

HADWARE Y SOFTWARE

- HARDWARE is the physical components or the component that you can touch, like the mouse and the keyboard
- SOFTWARE-are the instructions that are stored in a memory

THE COMPUTER

- The computer is a system that work with data (words ,images,graphic ,video,sounds...
- You introduce data on the computer and the computer transform these data in others
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THE HARDWARE

- THE TOWER
 - THE C.P.U.
 - THE MOTHERBOARD
 - THE STORAGE DEVICES
 - HARD DISC
 - RAM MEMORY
- , THE INPUT ELEMENTS
 - KEYBOARD
 - SCANNER
 - MOUSE
 - JOYSTIC

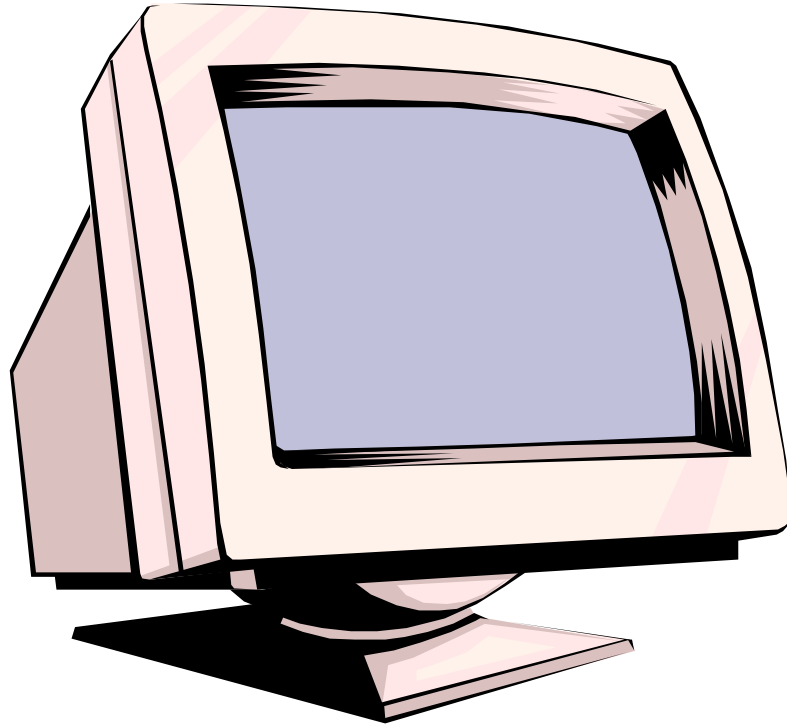
- -THE OUTPUT ELEMENT
 - MONITER
 - PRINTER
 - PEN DRIVE OR FLASH DRIVE
 - C D ROM
 - FLOPPI DISC
- THE INPUT AND OUTPUT ELEMENTS
 - -MODEN
 - PEN DRIVE



