

پردیس دانشکده های فنی
دانشکده مهندسی برق و کامپیوتر

Computer Workshop

LAB 1

Alireza Karimi

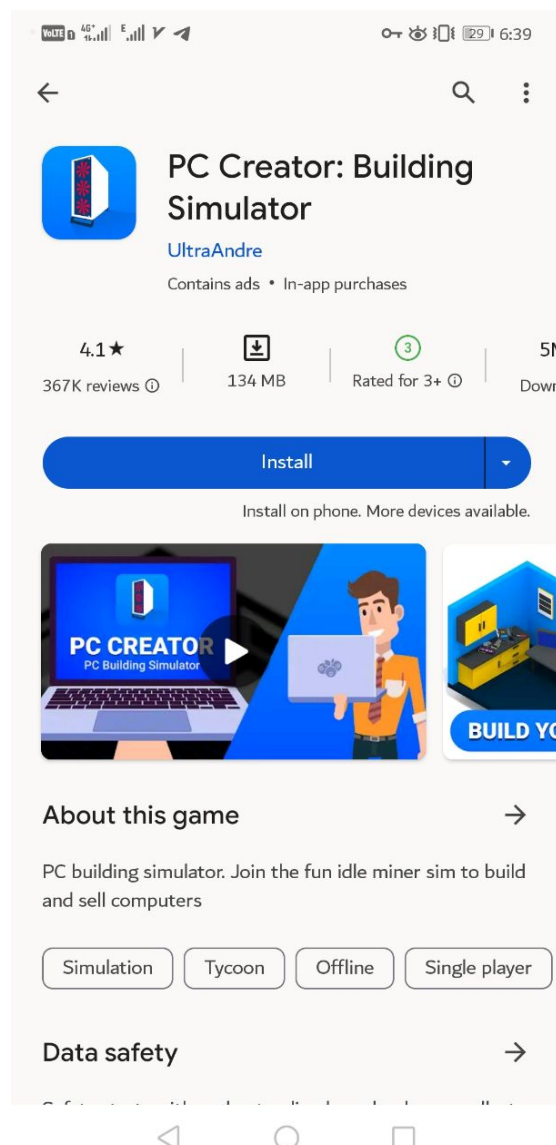
810101492

Professor Hosseini

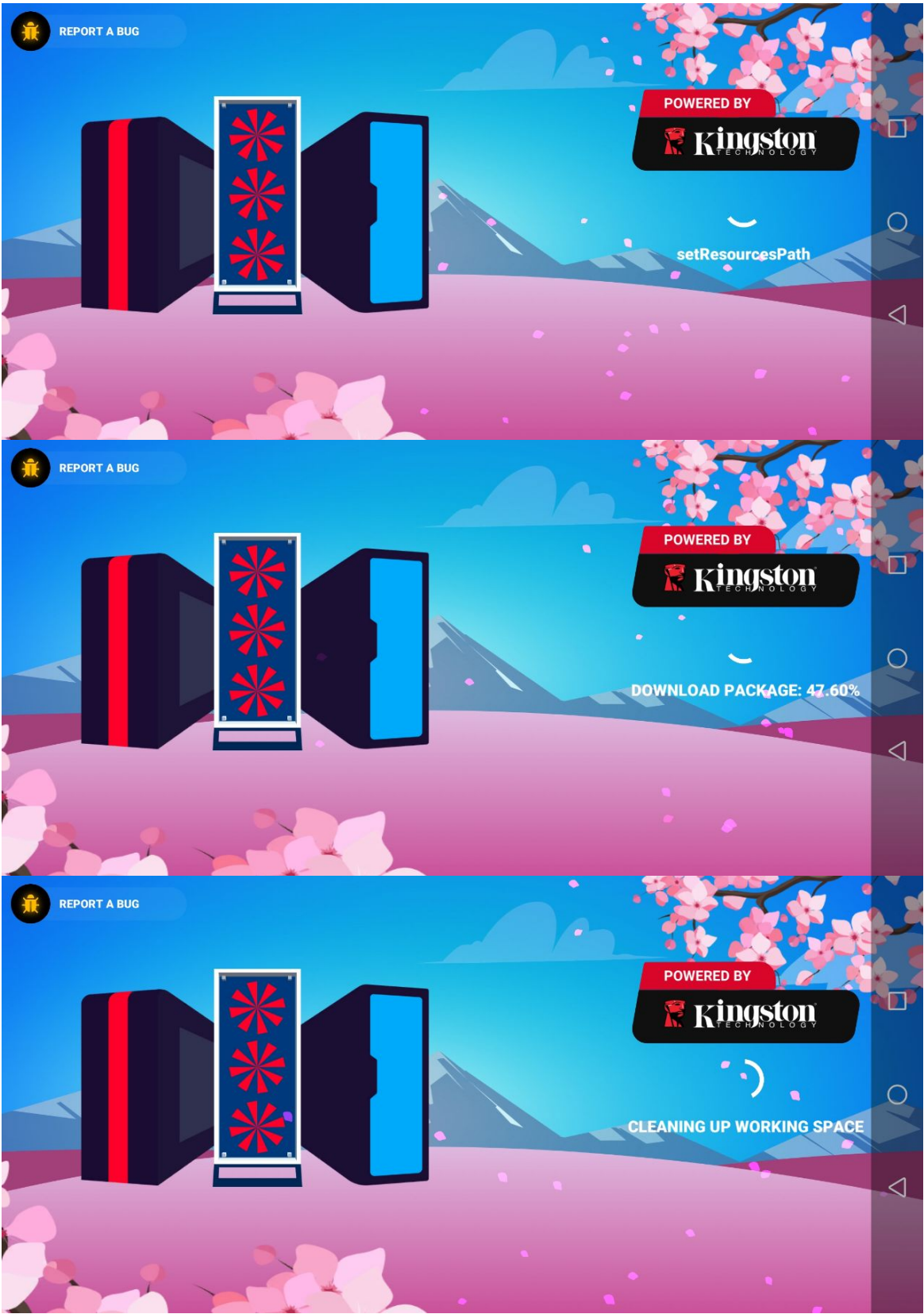
Aban, 1402

Installing:

I downloaded the application “PC Creator: Building Simulator” from google play.

