**PC.** A single person defines the personal computer, or PC, as any computer designed for general use by one person. PCs were first known as microcomputers because they were a complete computer but built on a smaller scale than the huge systems in use by most businesses.

**Desktop.** A PC that is not designed for portability is a desktop computer. Most desktops offer more power, storage and versatility for less cost than their portable brethren.

**Laptop**. Also called notebooks, laptops are portable computers that mix the display, keyboard, a pointing device or trackball, processor, memory and hard drive all in a battery-operated package slightly larger than an average hardcover book.

**Tablet computer**. Tablet Computers are ultra-portable computers that are even smaller than traditional laptops. Their low cost means they're cheaper than almost any brand-new laptop. However, the internal components are less powerful than those in regular laptops.

**Smartphone**. Smartphones are handheld-sized computers that often use flash memory instead of a hard drive for storage. These devices usually do not have keyboards but rely on touch screen technology for user input. Smartphones have the same capabilities as tablet computers, but also allow users to text or make phone calls.

**Workstation**. Another type of computer is a workstation. A workstation is simply a desktop computer that has a more powerful processor, additional memory and enhanced capabilities for performing a special group of tasks, such as 3D Graphics or game development. They may even use multiple screens to enhance their viewing.

**Server**. A computer that has been optimized to provide services to other computers over a network. Servers usually have powerful processors, lots of memory and large hard drives. Servers allow many computers to share a printer or other devices without the cost of having to buy one for every computer. Servers also allow users to share information and files with each other.

**Wearable computer**. The latest trend in computing is wearable computers. Essentially, common computer applications (email, database, multimedia, calendar/scheduler) are integrated into watches, cell phones. Users can use these devices for health and fitness, navigation, social networking, and gaming.