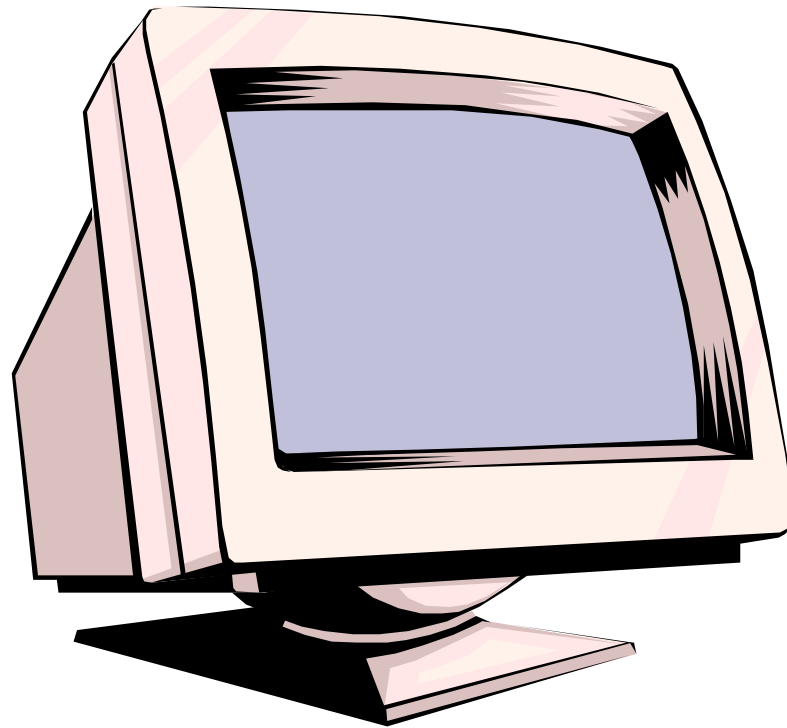
A Computer System



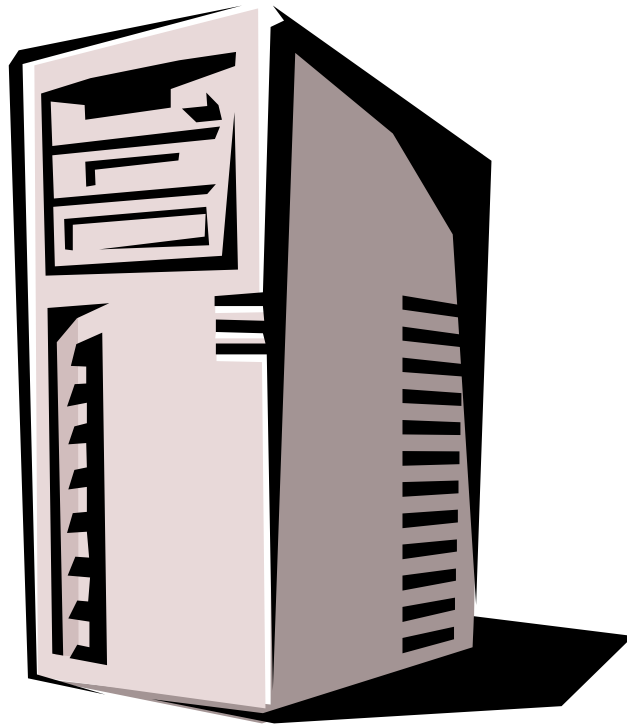
A **computer system** is made up of many parts. We call the bits you can see, the **HARDWARE**. The instructions which make it work we call **SOFTWARE**. In the following slides you will see the main hardware which makes up a modern, desktop computer system.



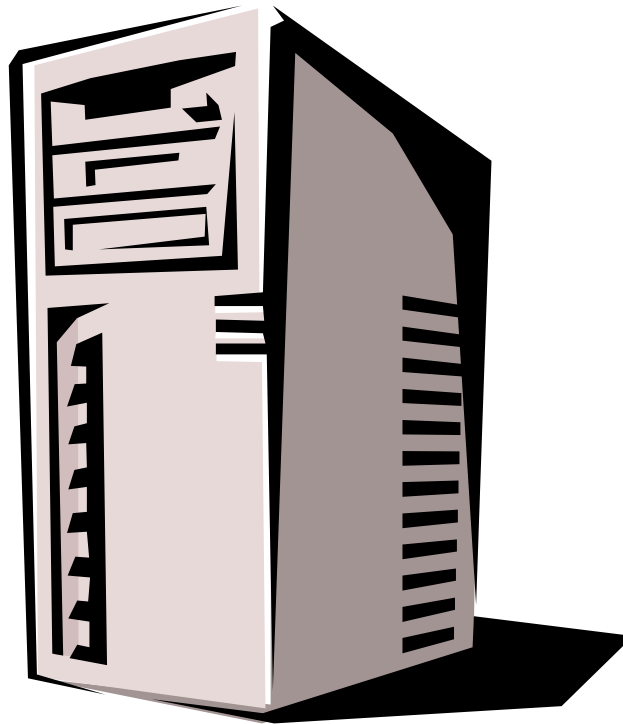
This is a Monitor



The most common type of **OUTPUT DEVICE**, a monitor lets you see what the computer is up to, which makes giving it instructions **MUCH** easier!