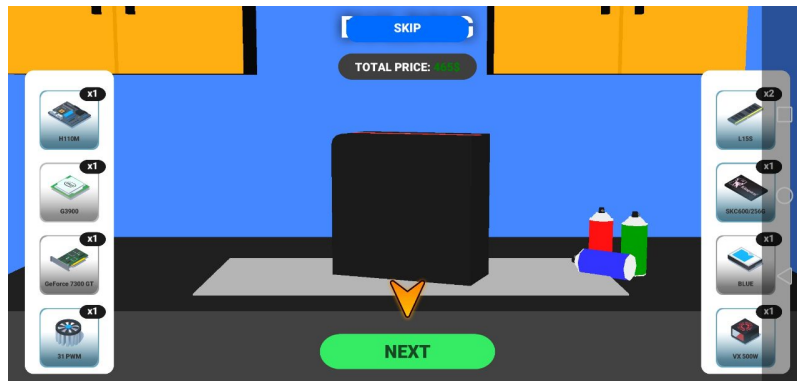


Opening the app and doing the next steps

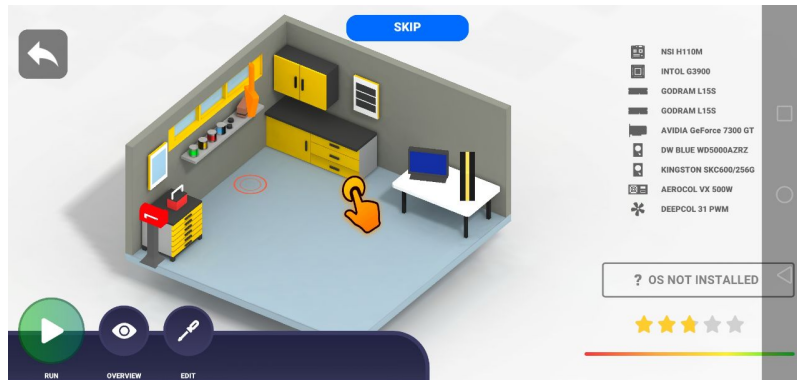


Assembling a computer:

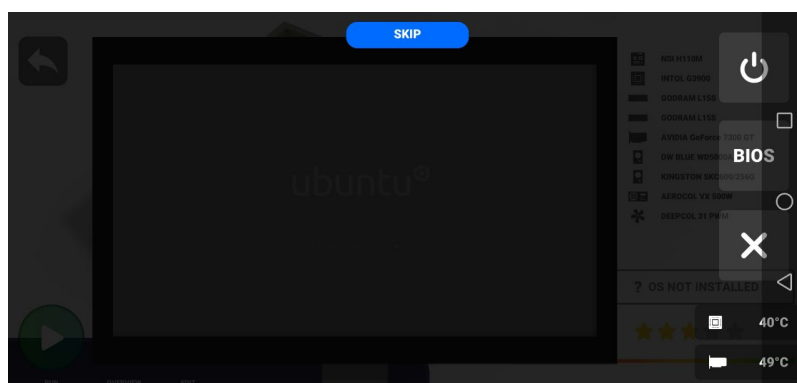
You can also see physical properties of the computer



