

Discovering Computers

Technology in a World of Computers,
Mobile Devices, and the Internet

Chapter 3

Computers and Mobile Devices



Objectives Overview

Describe the characteristics and uses of desktops, laptops, tablets, and handheld computers

Describe the characteristics and types of servers

Differentiate among POS terminals, ATMs, and self-service kiosks

Describe cloud computing and identify its uses

Describe the characteristics and uses of smartphones, digital cameras, portable media players, and e-book readers

Objectives Overview

Describe the characteristics of and ways to interact with game devices

Identify uses of embedded computers

Differentiate a port from a connector, identify various ports and connectors, and differentiate among Bluetooth, Wi-Fi, and NFC wireless device connections

Identify safeguards against hardware theft and vandalism and hardware failure

Discuss ways to prevent health-related injuries and disorders caused from technology use, and describe ways to design a workplace ergonomically

Computers and Mobile Devices

- Types of computers include:

Desktop and mobile computers

Servers and terminals

Smartphones, digital cameras, e-book readers and portable media players

Game devices

Embedded computers

Desktops and Mobile Computers

- A **personal computer** (PC) is a computer that can perform all of its input, processing, output, and storage activities by itself and is intended to be used by one person at a time
- A mobile computer is a portable personal computer, designed so that a user easily can carry it from place to place

Desktops and Mobile Computers



Desktops and Mobile Computers

- A **desktop**, or desktop computer, is a personal computer designed to be in a stationary location, where all of its components fit on or under a desk or table



Desktops and Mobile Computers

- A **laptop**, also called a notebook computer, is a thin, lightweight mobile computer with a screen in its lid and a keyboard in its base



Desktops and Mobile Computers

- A **tablet** is a thin, lightweight mobile computer that has a touch screen



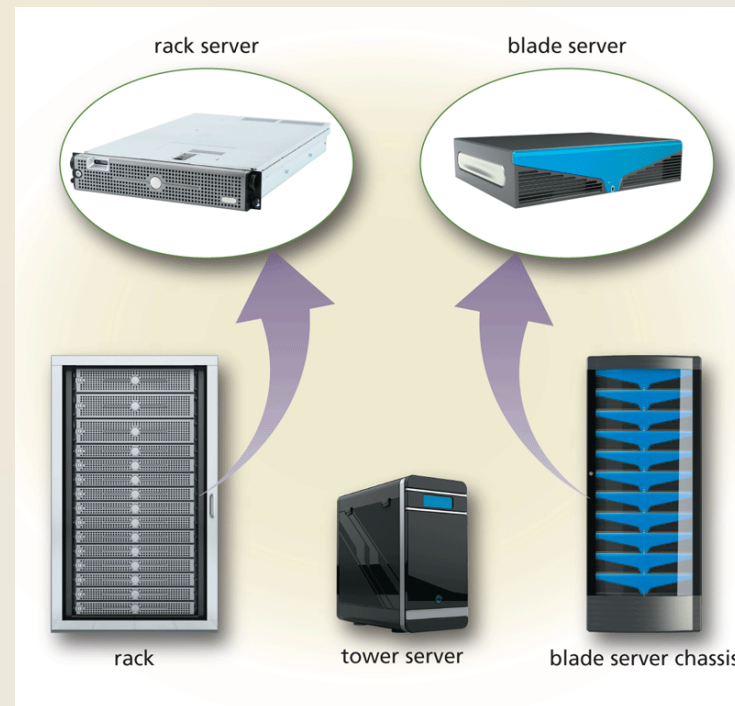
Desktops and Mobile Computers

- A **handheld computer** is a computer small enough to fit in one hand



Servers

- A **server** is a computer dedicated to providing one or more services to other computers or devices on a network
 - Rack server
 - Blade server
 - Tower server