This is the PROCESSOR



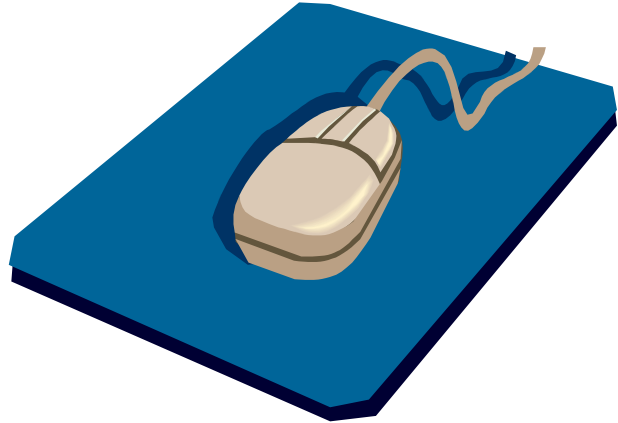
Also known as the C.P.U. (Central Processing Unit) but better known as a **COMPUTER** to most people. This is where the **data** you enter into the computer is put to work to produce the desired result (Games, Text, Music, etc.).



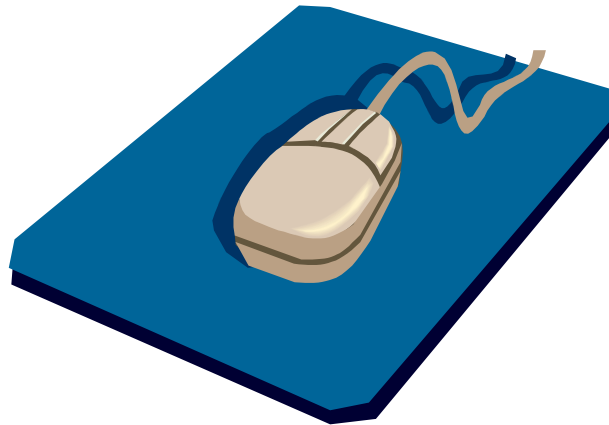
This is the KEYBOARD



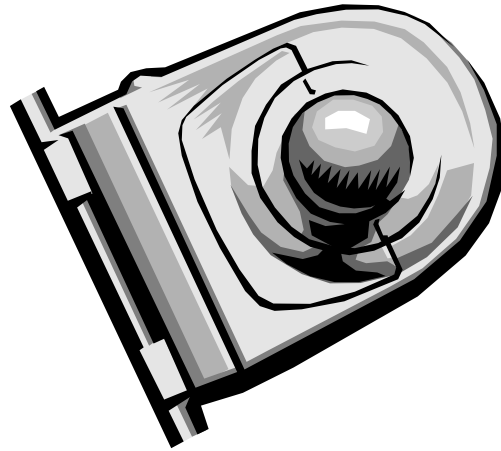
One of the two most common type of **INPUT DEVICE**, the keyboard allows you to put data **into** the computer.



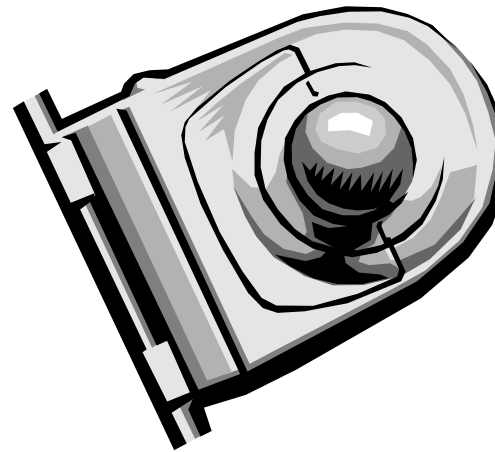
This is the MOUSE



The other very common type of **INPUT DEVICE**, a mouse lets you tell the computer what you want it to do. The most common mouse functions are **POINTING, CLICKING AND DRAGGING**.



