HDD – works by having a disc that spins at 7200 rpm and actuator that reads and writes information on it by moving in an arc shape

SSD – a large flash drive for secondary storage

External HDD – plugging in a hard drive through the usb ports

USB Flash Drive – a small portable flash drive for information transfer

Servers – a large collection of hard drives for mass storage

Cloud Storage – an online connection to a server

SD Cards – a small portable storage usually used in digital cameras or phones

DVD’s – a compact disc to store high resolution audio-visual material

Floppy Disc -a flexible removable magnetic disk for storing data

Space – room on a drive to store data

Transfer -move from one place to another

Share – to give a portion of something you own to someone or something else

Back up – to keep a copy of data somewhere in case of corruption or losing data

Physical – Corporeal, can be touched, has a form, hardware

Connectivity – the capacity for interconnection of platforms, systems and apps

Seek Time -time taken to locate the area on the disk where the data to be read is stored

Data Transfer Rate -amount of digital data that is moved from one place to another in a given time

Spindle Speed - rotational frequency of the spindle in the HDD, measured in revolutions per minute (RPM)

Cache - hardware or software that is used to store data temporarily

Sectors -a subdivision of a track on a magnetic disk or optical disc

Defrag - reduce the fragmentation of a file by linking together parts stored in separate locations on a disk

RAID - a redundant array of independent disks, is a storage solution intended to improve some combination of fault tolerance, storage management, and performance. RAID works as a form of storage virtualization that combines multiple physical disks into one logical volume. RAID works by saving data in either a mirrored or striped manner (sometimes both), with or without parity. How the RAID is set up is noted through RAID levels. Mirrored RAID Mirrored RAID stores the saved data across two drives, providing a perfect duplicate. This is an especially fault-tolerant solution, yet halves the capacity of the RAID because everything saves twice. This does allow for faster read times, because two concurrent read requests can process independently. In contrast, writes take longer since the data is saved twice. Striped RAID Striped RAID saves data across multiple hard-drives, with strong read and write throughputs, save for instances where multitasking is needed. Striping is often used alongside a parity bit to check for errors. Parity A parity bit is a bit added to the end of the data string used for error checking. However, parity bits can only check for errors, not correct them. Despite this, when used alongside data striping, the parity bit can, alongside the data on other disks, reconstruct the original data. The amount of disks that can fail and be reconstructed in the array is dependent upon RAID level.