

LIS-3353

Hardware II

HARDWARE – the physical stuff that does not change.

SOFTWARE – the non-physical stuff that is INFINITELY CHANGEABLE and can do whatever you tell it to do.

(or, lately, whatever the company that sold it to you told it to do)

Bitcoin Farm



All this stuff... (ah, the 80's)



OLPC (and their cost, whoa) ->



“Netbooks”



PDAs (but this and a phone?)



Blackberry



Enter Apple

- Just got a lot of “human” details right...eventually:

The First Apple Tablet



MP3 Players?



Ipod, et al.



The PHONE

Blackberry



The iPhone

- (Darwin, POSIX Compliant, BSD derivative, now basically closed)



Android. (Linux Kernel, Weird/Java OS)

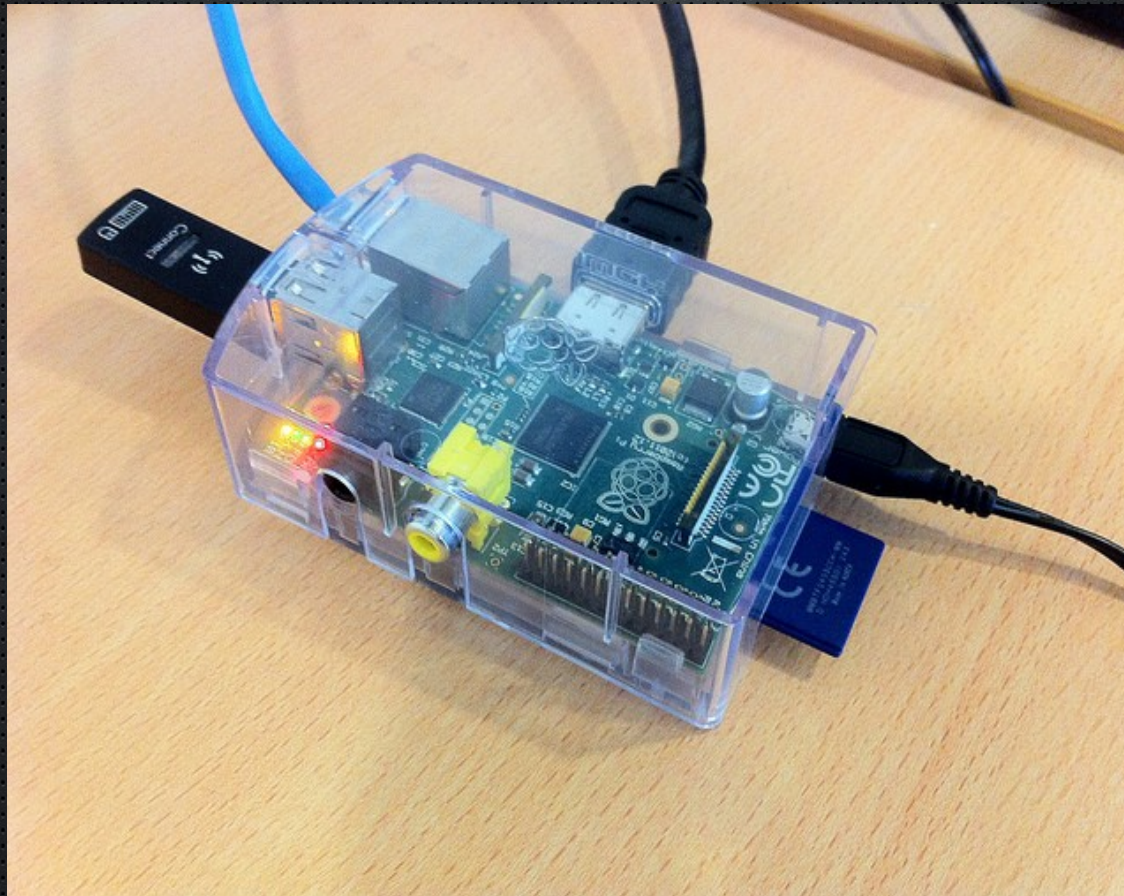


Nokia N900 (straight up Linux) (EEE?)



Raspberry Pi (and similar)

(slightly less “powerful”, but fully open)



Looking forward.

The “Cloud”

The “Cloud”

Academically, meaningless:

Substitute either

1) The Internet (most common)

2) An Intranet

3) A Physical Server

And you have a more accurate term.

The “Cloud”

Why the popularity?

The “Cloud”

Why the popularity?

One theory – not because something new was happening for end-users...

After all, we had email and picture storage and file storage (XDrive)

The Cloud

But there was new technology on the B2B front.

Pre-“Cloud” – all servers were “physical”

Post-“Cloud” – servers could be virtualized.