

A Technology System



By Lisa Jones



Hardware

Hardware is the physical parts of a computer, the parts you can see and hold in your hand.

Keyboard: Enables interaction with the computer. Input text, characters and commands pressing keys.

Microphone: Input device that send information into a computer via audio interface. Coverts analog audio signal into a digital one. Some with built in headphone jack is also an output device as they receive information from computer.

Mouse: Handheld pointing device that allows control of the graphical user interface of the computer. The device has a two dimensional motion detection.

Monitor: Displays the video, graphics information generated by video card on the computer.

Printer: Output device generates a hard copy of electronic data. Inkjet or laser and connecting via USB port or Wi Fi.

WebCam: Capture video and audio data, it can transmit in real time over the internet.

Projector: External hardware connected via HDMI ports.

Joystick: Control column is an input device. Control and interact with the computer to play games etc...

Headphones: Hardware output device used to listen to audio. Plug into the computer line out or the speakers.

USB flash Drive: A portable data storage device. Integrated interface and connects via USB port. More durable then the optical drive.

Hardware

DVD-ROM: A compact disk that can only be read and not written. Medium for digital storage that can hold storage including text, image, sound and video.

Hard Disk: Main data storage of the computer. This is where the majority of the operating system, files and software information is stored. The Hard drive is non-volatile meaning the data is maintained even when the power is off.

DVD drive: Optical Disk Drive (eg. BD Drive, Dvd drive, CD drive):

External hard drive: Portable devices that can be inserted into the computer to store data memory.

Motherboard: The main printed circuit board of the computer and it houses the CPU. Operating through it is all the other hardware. Power coordination and communication is allocated through the motherboard .

(RAM) Random Access Memory: Physical hardware inside of the computer that temporarily stores data. Found usually in the memory slots of the motherboard. It serves as the computer's working memory for information given from programs.

(CPU) Central Processing Unit: Responsible for processing all information from programs run on the computer. Each CPU has Clock speed the number of instructions it can processing ay given second. Measured by Gigahertz the quality is important to the running of the computer.

(SSD) Solid-state drive: Housed inside the computer as an alternative to traditional hard disk drive. Traditional have no moving parts. Meaning they use less power faster and more reliable.



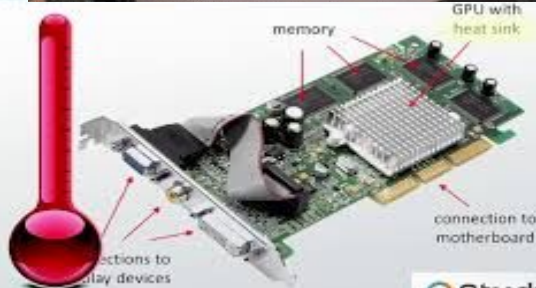
Hardware

Power supply: Converting the alternate power current(AC) from an outlet to a direct current(DC). The computer components need this DC to run efficiently. It also controls voltage to avoid overheating.

Video Card: Video card/ graphics card that enables expansion to send output images to video display device such as a monitor. The slot is usually located on the motherboard.

Card reader: Portable memory storage device. Computer usually have the memory card readers built in. This enable the computer to read the data from memory cards. Most use flash memory but new memory technologies are still being developed.

Desktop image scanner: Input device that transfers images or text though optical technology. The computer converts the image to digital image enabling editing.



Software

Software is a set of instructional data or program to operate computers and complete efficiently specific tasks. Operating System Operating Software are the most important type as this software controls how the hardware works and manages the processes of the memory, its software and hardware.

Two main types: Application It runs and completes specific tasks.

System software which is used to run the device hardware etc..

Driver Software: Operates computer devices and peripherals.

Middleware: Which sits between both software types.

Programming Software: Provides software tools for developers.



Peripherals

Keyboard: Enables interaction with the computer. Input text, characters and commands pressing keys.

Microphone: Input device that send and convert audio signals into data that the computer system can understand.

Mouse: Handheld pointing device that allows control of the graphical user interface of the computer. The device has a two dimensional motion detection.

Monitor: Displays the video, graphics information generated by video card on the computer.

Printer: Output device generates a hard copy of electronic data. Inkjet or laser and connecting via USB port or Wi Fi.

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Power Supply



Communications link

A communications link is a channel that connects multiple communication devices at one time.

Physical link

Logical link that uses more than one of these physical links to communicate.

Point to point is a the dedicated link between two links. Path between two points.

Broadcast Classic ethernet is an example of this. Connect two or more nodes with supported transmission. IT means that all receive the same transmission.

Multipoint Connects two or more nodes and known as general topology networks. Include ATM and Frame Relay inks, as well as X.25 networks when used as links for a network layer protocol like IP.

Point-to-multipoint consists of central connection endpoint that is connected to multiple peripherals. The peripherals receive any transmission of data that originates from the central.

Private and public owned by a specific entity or only accessible through particular entry.

https://en.wikipedia.org/wiki/Communication_link

• https://itlaw.fandom.com/wiki/Communication_link



What are each of these used for?

To be able to assemble a computer, we need components that are compatible.

Motherboard, RAM module, Processor, supply to a power source and at minimum a single memory source. That allows you to install operating system.

A technological system is defined as a system that takes an input, changes it according to the system's use, and then produces an outcome. It's made up of components that work together to transform, transport, store, or control energy, materials, and information.

