

# Introduction To Multimedia Applications CT801-4-0-OIMA



**A • P • U**  
ASIA PACIFIC UNIVERSITY  
OF TECHNOLOGY & INNOVATION

## Hardware and Software in Multimedia

# Topic & Structure of Lesson



System Unit and Its Components



Common Input/Output Devices



System Software



Application Software

# Learning Outcomes

**At the end of  
this lecture, you  
will be able to:**



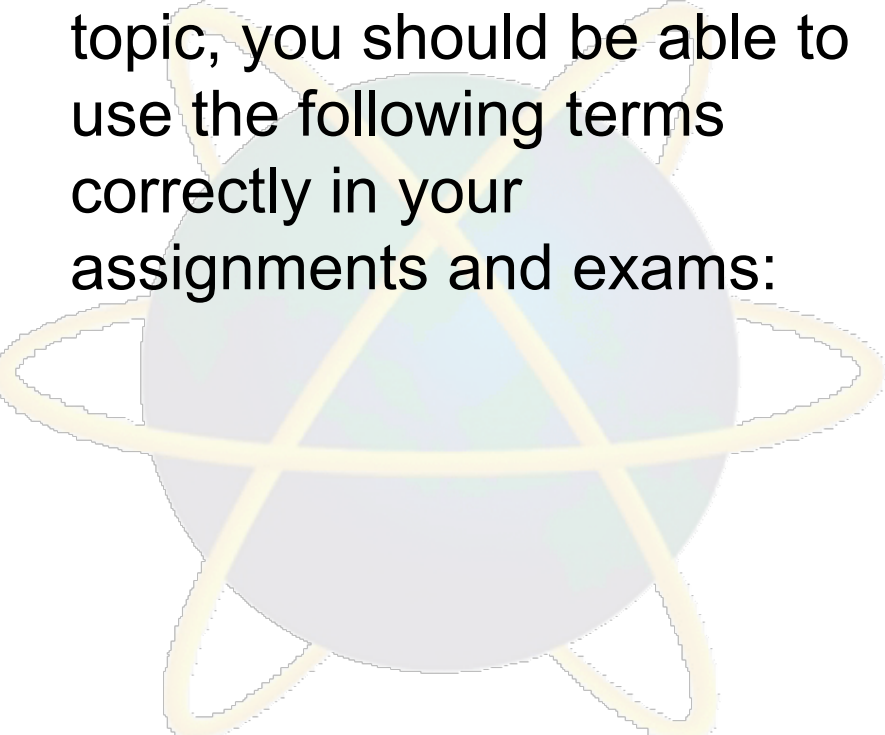
Identify the system unit and its components, and common input/output devices.



Differentiate between system software and application software.

# Key Terms you must be able to use

If you have mastered this topic, you should be able to use the following terms correctly in your assignments and exams:



Motherboard

Processor

Memory

Ports

Power Supply

Expansion Cards

Operating System

Utility

Device Driver

Application Software

# Hardware

Hardware is the collection of physical elements that constitute a computer system.

These elements include the **system unit** and **input/output devices**.