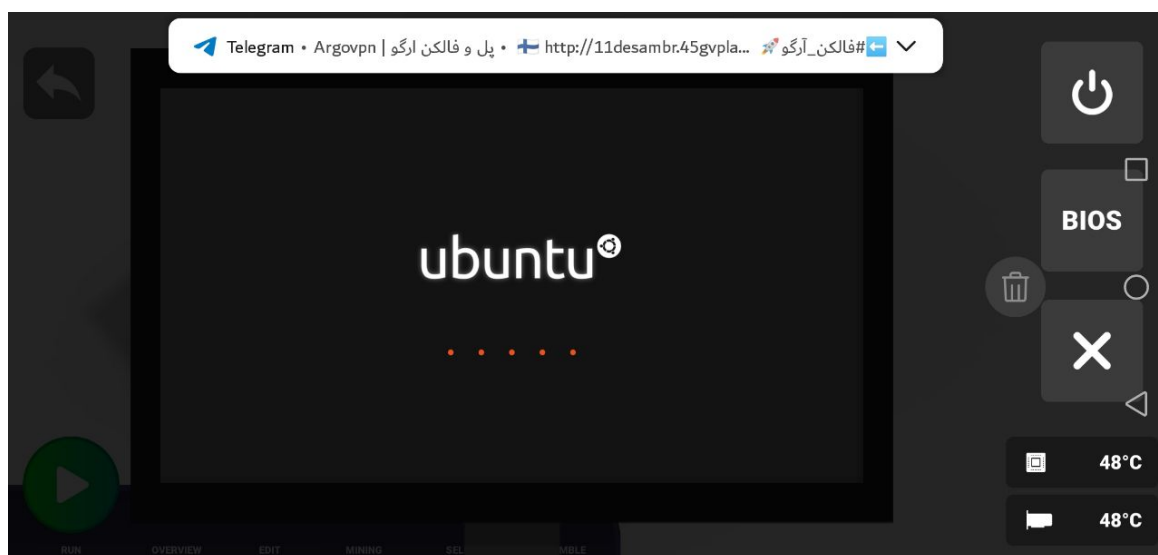
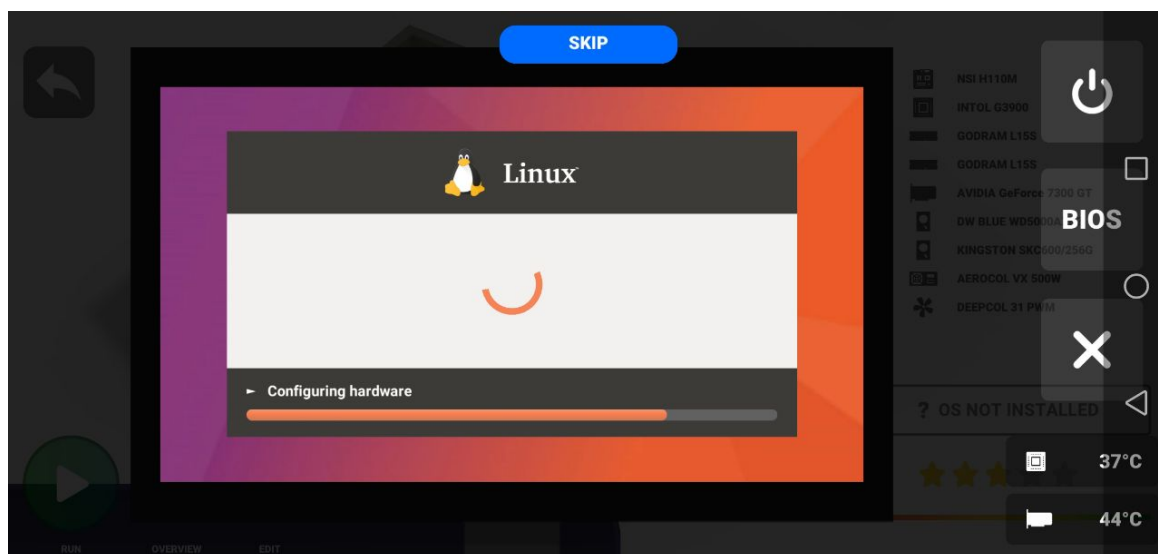