Other 'mice'



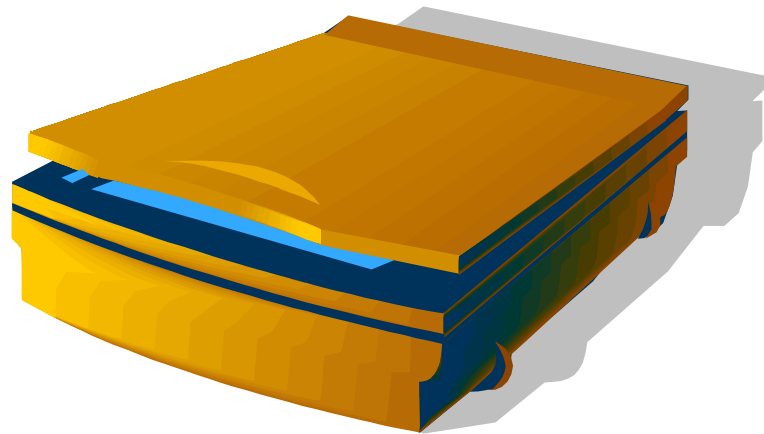
Most mice are joined to the computer by a cord but there is a **CORDLESS** variant which uses **batteries** to power a **radio link**. Some mice are lazy and lie on their backs! We call them **TRACKERBALLS**.



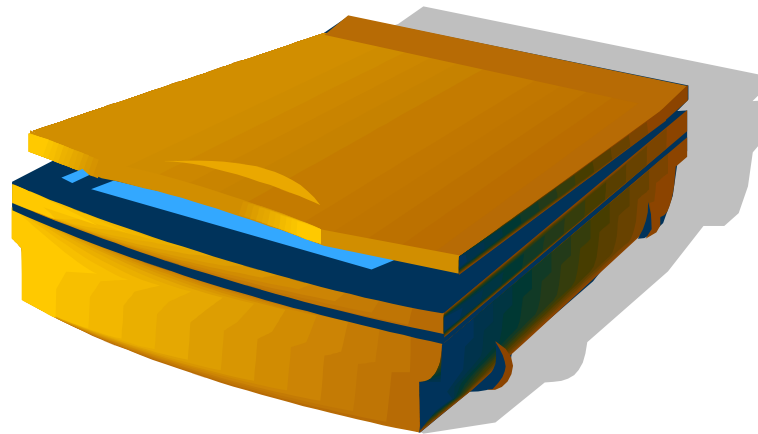
Joystick



Yet another **INPUT DEVICE**, a joystick is used to send information to the computer. It is basically a mouse which controls the movement of the pointer. Because it is easy to use, it is popular with players of computer games but it also allows some people to control the pointer much more easily.



Scanner



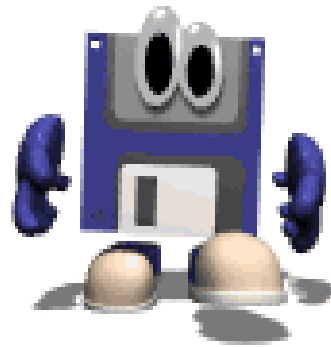
Another **INPUT DEVICE**, a scanner is used to **copy** documents or pictures by changing the image into a form of data which can be sent to a computer and stored in **electronic form**.



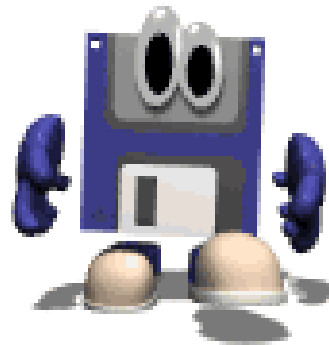
This is a Laser Printer



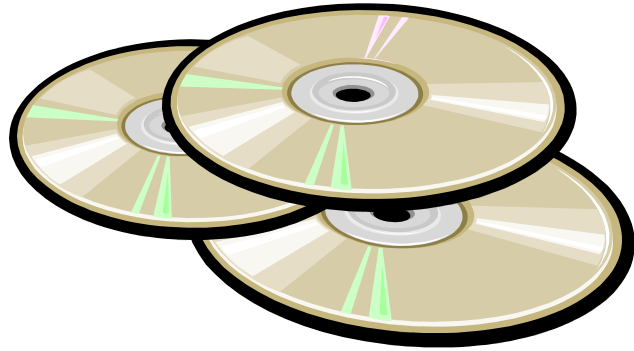
The most common **OUTPUT DEVICE**, a printer makes **hard copies** (i.e. paper copies rather than electronic ones) of your documents, pictures or photographs. There are several types of printer. Laser printers use a low-powered laser beam to melt toner powder onto the page.



