passive elements; such a circuit is described as an electronic circuit.

The nonlinear behaviour of active components and their ability to control electron flows makes amplification of weak signals possible, and electronics is widely used in information processing, telecommunication, and signal processing. The ability of electronic devices to act as switches makes digital information processing possible. Interconnection technologies such as circuit boards, electronics packaging technology, and other varied forms of communication

infrastructure complete circuit functionality and transform the mixed components into a regular working system.

Here we all know and should be aware that there are so many kinds of E's in our knowledge lets us be precise and divide them under 3 sections
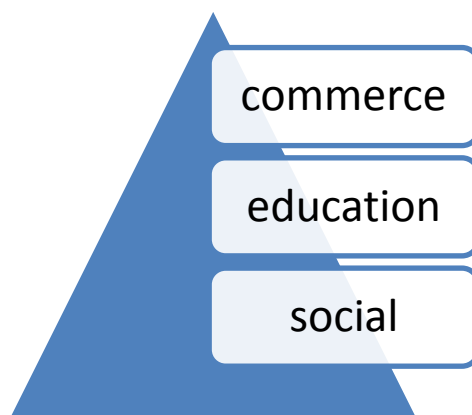
A. E- commerce

Electronic commerce, commonly known as **e-commerce** or **eCommerce**, is trading in products or services using computer networks, such as the Internet. Electronic commerce draws on technologies such as mobile commerce, electronic funds transfer, supply chain management, Internet marketing, online transaction processing, electronic data interchange (EDI), inventory management systems, and automated data collectionsystems. Online shopping ,Modern electronic commerce typically uses the World Wide Web for at least one part of the transaction's life cycle,

E-Commerce

- **Online goods and services:**

    E-books , e software and e streaming media

- **Retail services:**

    e-banking, e-DVD by mail, e-flower delivery, e- food ordering

    e- pharmacy and e-travel

- **Marketplace services:**

e-advertising, e-auctions,e-comparison shopping, e-social commerce,

e-trading communities, e-wallet service

- **Mobile commerce:**

    e-payment and e-ticketing

- **Customer service:**

    e-call-centres, e-help desk and e-live support to software

- **Procurement:**

    e-Purchase to pay & e-cash

E-Commerce businesses may employ some or all of the following:

- Online shopping web sites for retail sales direct to consumers
- Providing or participating in online marketplaces, which process third-party business-to-consumer or consumer-to-consumer sales
- Business-to-business buying and selling
- Gathering and using demographic data through web contacts and social media
- Business-to-business electronic data interchange
- Marketing to prospective and established customers by e-mail or fax (for example, with newsletters)
- Engaging in retail for launching new products and services
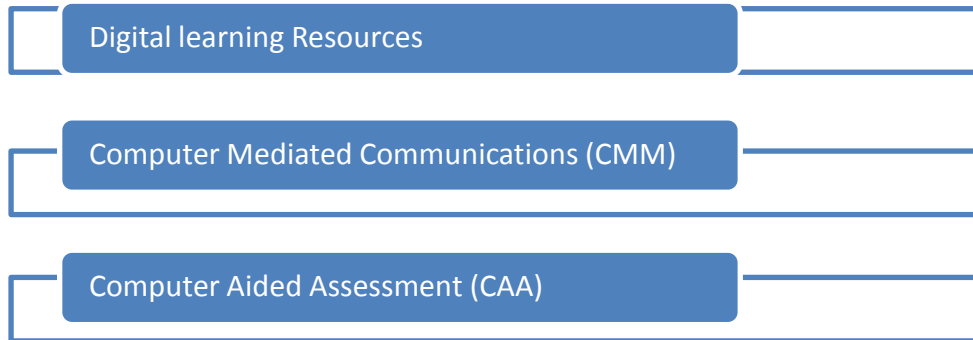- e-banking
- e-fund transfer

B. E-education

Education is one domain that has accompanied civilization throughout the centuries, adapting its tools to fulfil the expectations of students and the needs of teachers. Such tools can be as obvious and traditional as pencils and notebooks, or as complex and innovative as websites or multi-user virtual environments

E-learning is the use of electronic technology in teaching and learning, and accordingly is a subset of educational technology

