

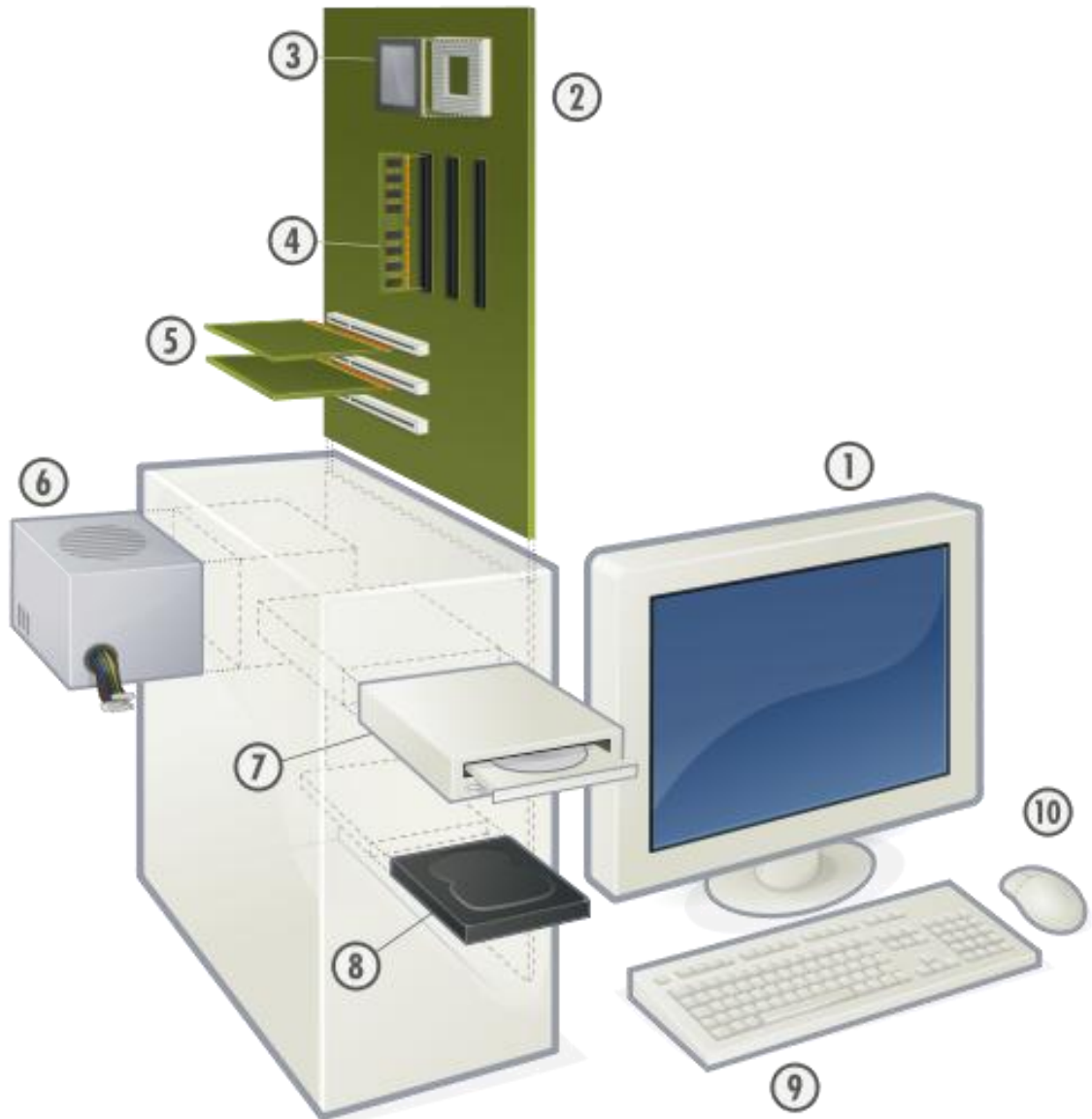
Hardware vs. Software

The primary difference between hardware and software is that hardware is something that is a physical substance of the computer (something that is physically inside the computer or connects to the computer) whereas software is a collection of computer programs that contain instructions for the computer. Below we have listed some examples of each. We also have added some diagrams.

Hardware

1. Monitor: A monitor is an electronic visual display device for the computer. This is what you are using to read this description.
2. Motherboard: A motherboard holds the main components of the computer, such as the memory.
3. CPU: The CPU (central processing unit) is what executes the commands of the computer.
4. RAM: RAM (Random-access memory) is memory that can be accessed quickly from the computer. It doesn't store permanent memory.
5. Expansion card: An expansion card improves different parts of the computer. These can be video cards, graphic cards, etc.
6. Power Supply: Converts AC power from a power supply to low voltage DC power that can supply all the necessary parts of the computer.
7. Optical Disk Drive: A disk drive that uses lasers to obtain information off of optical disks, such as CD's, DVD's , and Blu-Rays.

8. Hard Disk Drive: A device that can store data and retrieve data when needed. Uses quick rotating disks and magnets to store information.
9. Keyboard: a typewriter like device that is used to enter keystrokes into the computer
10. Mouse: a pointing device that allows you to point at and select different objects on the computer screen



Software

Computer software is a collection of computer programs. It has data and instructions that tell the computer how to act. Computer software is always stored in the memory of either the computer or an external memory device. Software is the brains behind the hardware, and tells the hardware what functions to do. The difference with software, instead of hardware is that software cannot be touched. The memory that the software is stored on can be touched, but the actual software itself cannot be touched. Some examples of software:

- Computer Games (Roller Coaster Tycoon or the Sims)
- Text Editing Software (Microsoft Word)
- Photo Editing Software (Adobe Photoshop)
- Operating Systems (Mac OS, Windows, and Linux)
- Media Storage (iTunes or Windows Media Player)
- and many more....

