

Lesson 1

hardware platform - set of compatible hardware

platform - word extremely useful in IT

HARDWARE PLATFORM RELATED COMPONENTS

processor - an integrated electronic circuit

- found in many modern electronic devices

4 basic elements of processor:

ALU - arithmetic logic unit

FPU - floating-point unit

registers - store instructions

cache memories - store copies of data/similarly to RAM

CPU - fetch, decode, and execute

I/O devices - hardware used by a human

operator/other system to communicate with a

computer

- computers would not be able to access/save data w/o it

examples of I/O

1. **User Input**

2. **Display**

3. **Sound**

4. **Storage**

5. **Printing**

6. **Memory**

bus interface - common hardware interface between

CPU and peripheral devices

PCI express - (parallel/serial) current bus interface

Switched Architecture - Multiple lanes

- 32 independent, serial lanes (x1-x32) transfer in parallel

USB - (serial) permanently or temporarily attach almost anything

types of USB

1. **type b usb 3.0**

2. **type a usb 3.0**

3. **micro usb 3.0**

4. **micro usb 2.0**

5. **mini usb 2.0**

Device Class	Typical Use
Printer	Printing
Mass Storage	USB storage drive
Media Transfer	Music transfer
Hub	USB hub
Video	Camera
Wireless	Bluetooth

Lesson 2

platform - synonym of *operating system*

- underlying computer system (hardware/software)

3 categories of platforms:

Mainframe - industry term for a large computer

IBM(OS/390)

Midrange (server) - less computational power than mainframes

Sun(Solaris) IBM(AS/400)

Workstation - computer intended for individual/can also be connected to servers

Intel(Windows) Apple(Macintosh) Intel(Linux)

OS Terminology

Multitasking - ability of an OS to support multiple programs simultaneously

Time slicing - one microprocessor running the workstation / simulated by time slicing

Single user system - personal comp / workstation intended to serve one person at a time

Multiuser system - has multiple workstations connected to it / can be accessed via local area network

Client/Server - server provides a resource ex. printer, database to clients

Processes/Threads - a task that competes for execution/share the resources of the parent process

Virtual memory - a computer design feature, permits software to use more main memory

OS Examples

OS/390 (MVS) OS/390 is the IBM OS most commonly installed on its S/390 line of mainframes

UNIX - originated at Bell Labs in 1969

Linux - a UNIX-like OS that was designed to provide free/very low-cost OS

Macintosh(Mac) - introduced in 1984 by Apple Computer/first widely-sold with GUI

Windows - generic name for Microsoft's family of OS/dominated the workstation & PC markets

Lesson 4

IT Infrastructure - composite hardware/software

- allows organization to deliver IT solutions/services to its employees/partners/customers

7 Main Components

Computer hardware platforms

ex. Dell, IBM, Sun, HP, Apple, Linux Machines

OS platforms

ex. MS Windows, Unix, Linux, Mac OS X, Chrome, Android, iOS

Enterprise software app

ex. SAP, Oracle, Microsoft, IBM

Data management & storage

ex. IBM DB2, Oracle, SQL Server, Sybase, MySQL, EMC, Apache, Hadoop

Networking/telecommunications platforms

ex. MS Windows Server, Linux, Novell, Cisco, Alcatel-Lucent, Nortel, AT&T Verizon

Internet platforms

ex. Apache, Microsoft IIS, .NET, Unix, Cisco, Java

Consulting system integration services

ex. IBM, HP, Accenture

Computer Hardware Platforms

Client Machines - Desktop PCs, mobile devices - PDAs, laptops

Servers - Blade servers: ultrathin computers stored in racks

Mainframes - IBM mainframe equivalent to thousands of blade servers

Top chip producers - AMD, Intel, IBM

Top firms - IBM, HP, Dell, Sun Microsystems

CONTEMPORARY HARDWARE PLATFORM TRENDS

The mobile Digital Platform

- Cell phones, smartphones
- Data transmission, web surfing, e-mail, IM duties

Netbooks

- small lightweight notebooks

Tablets(iPad)

Networked e-readers(Kindle and Nook)

BYOD (Bring your own device)

- Allowing employees to use personal device

CONSUMERIZATION OF IT

- New IT emerges in consumer markets
- Forces businesses and IT departments to rethink

GRID COMPUTING

- Connects geographically remote computers
- Provides cost savings, speed, agility

VIRTUALIZATION

- run multiple instances of OS
- reduces hardware and power expenditures

CLOUD COMPUTING

- On-demand computing services obtained over network
 - Infrastructure as a service
 - Platform as a service
 - Software as a service
- cloud can be public or private
- allows companies to minimize IT investments
- Drawbacks:
 - concerns of security, reliability
 - hybrid cloud computing model

OPEN-SOURCE SOFTWARE:

ex. Apache web server, Mozilla Firefox browser, OpenOffice

LINUX

- Open-source OS
 - used in mobile devices, local area networks, web servers, high-performance computing

WEB SERVICES

- XML: Extensible Markup Language
- More powerful and flexible than HTML

SOA: Service-Oriented Architecture

ex. an "invoice service" to serve whole firm for calculating and sending printed invoices

SOFTWARE OUTSOURCING AND CLOUD SERVICES PT1

Three external sources for software:

1. Software packages and enterprise software
2. Software outsourcing
 - Contracting outside firms to develop software
3. Cloud-based software services
 - Software as a service (SaaS)
 - Accessed with Web browser over Internet
 - Service Level Agreements (SLAs): formal agreement with service providers

Mashups

- combinations of 2 or more online app

Apps

- small pieces of software that run on the internet
- generally delivered over the internet