NETWORKING & SYSTEM ADMINISTRATION LAB

Experiment No.: 2

Aim

Prepare a comparative study of specifications of desktops and server class computers.

Procedure

DESKTOP COMPUTERS

A desktop computer is a personal computer designed for regular use at a single location on or near a desk due to its size and power requirements. The most common configuration has a case that houses the power supply, motherboard (a printed circuit board with a microprocessor as the central processing unit, memory, bus, certain peripherals and other electronic components), disk storage (usually one or more hard disk drives, solid state drives, optical disc drives, and in early models a floppy disk drive); a keyboard and mouse for input; and a computer monitor, speakers, and, often, a printer for output. The case may be oriented horizontally or vertically and placed either underneath, besides, or on top of a desk.

SERVER COMPUTERS

In computing, a server is a piece of computer hardware or software (computer program) that provides functionality for other programs or devices, called "clients". This architecture is called the client–server model. Servers can provide various

functionalities, often called "services", such as sharing data or resources among multiple clients, or performing computation for a client. A single server can serve multiple clients, and a single client can use multiple servers. A client process may run on the same device or may connect over a network to a server on a different device. Typical servers are database servers, file servers, mail servers, print servers, web servers, game servers, and application servers.

Designating a computer as "server-class hardware" implies that it is specialized for running servers on it. This often implies that it is more powerful and reliable than standard personal computers, but alternatively, large computing clusters may be composed of many relatively simple, replaceable server components.