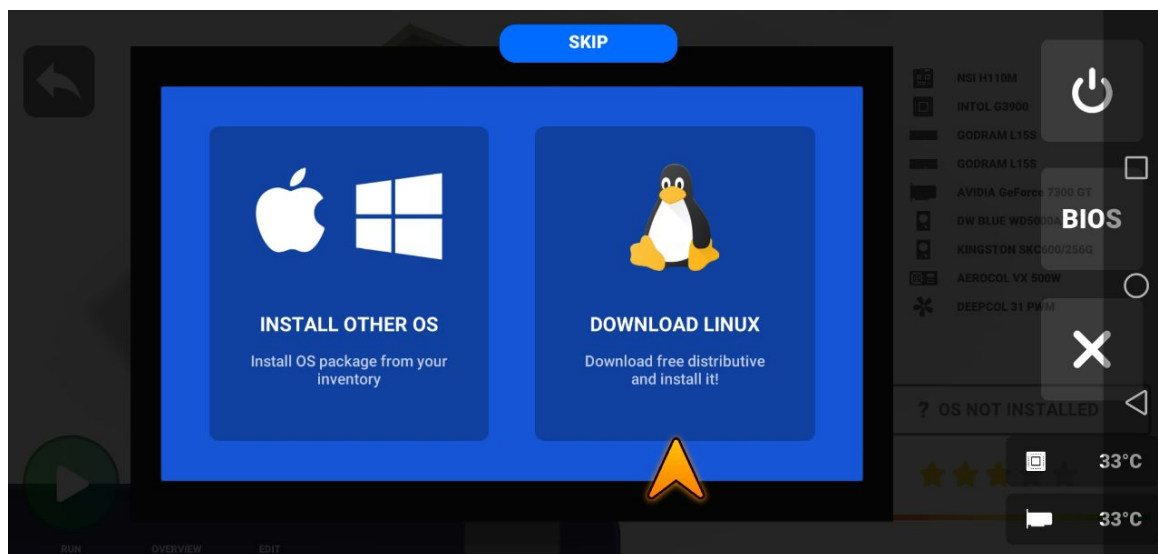
Putting on the desk:



