Computer Systems - Study guide

UD 04. COMPUTER ASSEMBLY AND REPAIR

Computer Systems
CFGS DAW

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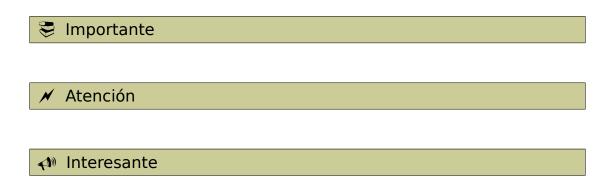
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Nomenclatura

A lo largo de este tema se utilizarán distintos símbolos para distinguir elementos importantes dentro del contenido. Estos símbolos son:



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UD04. COMPUTER ASSEMBLY AND REPAIR

1. DATA

From 11/11/2019 to 17/11/2019. The length of the unit is 1 weeks (8 hours).

2. PREVIOUS KNOWLEDGE

Previous units, specially unit 03.

3. OBJECTIVES

- 1. To learn how to assemble a computer.
- 2. To learn how to find the most common hardware problems.
- 3. To learn how to repair the most common hardware problems.

4. CONTENTS

- 1. Assembling a computer
- 2. Repair a computer

5. ACTIVITIES

You have three kinds of activities.

- 1. Research and development activities. You have to search information (most of it not studied in the contents) and write about it.
- 2. Test. It's a way to check and improve your knowledge.

6. RECOMMENDATIONS

Try to follow visual guides and video tutorials about how to assemble a computer, because text is not enough to understand whole process.

The activities help you to order and clarify ideas. Besides, there is a test to help you to check your knowledge.