# The Nuts and Bolts of Computers and Networks

In order to understand how networks work, you must understand this important underlying dynamic...

 The DANCE between MAGNETIC and ELECTRIC

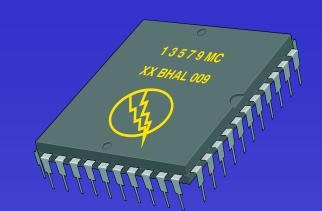
### The ELECTRIC

• The PROCESSOR CHIP is the "boss" chip. Like a single-minded manager it is responsible for all the "thinking". Any changes that are made to your data are handled right here.

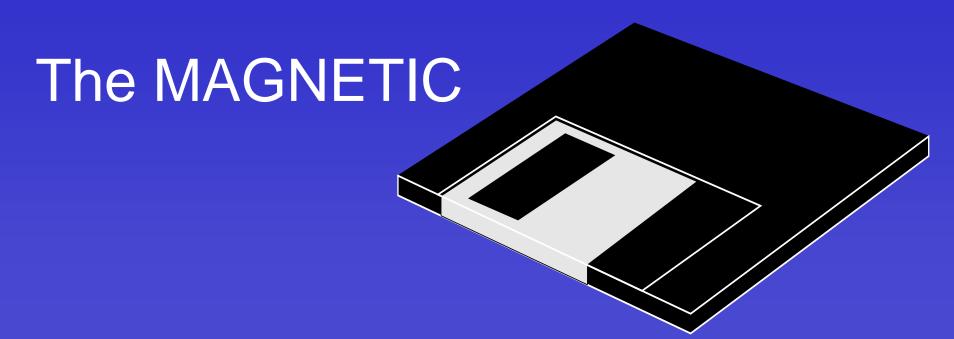
### The ELECTRIC

- The Random Access Memory (RAM) is the instant memory of the computer.
- Able to fill and flush pages of information in nanoseconds, these chips are the key to the computer's speed.
- RAM is analogous to the nebulous gray matter of the brain: lots of room to store stuff.

### The ELECTRIC



- Together the PROCESSOR and the RAM are like the human brain
  - able to store a reasonable amount of stuff
  - able to cogitate and make new stuff
- Fast!
- But they require electricity. Very vulnerable.



- The FLOPPY DISK is a round sliver of plastic covered with magnetic material-just like audio tape
- It plays like a phonograph, so it's easy to access any point quickly

### The MAGNETIC

 The HARD DISK is a fast and large storage disk inside the computer. Sealed and permanent, it can do everything the floppy drive does, only faster



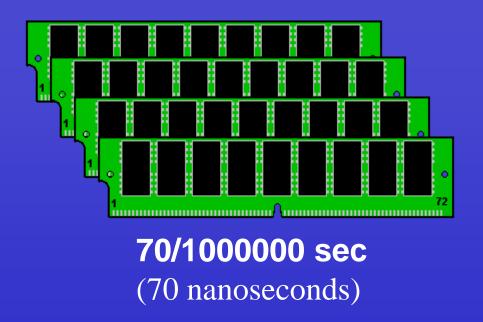
#### The MAGNETIC

- The FLOPPY and HARD DISK are a reliable storage medium unaffected by electricity.
- Like a library
  - Capacity limited to whatever shelf space you're willing to pay for
  - Stuff can remain on the shelves for years, untouched and unchanged

### The MAGNETIC

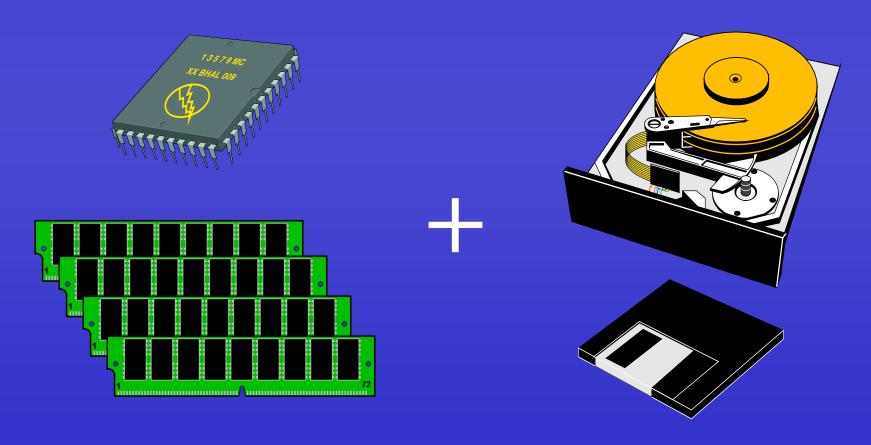
- Slow
- Transfer times measured in milliseconds vs. RAM's nanoseconds





## The MAGNETIC and the ELECTRIC

Combines speed and reliable storage

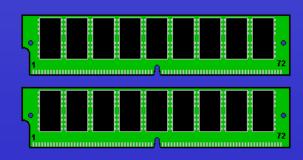


### The DANCE: at the beginning

- When computer is turned off it is stone stupid
- Computer's BIOS chips holds instructions for finding and loading OPERATING SYSTEM
- OS stored on MAGNETIC medium
- Birth to High School graduation in 60 seconds flat