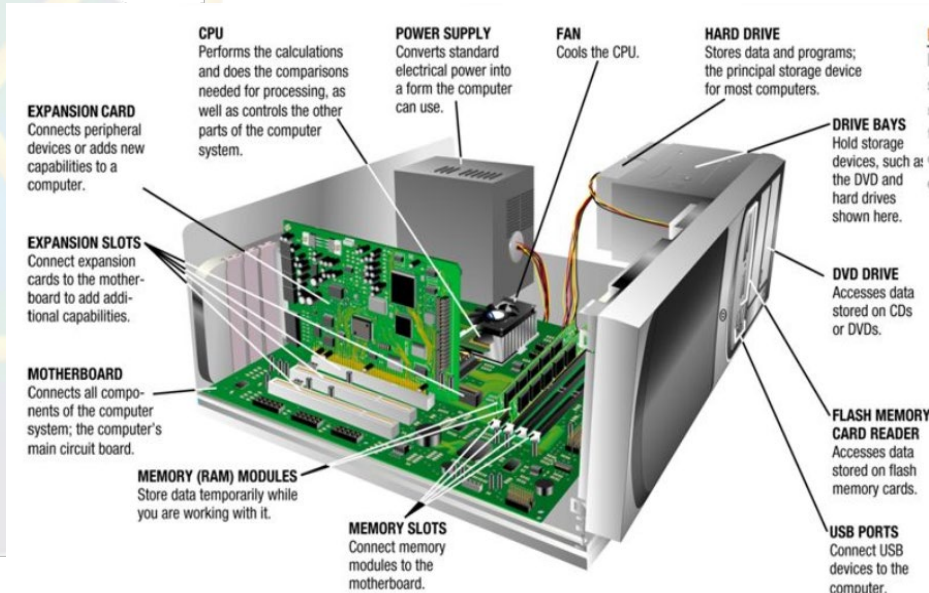


# System Unit

The system unit is a case that contains electronic components of the computer used to process data.

These components include:

- Motherboard
- Processor (CPU)
- Memory
- Ports
- Power Supply
- Expansion Cards



# System Unit



The diagram illustrates the components of a system unit. It features a central light blue sphere with yellow orbital rings. Six dark blue rectangular boxes are arranged in a 2x3 grid around the sphere. Each box contains white text identifying a component: Motherboard, Processor (CPU), Memory, Ports, Power supply, and Expansion cards.

**Motherboard**

**Processor  
(CPU)**

**Memory**

**Ports**

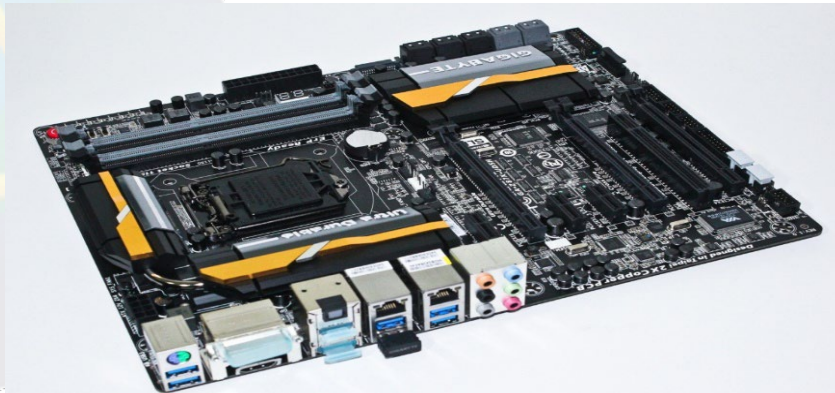
**Power  
supply**

**Expansion  
cards**

# Motherboard

## Motherboard

- The main circuit board of the system unit serves to connect all parts of a computer.





# Processor (CPU)

## Processor (CPU)

- The Central Processing Unit (CPU), is the “computer’s brain” that interpret and execute basic instructions that operate a computer.



# Memory

## Random Access Memory (RAM)

- A type of primary memory
- Volatile-memory: loses its content when computer is turned off
- Used to hold data while it is being processed, and program while it is being executed.

## Read-only Memory (ROM)

- A type of primary memory
- Non-volatile memory: does not lose its content when computer is turned off.
- Used to store instructions during computer set up, called the *firmware*.

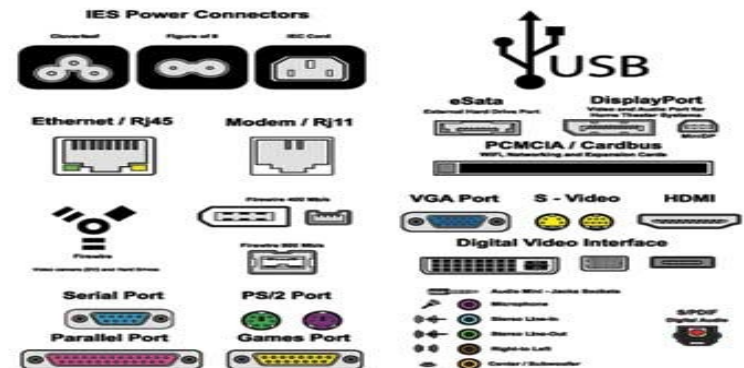
## Secondary memory

- Refers to the storage in a computer which it acts as a mean to store the processed information. Example of storage devices includes the:
  - Hard disk
  - Optical disk
  - Floppy disk
  - USB flash memory
  - Memory card