Servers

Table 3-1 Dedicated Servers

Type	Main Service Provided
<i>Application server</i>	Stores and runs apps
<i>Backup server</i>	Backs up and restores files, folders, and media
<i>Database server</i>	Stores and provides access to a database
<i>Domain name server</i>	Stores domain names and their corresponding IP addresses
<i>File server (or storage server)</i>	Stores and manages files
<i>FTP server</i>	Stores files for user upload or download via FTP
<i>Game server</i>	Provides a central location for online game play
<i>Home server</i>	Provides storage, Internet connections, or other services to computers and devices in a household
<i>List server</i>	Stores and manages email lists
<i>Mail server</i>	Stores and delivers email messages
<i>Network server</i>	Manages network traffic
<i>Print server</i>	Manages printers and documents being printed
<i>Web server</i>	Stores and delivers requested webpages to a computer via a browser

Servers

- A mainframe is a large, expensive, powerful server that can handle hundreds or thousands of connected users simultaneously



Supercomputers

- A supercomputer is the fastest, most powerful computer — and the most expensive



Terminals

- A terminal is a computer, usually with limited processing power, that enables users to send data to and/or receive information from a server, or host computer
- A thin client is a terminal that looks like a desktop but has limited capabilities and components
- Most retail stores use a POS terminal to record purchases, process credit or debit cards, and update inventory



Terminals

- An ATM (automated teller machine) is a self-service banking terminal that connects to a host computer through a network



Terminals

- A self-service kiosk is a freestanding terminal that usually has a touch screen for user interaction

Table 3-2 Self-Service Kiosks

Type	Typical Services Provided
Financial kiosk	Pay bills, add minutes to phone plans, add money to prepaid cards, and perform other financial activities.
Photo kiosk	Print photos from digital images. Some allow editing of digital photos. Users may print directly at the kiosk or may send an order to a photo lab to be printed.
Ticket kiosk	Print tickets. Located in airports, amusement parks, movie theaters, rental companies, and train stations.
Vending kiosk	Dispense item after payment is received. Examples include DVD rentals and license plate renewals.
Visitor kiosk	Manage and track visitors upon check-in. Located in businesses, schools, hospitals, and other areas where access is controlled or registration is required.

Cloud Computing

- **Cloud computing** refers to an environment of servers that house and provide access to resources users access through the Internet



Mobile Devices

- A **smartphone** is an Internet-capable phone that usually also includes a calendar, an appointment book, an address book, a calculator, a notepad, games, browser, and numerous other apps
- Many smartphones have touch screens. Instead of or in addition to a touch screen, some have a built-in mini keyboard on the front of the phone or a keyboard that slides in and out from behind the phone

