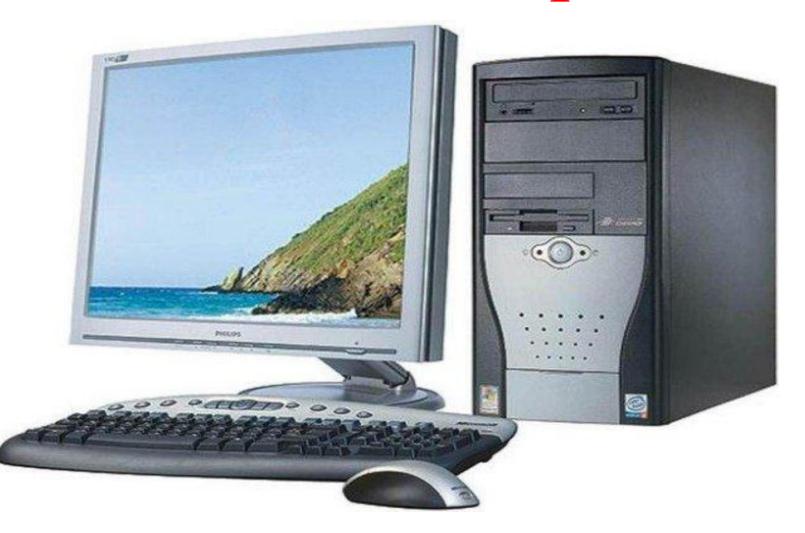
Our virtual computer



Power Supply

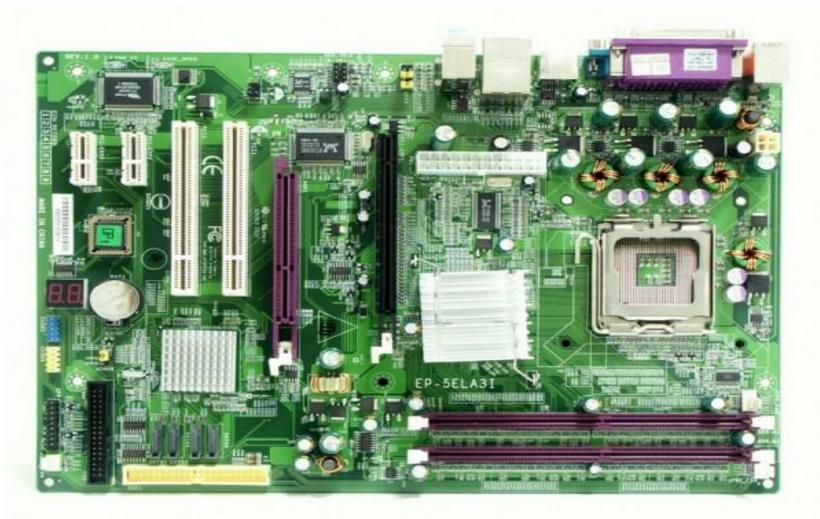




Power Supply

A power supply provides the needed voltage to power the various electronic circuits that make up the PC.

Motherboard





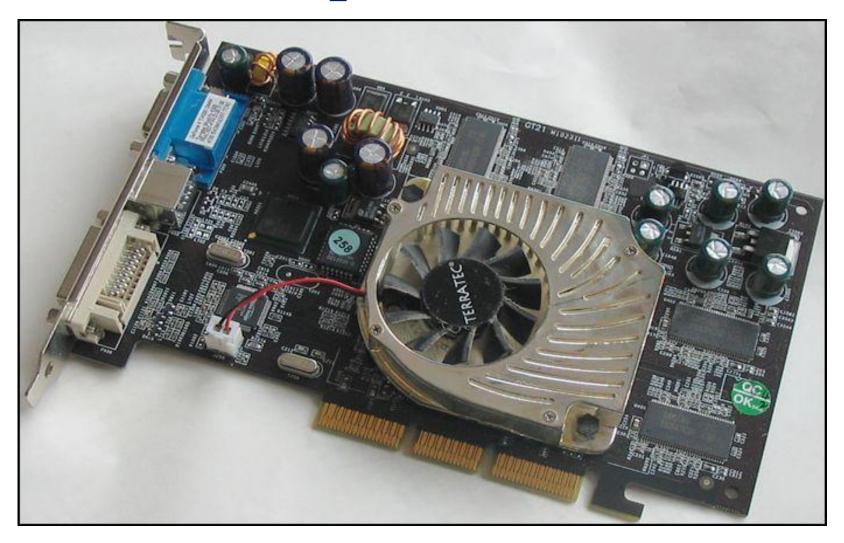
Motherboard

The motherboard is the main printed circuit board that connects all the components of the computer.

<u>On the motherboard, we will work with the following</u> <u>components:</u>

- CPU
- Thermal compound
- CPU heat sink/fan assembly
- RAM module (2)
- Motherboard

Adapter cards





Adapter cards

Adapter cards are installed on the motherboard to add functionality to your computer.

<u>A network interface card (NIC)</u> is an adapter card used to connect your computer to a network.

<u>A wireless NIC</u> is an adapter card used to connect your computer to another computer or a wireless access point using radio signals.

<u>A video adapter is an adapter card that sends data to a computer display.</u>

Internal drives





Internal drives

<u>The hard disk drive (HDD)</u> is a magnetic drive that stores large amounts of data on fixed media.

Drives in external bays





Drives in external bays

<u>The CD-RW/DVD drive</u> is an optical storage device that reads and writes information to CDs and reads DVDs.

<u>A floppy disk drive (FDD</u>) is a magnetic drive that reads and writes information to floppy diskettes.

Internal cables



Internal cables

We must connect all internal cables to the appropriate computer components.

We must be sure to match Pin 1 to Pin 1 when connecting cables to the devices.

We must connect the cables to the devices:

- * 20-pin ATX Power
- * 4-pin Auxiliary Power
- * SATA Power
- * Molex Power
- * Berg Power
- * Case Fan Power
- * SATA
- * PATA
- * Floppy Drive



External cables



External cables

Now we are ready to connect the external cables to the ports on the back of the computer.

We must connect the cables to the computer:

- * Monitor
- * Keyboard
- * Mouse
- * USB
- * Ethernet
- * Wireless Antenna
- * Power



Our virtual computer is ready

