KALINGA COMPUTER EDUCATION

Smart-PGDCA (6TH SEMESTER) Hardware & Networking

Computer hardware:

Computer hardware is the collection of physical parts of a computer system. This includes the computer case, monitor, keyboard, and mouse. It also includes all the parts inside the computer case, such as the hard disk drive, motherboard, video card, and many others. Computer hardware is what you can physically touch.

Computer software:

software, is a set of instructions and its documentations that tells a computer what to do or how to perform a task. Software includes all different software programs on a computer, such as applications and the operating system.

Types of software:

There are two main types of software: systems software and application software.

- * Systems software includes the programs that are dedicated to managing the computer itself, such as the operating system, file management utilities, and disk operating system (or DOS).
- * application (application software) An application is any program, or group of programs, that is designed for the end user. Applications software (also called end-user programs) include such things as database programs, word processors, Web browsers and spreadsheets.
- * An operating system (OS) is system software that manages computer hardware, software resources, and provides common services for computer programs. Other specialized classes of operating systems, such as embedded and real-time systems, exist for many applications.
- * Device driver. More commonly known as a driver, a device driver or hardware driver is a group of files that enable one or more hardware devices to communicate with the computer's operating system. Without drivers, the computer would not be able to send and receive data correctly to hardware devices, such as a printer.
- * Utility programs, commonly referred to as just "utilities," are software programs that add functionality to your computer or help your computer perform better. These include antivirus, backup, disk repair, file management, security, and networking programs.
- * A loader loads the programs into the main memory from the storage device.

* A linker links and combines objects generated by a compiler into a single executable. A linker is also responsible to link and combine all modules of a program if written separately.