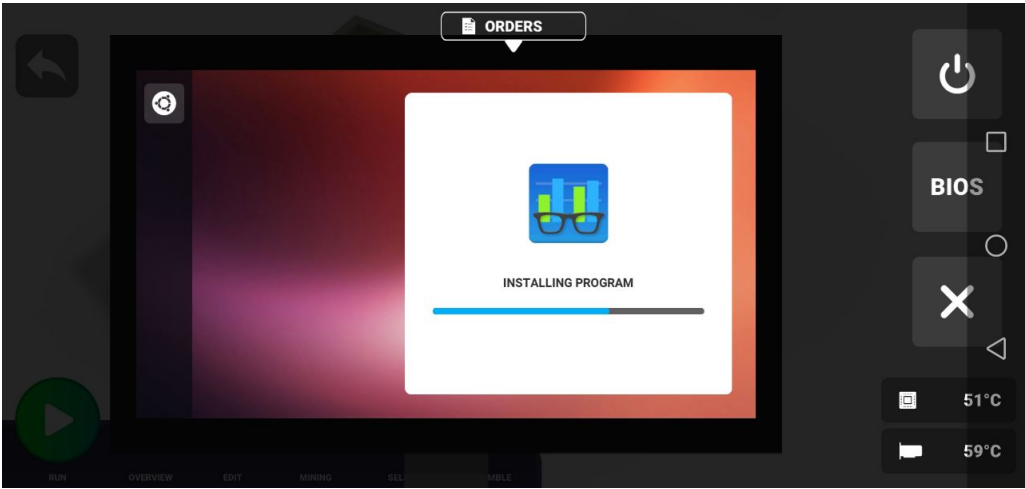
Turn it on:



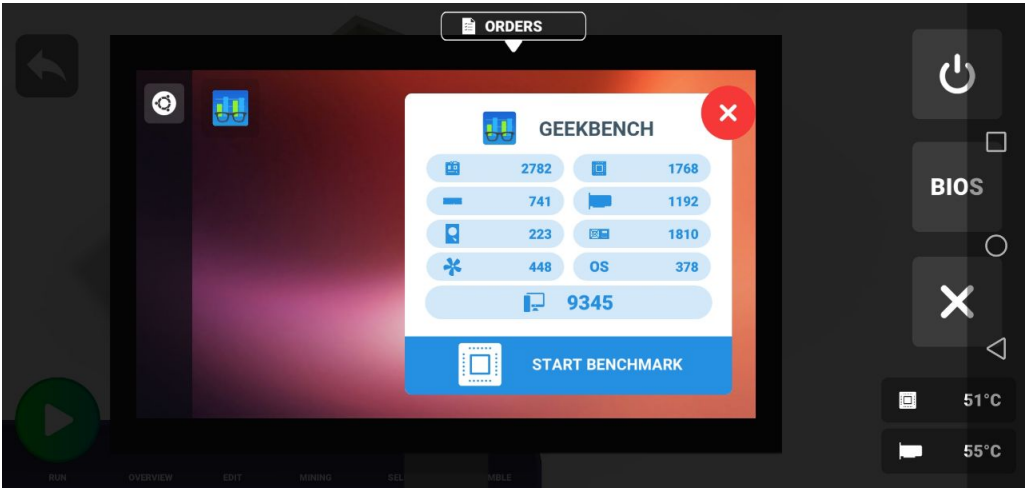
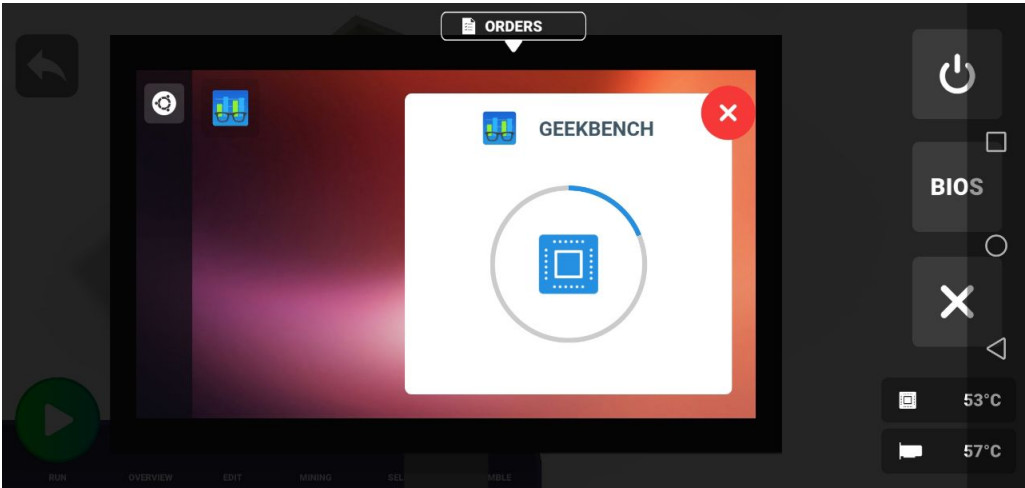
Installing linux as OS:



Installing Geek bench:



Geek bench:



Running Bios:

ORDERS

ASRock

SYSTEM INFORMATION

MOTHERBOARD	ASROOK FM2A68M
CPU	RMD ATHLON 860K (3.7GHz)
RAM	1 x [SAMSANG 0QH0]
GPU	1 x [GIGABATE R5 230]

RESETREBOOTAPPLY

BIOS

25°C

23°C

ORDERS

ASRock

CPU INFORMATION

CPU	RMD ATHLON 860K (3.7GHz)
CPU BASE CLOCK	100MHz
CPU CLOCK MULTIPLIER	37

CPU OVERCLOCKING

SET CPU BASE CLOCK	100
SET CPU CLOCK MULTIPLIER	37

RESETREBOOTAPPLY

BIOS

25°C

26°C

ORDERS

ASRock

RAM INFORMATION

RAM	1 x [SAMSANG 0QH0]
RAM FREQUENCY	1866MHz
RAM TIMINGS	13-13-13

RAM OVERCLOCKING

SET RAM FREQUENCY	1866
-------------------	------

RESETREBOOTAPPLY

BIOS

22°C

24°C

ORDERS

ASRock

GPU INFORMATION

GPU	1 x [GIGABATE R5 230]
GPU FREQUENCY	625MHz
GPU MEMORY FREQUENCY	1066MHz

GPU OVERCLOCKING

SET GPU FREQUENCY	625
SET GPU MEMORY FREQUENCY	1066

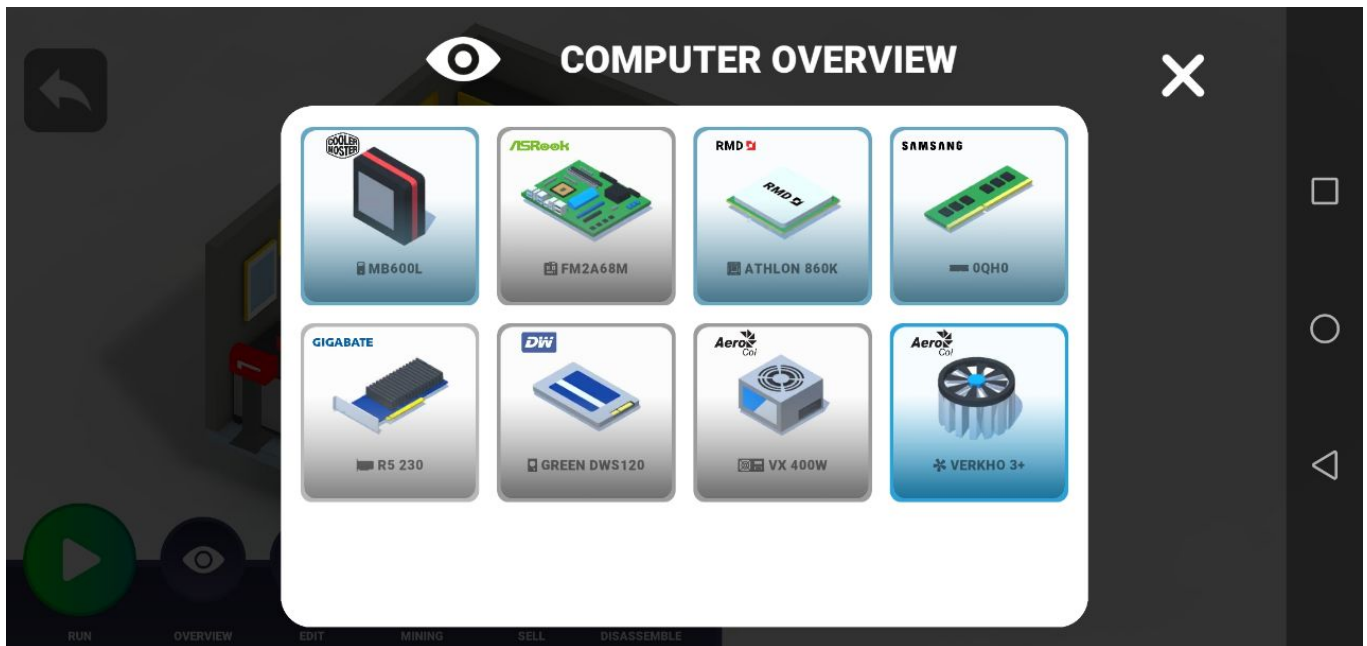
RESETREBOOTAPPLY

BIOS

23°C

23°C

Computer overview:



Difference between Emulator and Simulator:

I asked chatGBT to answer this question and here is the result:

I think this is a good explanation of difference between emulator and simulator

📱 An emulator is a software or hardware that enables a computer system (the host) to behave like another computer system (the target) and run its software. It imitates the hardware and software environment of the target system, allowing you to test and execute software designed for that specific system. Emulators are commonly used in the context of running software or games from older systems on modern computers or virtualizing mobile devices for development and testing purposes.