Mobile Devices



on-screen
keyboard



swipe
keyboard app



mini keyboard



keypad



slide out keyboard



portable keyboard



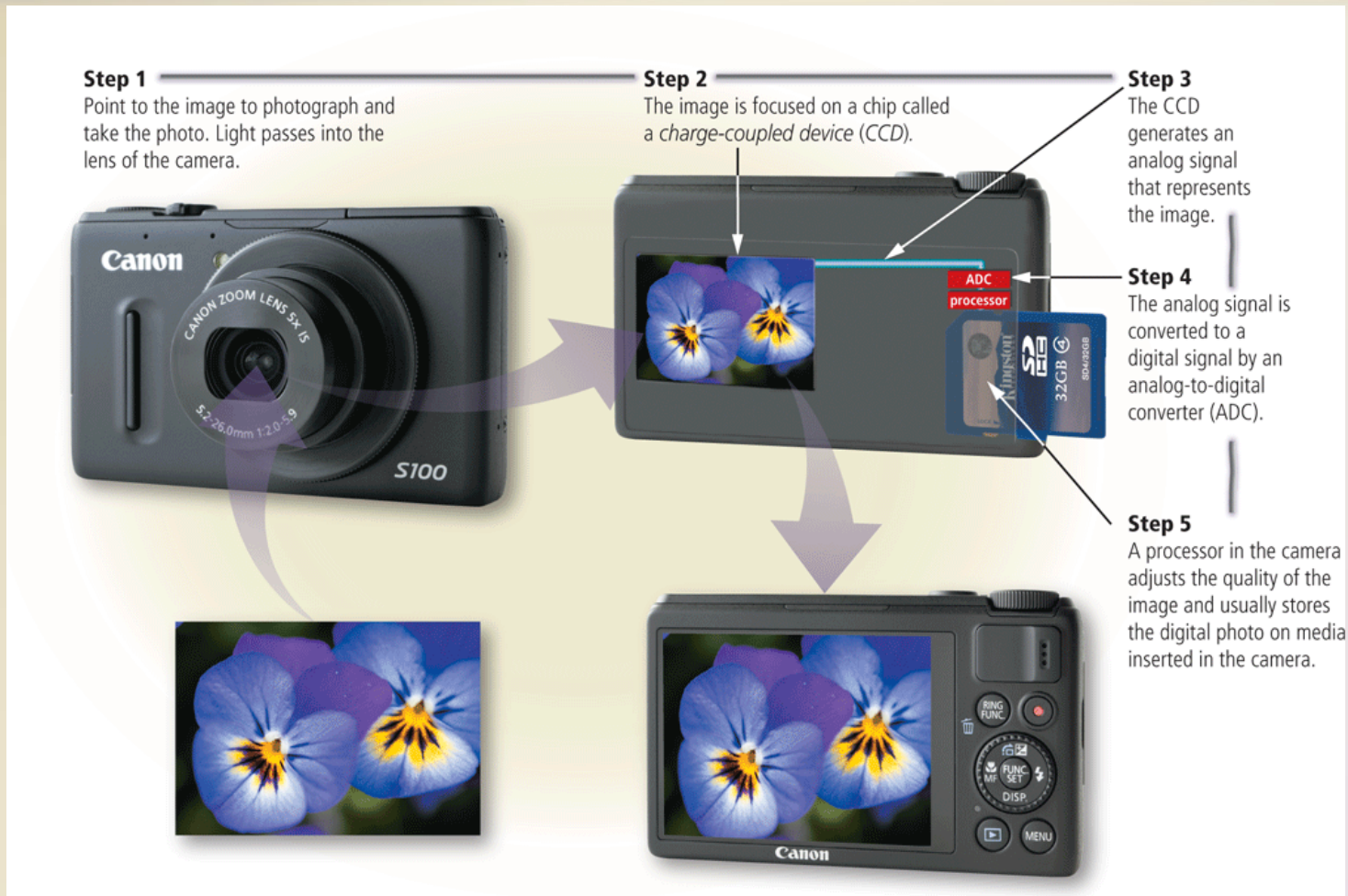
virtual keyboard

Mobile Devices

- A **digital camera** is a mobile device that allows users to take photos and store the photographed images digitally