# Ports

## Ports

- A port is the point at which a peripheral attaches to or communicates with a system unit (sometimes referred to as a jack).
- Example of storage devices includes:
  - RJ 45
  - USB
  - HDMI
  - VGA
  - Serial Port



# Power Supply

## Power Supply

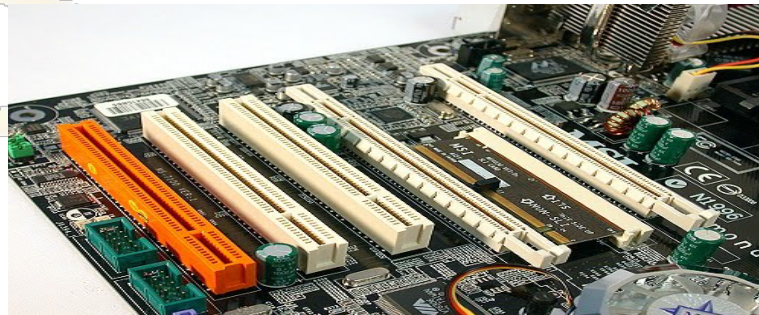
- It receives power from an electrical outlet and convert the AC to DC which is what the computer requires.
- It regulates the voltages to an adequate amount which avoid the computer from overheating.



# Expansion Card

## Expansion Card

- Inserted into an expansion slot on the motherboard to add extra functionality to a computer.
- Used to enhance the quality of their specific function.
- Examples includes:
  - Memory card slot
  - Graphics card slot
  - Network card slot



# Input & Output Device



## Input Device

- An input device is any hardware that allows users to enter data and instructions into a computer.
- Examples include:
  - Keyboard
  - Mouse
  - Mic
  - Webcam



## Output Device

- An output device is any type of hardware component that conveys information to one or more people.
- Examples include:
  - Monitor
  - Printers
  - Speakers



# Software

Software is a program consists of a set of instructions that guide the computer how to do its work.

Types of software:

- System Software
- Application Software





# System Software

System software is a program designed to operate the computer hardware and to provide a platform for running application software.

It works at the background in a computer managing its own internal resources.

Types of system software:

- Operating system
- Utility
- Device Driver



# Operating System

Operating system – program that manages the computer resources and provides the interface between the user and computer hardware.

Popular computer OS include:

- Windows 10, Mac OS X, Ubuntu.
- Popular mobile Oss:
- Android OS, iOS, Window Phone OS



# Utility

Utility – program that ensures optimum functionality of devices and applications by running diagnostic and maintenance tasks for the computer.

Common tasks carried out by utilities software are:

- Antivirus and firewall
- Data backup and recovery
- Disk partition and defragmentation
- Hardware diagnostic services
- File conversion and compression

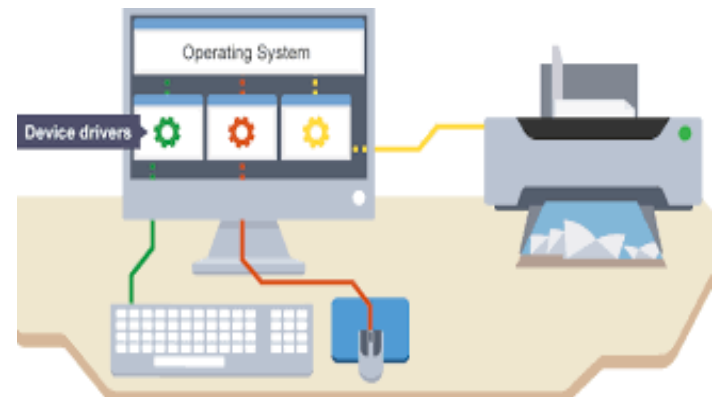


# Device Driver

Device driver – program that tells the operating system how to communicate with the device that is attached to the computer.

Examples of devices which require drivers:

- Mouse
- Keyboard
- Soundcard
- Display card
- Network card
- Printer



# Application Software

A program or group of programs designed for end users.

