It's Not a Personal Computer Anymore!

If I had to choose one point that I want you to remember from this chapter more than anything else, it's this: After you hook up your personal computer (PC) to a network, it's not a "personal" computer anymore. You're now part of a network of computers, and in a way, you've given up one of the key concepts that made PCs so successful in the first place: independence.

I got my start in computers back in the days when mainframe computers ruled the roost. *Mainframe computers* are big, complex machines that used to fill entire rooms and had to be cooled with chilled water. I worked with an IBM System 370 Model 168. It had a whopping 8MB of memory. (The computer on which I'm writing this book has 3,000 times as much memory.)

Mainframe computers required staffs of programmers and operators in white lab coats just to keep them going. The mainframes had to be carefully managed. A whole bureaucracy grew up around managing them.

Mainframe computers used to be the dominant computers in the workplace. Personal computers changed all that: They took the computing power out of the big computer room and put it on the user's desktop, where it belongs. PCs severed the tie to the centralized control of the mainframe computer. With a PC, a user could look at the computer and say, "This is mine — all mine!" Mainframes still exist, but they're not nearly as popular as they once were.

But networks have changed everything all over again. In a way, it's a change back to the mainframe-computer way of thinking: central location, distributed resources. True, the network isn't housed in a separate building. But you can no longer think of "your" PC as your own. You're part of a network — and like the mainframe, the network has to be carefully managed.

Here are several ways in which a network robs you of your independence:

- >> You can't just indiscriminately delete files from the network. They may not be yours.
- >> You're forced to be concerned about network security. For example, a server computer has to know who you are before it allows you to access its files. So you have to know your user ID and password to access the network. This precaution prevents some 15-year-old kid from hacking his way into your office network by using its Internet connection and stealing all your computer games.