🎮 On the other hand, a simulator is a software or hardware that models the behavior or characteristics of a real system or process. Simulators are used to understand, study, or predict the behavior of the target system without directly implementing it. They replicate the functioning of specific aspects of the system to provide a realistic representation. For example, flight simulators mimic the behavior of aircraft, allowing pilots to practice flying without the risks associated with real flight.

Let's use the example of a smartphone:



Emulator: An emulator for a smartphone would create a virtual replica of the device, including its hardware and operating system. It would allow you to run mobile applications and simulate the exact behavior of a specific device model. For instance, if you're developing an Android app and want to test it on multiple virtual devices with various specifications, you can use an Android emulator like the Android Virtual Device (AVD) manager.



Simulator: A simulator for a smartphone, in this context, would focus on replicating specific aspects of the device rather than the entire system. It simulates the behavior of certain hardware or software components. For example, there are simulators that specifically simulate the touchscreen or the GPS functionality of a smartphone. These simulators are used to examine the behavior of those specific components in isolation, rather than providing a complete emulation of the entire device.

In summary, an emulator provides a comprehensive replication of the entire hardware and software environment of a device, enabling you to run applications as if they were running on the real device. A simulator, on the other hand, focuses on simulating specific aspects or components of the device, allowing you to study and analyze their behavior in iso

Thanks