

A computer is a device that can automatically carry out a set of arithmetic or logical operations – hence its name. The ability of computers to follow sequences of operations (programs) enable them to perform a range of tasks. A computer consists of at least one processing element, usually a **Central Processing Unit (CPU)**, and some form of memory; the processing element carries out arithmetic and logical operations. A Graphics Processing Unit (GPU) is an electronic circuit designed to alter memory to accelerate the creation of images in a frame buffer intended for output to a display device. In a PC, a GPU can be present on a video card or can be embedded on the motherboard or on the CPU die. Random-Access Memory (RAM) is a form of computer data storage which stores frequently used program instructions to increase the general speed of a system. A RAM device allows data items to be read or written in almost the same amount of time, regardless of the physical location of data inside the memory. A Solid-State Drive (SSD) is a storage device using integrated circuit assemblies as memory to store data persistently; it lacks moving mechanical components. This distinguishes it from traditional electromechanical magnetic disks such as Hard Disk Drives (HDDs), which contain spinning disks and movable heads. A motherboard is the main Printed Circuit Board (PCB) enabling communication between many of the crucial electronic components of a system. USB (Universal Serial Bus) is an industry standard that defines cables, connectors and communications protocols for connection between computers and devices. Peripheral devices include input devices (keyboards, mice, trackpads, webcams), output devices (monitor screens, printers, speakers), and input/output devices that perform both functions (e.g. the touchscreen).