Computer

A **computer** is a <u>digital electronic machine</u> that can be programmed to <u>carry</u> <u>out sequences</u> of <u>arithmetic</u> or <u>logical operations</u> (<u>computation</u>) automatically. Modern computers can perform generic sets of operations known as <u>programs</u>. These programs enable computers to perform a wide range of tasks. A **computer system** is a "complete" computer that includes the <u>hardware</u>, <u>operating system</u> (main <u>software</u>), and <u>peripheral</u> equipment needed and used for "full" operation. This term may also refer to a group of computers that are linked and function together, such as a <u>computer network</u> or <u>computer cluster</u>.

A broad range of <u>industrial</u> and <u>consumer products</u> use computers as <u>control systems</u>. Simple special-purpose devices like <u>microwave ovens</u> and <u>remote controls</u> are included, as are factory devices like <u>industrial robots</u> and <u>computer-aided design</u>, as well as general-purpose devices like <u>personal computers</u> and <u>mobile devices</u> like <u>smartphones</u>. Computers power the <u>Internet</u>, which links billions of other computers and users.

Early computers were meant to be used only for calculations. Simple manual instruments like the <u>abacus</u> have aided people in doing calculations since ancient times. Early in the <u>Industrial Revolution</u>, some mechanical devices were built to automate long tedious tasks, such as guiding patterns for <u>looms</u>. More sophisticated electrical <u>machines</u> did specialized <u>analog</u> calculations in the early 20th century. The first <u>digital</u> electronic calculating machines were developed during <u>World War II</u>. The first <u>semiconductor transistors</u> in the late 1940s were followed by the <u>silicon-based MOSFET</u> (MOS transistor) and <u>monolithic integrated circuit</u> (IC) chip technologies in the late 1950s, leading to the <u>microprocessor</u> and the <u>microcomputer revolution</u> in the 1970s. The speed, power and versatility of computers have been increasing dramatically ever since then, with <u>transistor counts</u> increasing at a rapid pace (as predicted by <u>Moore's law</u>), leading to the <u>Digital Revolution</u> during the late 20th to early 21st centuries.

Conventionally, a modern computer consists of at least one <u>processing element</u>, typically a <u>central processing unit</u> (CPU) in the form of a <u>microprocessor</u>, along with some type of <u>computer memory</u>, typically <u>semiconductor memory</u> chips. The processing element carries out arithmetic and logical operations, and a sequencing and control unit can change the order of operations in response to stored <u>information</u>. <u>Peripheral</u> devices include input devices (keyboards, mice, <u>joystick</u>, etc.), output devices (monitor screens, <u>printers</u>, etc.), and input/output devices that perform both functions (e.g., the 2000s-era <u>touchscreen</u>). Peripheral devices allow information to be retrieved from an external source and they enable the result of operations to be saved and retrieved.