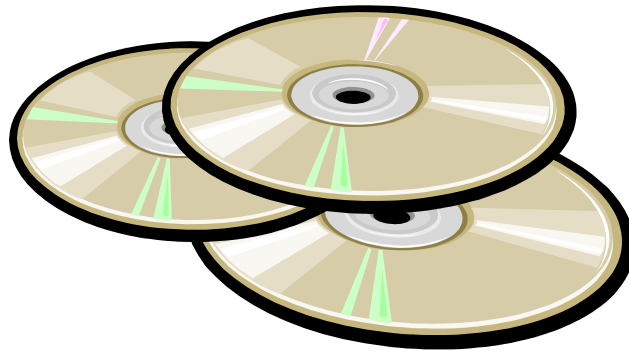
3.5" Floppy Disc



This is a **STORAGE DEVICE**. Floppy discs were one of the first ways of **storing electronic data**. Their big advantage is that they are **portable** and can be carried from one computer to another. Their disadvantage is their **small storage capacity** which means that they are now an endangered species which will shortly become **extinct!**



C.D.ROM



Another, and much more modern **STORAGE DEVICE**. C.D.ROM's (stands for Compact Disc – Read Only Memory) are used for **storing electronic data**. Each **C.D.ROM** can carry **over 600 times** as much data as a **FLOPPY DISC**. This makes them excellent for storing music, photographs and video footage which need **LOTS** of electronic 'space'.



C.D.ROM Drives




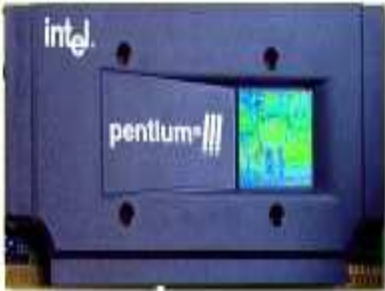







This device is usually built into the case of a computer system. It allows the computer to access the data stored on a C.D.ROM. It is very similar to a Floppy Disc Drive but spins (and accesses data) **MUCH** more quickly.














- If you open a tower computer you can see the MOTHERBOARD. All components of the computer are connected on it.

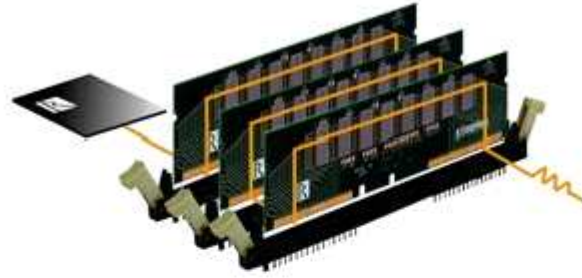
		
Intel 486	Intel Pentium	Intel Pentium II
		
Intel Pentium III	Intel Pentium 4	AMD K6
		
AMD K6-II 3D	AMD K6-III 3D	AMD Athlon

- C.P.U is the brain of a computer.it is as small as a stamp.