### The DANCE: in its full glory

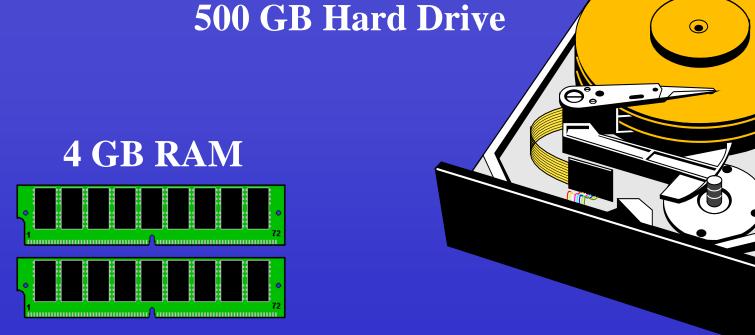
- Loading software = transferring
   MAGNETIC to ELECTRIC
- Running software = rearranging ELECTRIC
- Saving your work = transferring ELECTRIC to MAGNETIC





### The DANCE: a couple insights

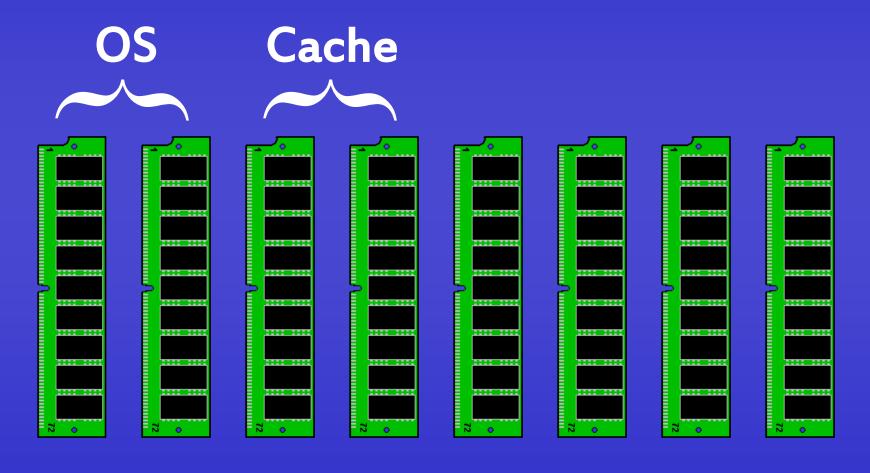
The typical computer has 1:100
 ELECTRIC to MAGNETIC memory ratio



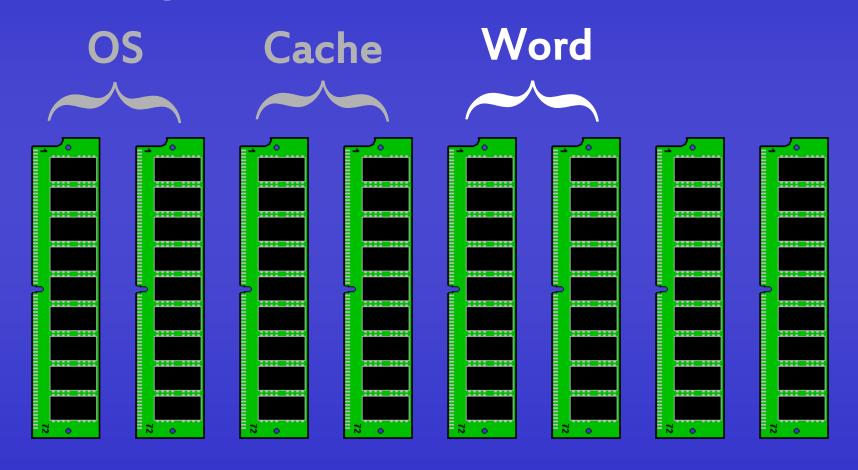
### The DANCE: a couple insights

- System conserves precious RAM by selectively loading components of software
- Once RAM limit is reached, system "swaps" ELECTRIC and MAGNETIC memory to allow the use of more software simultaneously

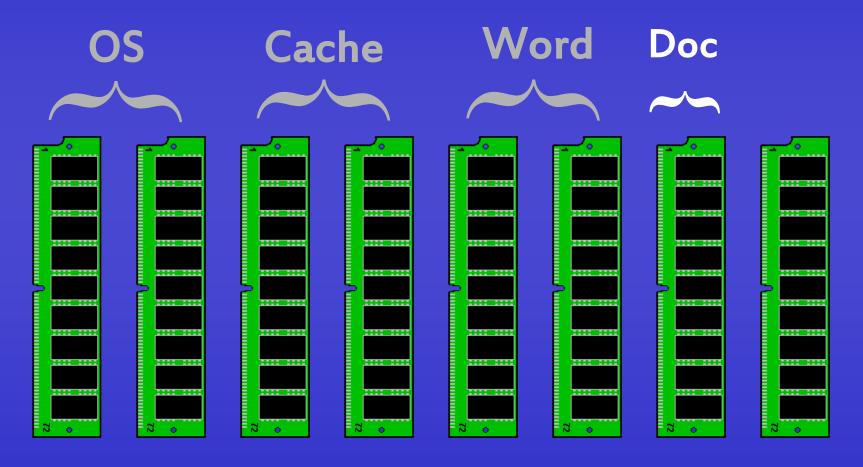
### RAM management: loading the OS takes 1GB