Broadly we can group the web technologies available for education roughly basis

Digital learning Resources

Computer Mediated Communications (CMM)

Computer Aided Assessment (CAA)

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Cost effective technology combined with the flexibility in learning and administrative activities is essential to enhance efficiency in view of ICT education can be mainly divided into 4 main categories

- e-learning
- u-learning
- Blended learning
- Distance leaning

E-learning

E-learning includes information and communication technology (ICT) in education, Educational Technology , learning technology, multimedia learning, technology-enhanced learning (TEL), computer-based instruction (CBI), computer managed instruction, computer-based training (CBT), computer-assisted instruction or computer-aided instruction (CAI), internet-based training (IBT), flexible learning, web-based training (WBT), online education, online learning, virtual education, virtual learning environments (VLE; which are also called learning platforms), m-learning, and digital education. All of these terms appear in articles and reviews; the term "e-learning" is used frequently, but is variously and imprecisely defined and applied

u-learning

For some, **ubiquitous learning** (or u-learning, ULearning) is similar to some form of simple mobile learning, e.g. that learning environments can be accessed in various contexts

and situations. The ubiquitous learning environment (ULE) may detect more context data than elearning. Besides the domains of eLearning, uLearning may use more context awareness to provide most adaptive contents for learners at the right time at the right place in the right way.[1]Ubiquitous Learning Materials (ULM) is defined as learning materials that may be transferred to mobile devices via cable or wirelessly and be operated in these mobile devices. These materials can be videos, audios, PowerPoint presentations, notes, or any kind of learning materials that can be transferred to and worked on mobile devices

Blended Learning

Face-to-Face + Synchronous Conversations + Asynchronous Interactions

= Strong Online Learning Environment

Blended learning is a formal education program in which a student learns at least in part through delivery of content and instruction via digital and online media with some element of student control over time, place, path, or pace.[1][2][3] While still attending a "brick-and-mortar" school structure, face-to-face classroom methods are combined with computer-mediated activities.[4] A lack of consensus on a definition of blended learning has led to difficulties in research about its effectiveness in the classroom

Distance learning

Distance education as a generic term used to define the field or distance learning is a mode of delivering education and instruction, often on an individual basis, to students who are not physically present in a traditional setting such as a classroom. Distance learning provides "access to learning when the source of information and the learners are separated by time and distance, or both." Distance education courses that require a physical on-site presence for any reason (excluding taking examinations) may be referred to as hybrid or blendedcourses of study. Massive open online courses (MOOCs), aimed at large-scale interactive participation and open access via the web or other network technologies, are recent developments in distance education. A number of other terms (distributed learning, e-learning, online learning, etc.) are used roughly synonymously with distance education.
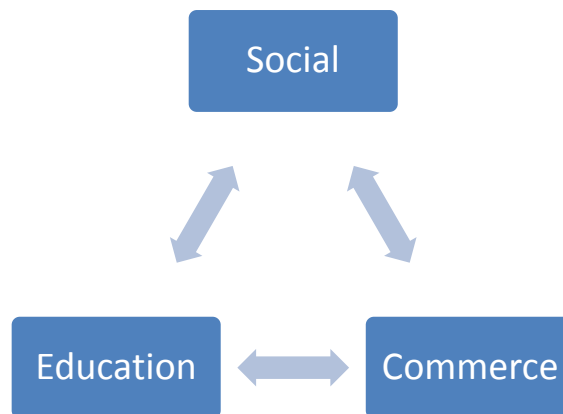
It also includes

- Virtual classes
- e-lectures
- e-assessment
- e- report cards
- e-universities
- e-materials (TLM)

- e-suggestions
- e-PTM

C. E-social

We all live in a society and it is not possible that an advancement in technology which affect us as we human beings are not adding value to electronics in life

Basically e-social are the combination of all the above 'e'

It includes:

- E-mails
- E-social sites
- E-networking
- E-mobile apps
- E-gifting
- E-listening
- E-talking
- E-Chat rooms
- E-helping
- E-employment
- E-referring

Above these **e's** we can say that technology has given a new meaning , new direction and comfort to our life we cannot see a single domain of life without **'e'** and very soon we will see Indian cities and villages taking the benefits of **'e'** so we can say that e has certainly added values to our lives.

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