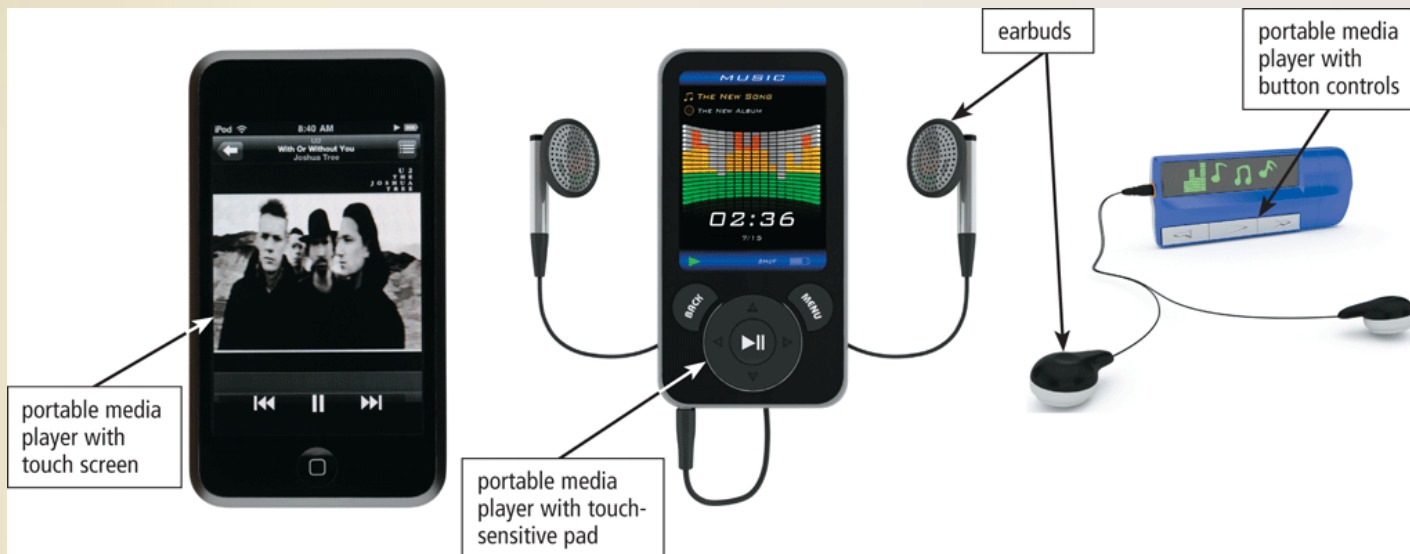


Mobile Devices



Mobile Devices

- A **portable media player**, sometimes called a personal media player, is a mobile device on which you can store, organize, and play or view digital media



Mobile Devices

- An **e-book reader** (short for electronic book reader), or e-reader, is a mobile device that is used primarily for reading e-books and other digital publications



Game Devices

- A **game console** is a mobile computing device designed for single-player or multiplayer video games
- A **handheld game device** is a small mobile device that contains a screen, speakers, controls, and game console all in one unit
- Game controllers include gamepads, joysticks and wheels, dance pads, and a variety of motion-sensing controllers

Game Devices



gamepad



joystick



pedals and wheel



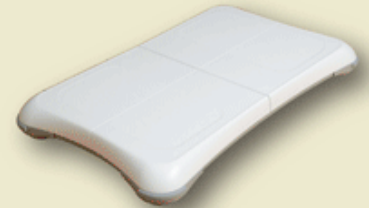
dance pad



motion-sensing game controller



guitar



balance board

Embedded Computers

- An **embedded computer** is a special-purpose computer that functions as a component in a larger product

Consumer electronics

Home automation devices

Automobiles

Process controllers and robotics

Computer devices and office machines

Embedded Computers



Putting It All Together

Table 3-3 Categories of Computers and Mobile Devices

Category	Physical Size	Number of Simultaneously Connected Users	General Price Range
Personal computers (desktop)	Fits on a desk	Usually one (can be more if networked)	Several hundred to several thousand dollars
Mobile computers and mobile devices	Fits on your lap or in your hand	Usually one	Less than a hundred dollars to several thousand dollars
Game consoles	Small box or handheld device	One to several	Several hundred dollars or less
Servers	Small cabinet to room full of equipment	Two to thousands	Several hundred to several million dollars
Supercomputers	Full room of equipment	Hundreds to thousands	Half a million to several billion dollars
Embedded computers	Miniature	Usually one	Embedded in the price of the product

Ports and Connections

- A **port** is the point at which a peripheral device attaches to or communicates with a computer or mobile device so that the peripheral device can send data to or receive information from the computer or mobile device



Ports and Connections

- A **connector** joins a cable to a port. A connector at one end of a cable attaches to a port on the computer or mobile device, and a connector at the other end of the cable attaches to a port on the peripheral device

Ports and Connections

Table 3-4 Popular Ports and Connectors					
Port Type	Connector Photo	Port Photo	Port Type	Connector Photo	Port Photo
DisplayPort (audio/video)			Mini HDMI (audio/video)		
DVI (digital video interface)			Network (Ethernet)		
FireWire			Speaker		
HDMI (audio/video)			Thunderbolt		
Headphones			USB (Type A)		
Lightning			USB (Type B)		
Microphone			VGA		
Mini USB					

Ports and Connections

- A **USB port**, short for universal serial bus port, can connect up to 127 different peripheral devices together with a single connector
- Instead of connecting peripheral devices directly to ports on a mobile computer, some mobile users prefer the flexibility of port replicators and docking stations

