Blending and computing

Blenders. Those basic electronic devices that help us get through our everyday life. They help us prepare food faster than people from previous generations and they make our dish variety wider since they allow us to mix almost every kind of food. Blenders are simple-looking devices that consist, in general terms, of a large jar in which items are introduced, a housing that keeps a high-speed motor inside, a jar lid, a seal ring and a blade or set of blades in charge of the food blending.

Once they are connected to an electricity source, they are ready to receive an input. But what kind of input do they receive? Easy, every different button is an input, whether you want to mix or blend, this computer reacts with a specific way that the blades move or their speed; this reaction is called output.

Specifically talking, blenders work, once a button is pressed, by sending an electrical signal to the motor so it starts functioning and moving the blades in the specified motion, usually a spiral movement, which causes a vortex to form in the center of the jar that pulls food toward the middle. The whirling motion, though, forces the food up and out the sides causing it to mix the ingredients faster than they would do without this process.

In my opinion, blenders are a simple example of computers because, through an input, the give an output following a set of instructions or steps so the motor can start to move the blades in a way depending on the specific button according the need of the user.