

Computer Systems – Study guide

UD 03. HARDWARE COMPONENTS



Computer Systems
CFGS DAW

Sergio García / Alfredo Oltra

sergio.garcia@ceedcv.es

alfredo.oltra@ceedcv.es

2022/2023


Versión:220602.1751


Licencia


Reconocimiento - NoComercial - CompartirIgual (by-nc-sa): No se permite un uso comercial de la obra original ni de las posibles obras derivadas, la distribución de las cuales se debe hacer con una licencia igual a la que regula la obra original.

Nomenclatura

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

 Importante

 Atención

 Interesante

ÍNDICE DE CONTENIDO

1. Data.....	3
2. Previous knowledge.....	3
3. Objectives.....	3
4. Contents.....	3
5. Activities.....	4
6. Recommendations.....	4

UD03. HARDWARE COMPONENTS

1. DATA

From 21/10/2019 to 10/11/2019. The length of the unit is 3 weeks (24 hours).

2. PREVIOUS KNOWLEDGE

- Unit 1. Computer functional elements.
- Unit 2. Information representation.

3. OBJECTIVES

1. To learn what is a MoBo.
2. To learn what are the MoBo's main connectors and what is its function.
3. To learn what is the chipset and where is inside the MoBo.
4. To learn what is a processor and what are its main features.
5. To learn what is a processor and what are its main features.
6. To learn what is a hard disk and what are its main features
7. To learn what is a graphic card and what are its main features.
8. To learn what is a monitor and what are its main features.

4. CONTENTS

1. Mother board
2. Chipset
3. Processors
4. Memory
5. Hard disk
6. Graphic cards
7. Monitor

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.
3. An assessable activity. At the end of the unit we will publish the first assessable activity of this term. The goal of this activity is to put into practice this theoretic topic. You will need time to research, compare, evaluate and make documents.

6. RECOMMENDATIONS

This is a long unit. The contents are divided in two parts: internal components, that is, those belonging to Von Neumann machine and external components or peripheral, those who are not fundamental part of Von Neumann machine.

It is a unit with a lot of theory. You should read the content, and create summaries and schemes about the concepts studied. It would be very interesting to get, in physical format, a motherboard and some of the components studied.

The activities help you to order and clarifying ideas. Besides there are a test to help you checking your knowledge.

To finish, at the end of unit or beginning of the unit 4, we will publish an assessable activity related with these units. You would need time to work on it.