Used to accomplish specific tasks other than just running the computer system

Types of application software:

- General-purpose application
- Specialized applications
- Mobile applications



# General Purpose Application

General purpose applications are widely used in nearly all career areas.

## Examples:

- Word processor
- Spreadsheet
- Presentation Software
- Database Management System
- Graphic Editor
- Web Browser



# Specialized Application

Specialized applications includes thousands of other programs that are more narrowly focused on specific disciplines and occupations.

## Examples:

- Help desk system
- Asset management system
- Hospital management system
- Student management system
- Library management system

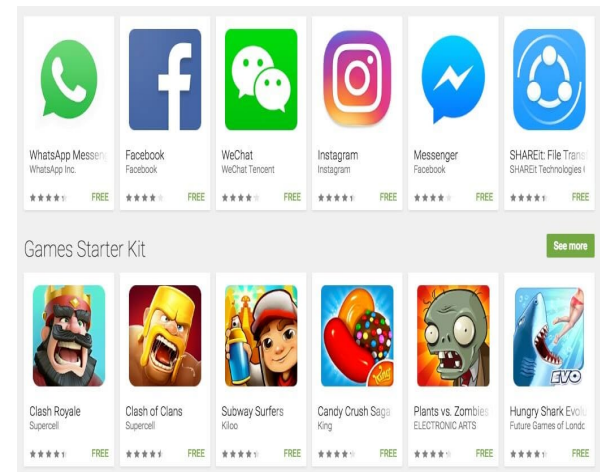


# Mobile Application

Mobile applications are small programs primarily designed for mobile devices such as smartphones and for tablet computers.

## Examples:

- Social media applications
- Video streaming applications
- Music streaming applications
- E-commerce applications
- Mobile game applications





# Quick Review Question

01

Identify the components in a system unit

02

List 3 examples each of an input and output device

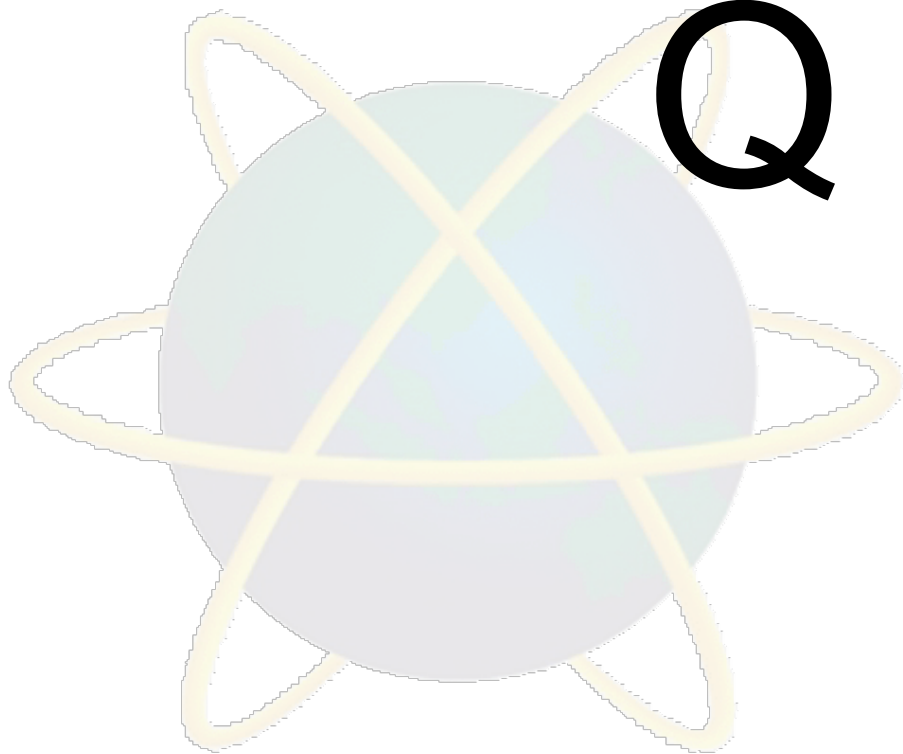
03

Describe the 2 types of software



# Question and Answer Session

Q & A



# Next Session

## Multimedia Development Methodology