### RAM management: opening word processor takes 500MB

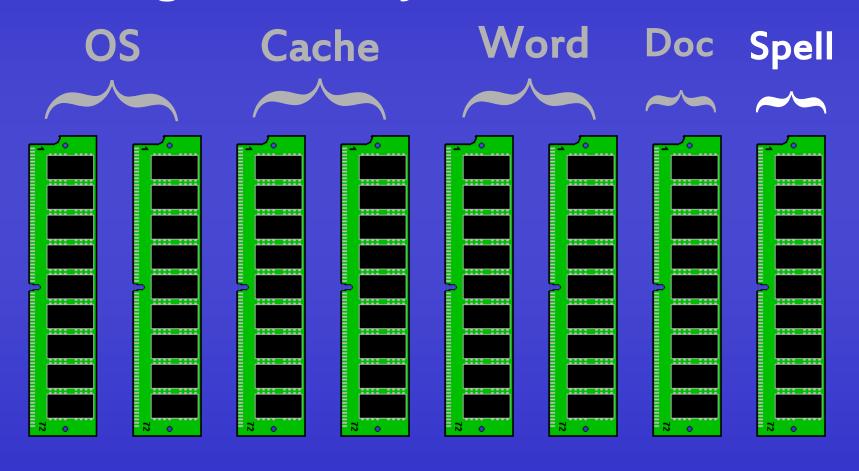


### RAM management: opening document to edit takes 50MB



### RAM management:

### loading dictionary fills the RAM



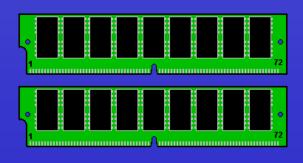
#### RAM management:

### "swapping to the hard disk"

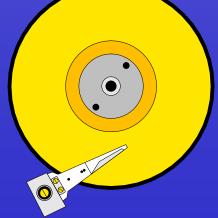
- Allows you to work with more programs simultaneously
- Hard drives much slower; slows your processing
- "Thrashing": overworking the hard drive when swapping data
- The more RAM, the better performance

### Once again, the DANCE

- Loading software = transferring MAGNETIC to ELECTRIC
- Running software = rearranging
   ELECTRIC
- Saving your work = transferring ELECTRIC to MAGNETIC

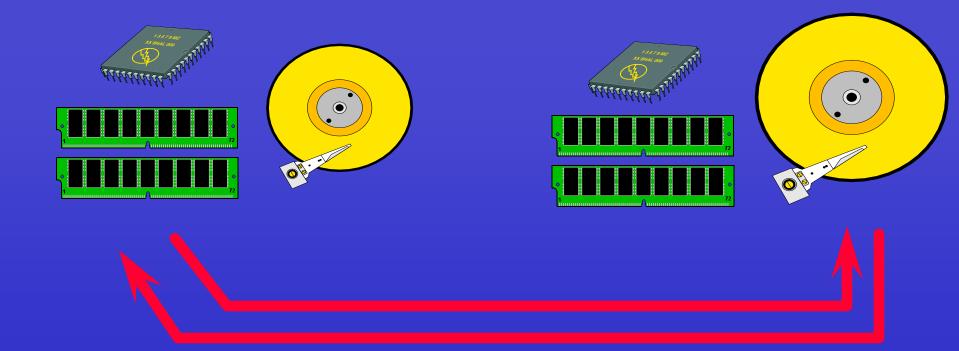






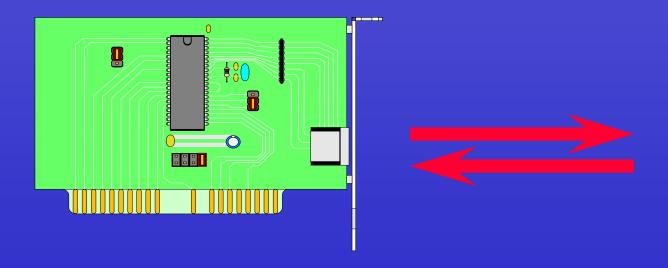
### The DANCE on a network

 The same dynamic -- only the MAGNETIC memory is elsewhere



#### The Network Interface

- Usually built-in
- Provides a way to transmit data across a wire from one computer to another
- "Ethernet" 100mbit or 1,000mbit



### Client/Server Computing

Client Server

### The Client/Server Relationship

 The data from the SERVER's MAGNETIC memory is transferred to the CLIENT's ELECTRIC memory



### Client Retains Its Functionality

- The CLIENT can load software and data from the SERVER
- The CLIENT still operates with the same PROCESSOR and RAM and does all the "thinking"
- The SERVER's job is to simply hand out files from its MAGNETIC storage space

### The End