		
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SIMM de 30 contactos y 72 contactos



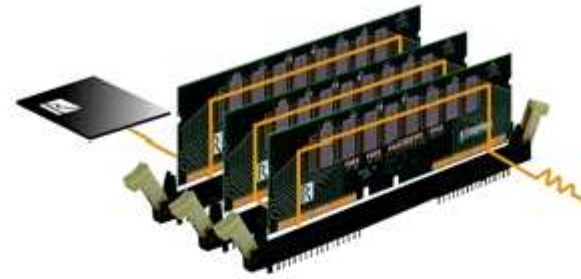
Bancos de memoria



The ram memory only stores the data temporaly. When the computer is working

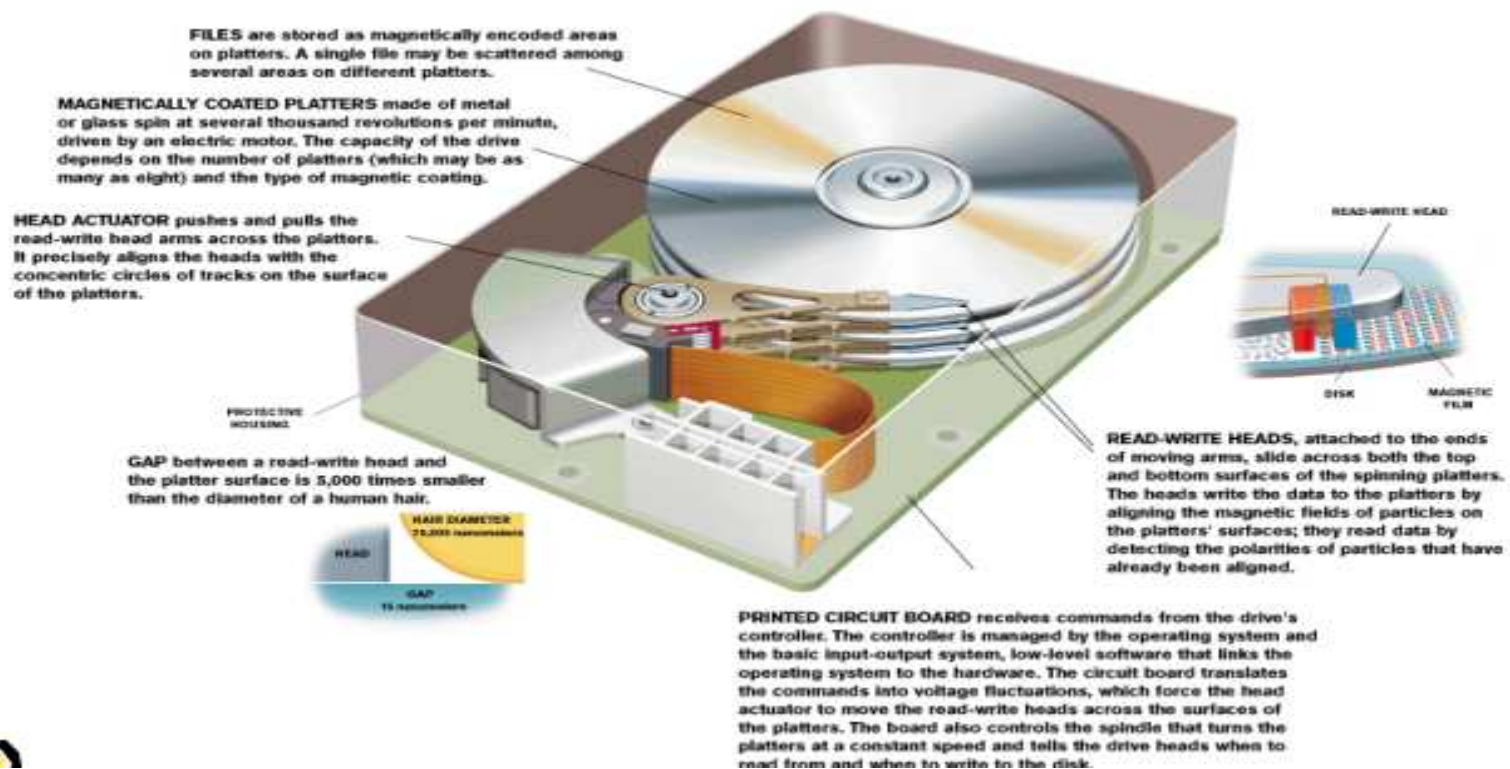


SIMM de 30 contactos y 72 contactos



Bancos de memoria





The hard disc to save permanently the data.