Ports and Connections



Ports and Connections

- Instead of connecting computers and mobile devices to peripheral devices with a cable, some peripheral devices use wireless communications technologies

Bluetooth

Wi-Fi

NFC

Protecting Hardware

- Some schools and businesses use cables to lock computers and help prevent theft of equipment



Protecting Hardware

- Hardware can fail for a variety of reasons: aging hardware; random events such as electrical power problems; and even errors in programs or apps
 - **Undervoltage**
 - **Overvoltage** or **power surge**

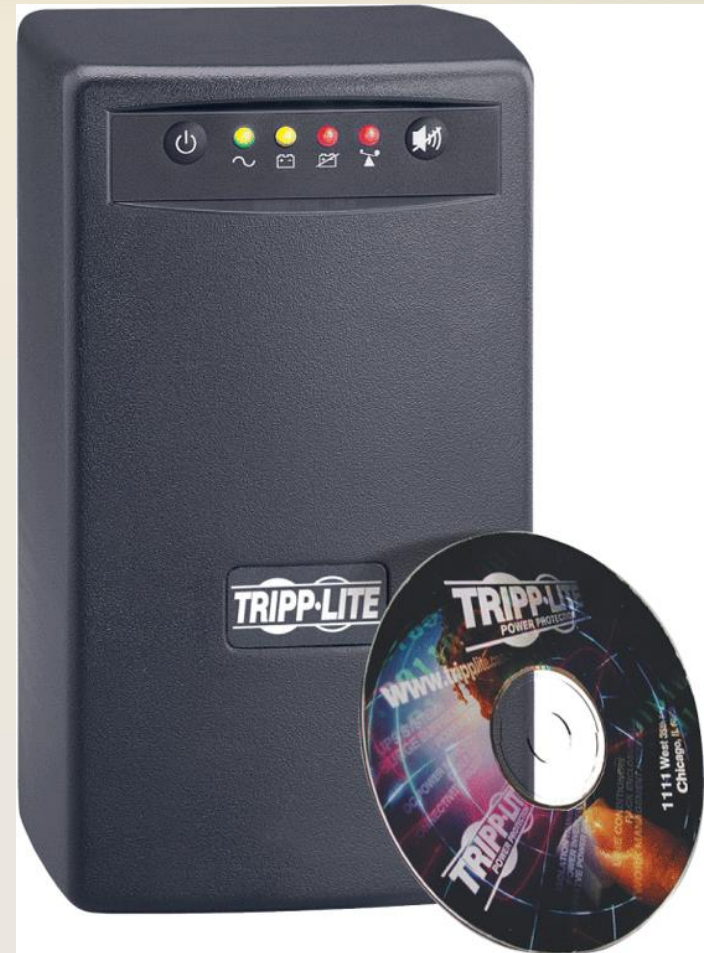
Protecting Hardware

- A **surge protector**, also called a surge suppressor, uses electrical components to provide a stable current flow and minimize the chances of an overvoltage reaching the computer and other electronic equipment



Protecting Hardware

- An **uninterruptible power supply (UPS)** is a device that contains surge protection circuits and one or more batteries that can provide power during a temporary or permanent loss of power



Health Concerns of Using Technology

- A repetitive strain injury (RSI) is an injury or disorder of the muscles, nerves, tendons, ligaments, and joints
- **Computer vision syndrome** (CVS) is a technology-related health condition that affects eyesight
- **Ergonomics** is an applied science devoted to incorporating comfort, efficiency, and safety into the design of items in the workplace
- **Technology addiction** occurs when the technology consumes someone's entire social life

Health Concerns of Using Technology



Summary

Characteristics of and purchasing guidelines for desktops, laptops, tablets, smartphone, digital cameras, and portable media players

Handheld computers, servers, supercomputers, point-of-sale terminals, ATMs, self-service kiosks, e-book readers, game devices, embedded computers, and cloud computing

Ports and connections

Ways to protect hardware

Health concerns of using technology and preventative measures

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Chapter 3

Computers and Mobile Devices

Chapter 3 Complete

