# Build Your Own PC On A Budget: A DIY Guide For Hobbyists And Gamers

In this book, I begin with first principles (AND, OR, and NOT logic) and carry out a basic computer design finishing with a working computer using a Field Programmable Gate Array. A knowledge of computer science or electronics is not needed to follow along. Each step will rely on supplied information and simple reasoning. Whether novice or

computer professional, knowing how a computer works allows you to take full advantage of its capabilities.

by Kyle MacRae, Gary Marshall Now in its fourth edition, this best-selling manual has been fully revised to bring you right up-to-date with technology. We explore the latest processors, memory, storage options and operating systems, discover what you need for Windows Vista and Windows 7 and of course we focus on the practical with plain English descriptions of what to get, where to get it at the best price and how to put it all together.

Discover how every solution that is in some way related to the IoT needs a platform and how to create that platform. This book is about being agile and reducing your time to market without breaking the bank. It is about designing something that you can scale incrementally without a lot of rework and potentially disrupting the current work. So, the key questions are: What does it take? How long does it take? And, how much does it take to build your own IoT platform? This book answers these questions and provides you with a step-by-step guidance on how to build your own IoT platform. In this book, the

author bursts the bubble and highlights how the core of an IoT platform looks like. There are always some must-haves and some nice-to-haves. This book will distinguish the two and focus on how to build the must-haves. Building your IoT platform is not only the biggest cost saver but can also be a satisfying learning experience. In this edition, we will undertake a sample project to further clarify the concepts we learn; additional chapters would show you the hardware interface. What You Will Learn: · Learn how to architect an interconnected system. · Learn how to develop flexible architecture. · Learn to

prioritize system requirements with a bottom-up approach. · Be able to create a redundant communications platform. · Be able to create an end-to-end application using the guidelines in this book. Who Is This Book For IoT developers with basic-to-intermediate programming skills would benefit from this book.

Make one fantasy come true Leave those mythical monsters alone for a minute and think about this. What if you had a really kickass PC that would let you totally experience the game? What if it included every feature you've dreamed of-a motherboard

designed exclusively for gaming, top-notch video and sound cards, the fastest processor? What if another gamer could teach you to build it yourself, without spending a Jedi's ransom? What if you buy this book, turn to page 1, and get started! Expert instructions for * Planning your PC * Setting your budget * Deciding where to shop for parts * Choosing a processor, memory, motherboard, sound and video cards, and the rest * Selecting speakers, a monitor, and a case * Assembling the PC * Installing the OS and software * Hooking up to a game network

How to Build a Computer: The Best Beginner's Guide to Building Your Own PC from Scratch!
Develop a Fully Flexible and Scalable Internet of Things Platform in 24 Hours
Build a Computer from Scratch
Create Computer Games
How I Build My PC From Scratch
Build Your Own Pentium II PC
*If you've dreamed about having a customized multimedia PC or one tricked out for your favorite games, build your own and make your dreams come true! Build Your Own PC Do-It-*

*Yourself For Dummies makes it easy. Not only is building your own PC a really rewarding project, it can also save you a nice chunk of cash. This step-by-step guide helps you decide what you need, teaches you what all those computer terms mean, and tells you exactly how to put the pieces together. It shows you: What tools you need (not as many as you might think!) All about operating systems How to install CD and DVD drives The scoop on sound and video, and how to put a sound system together from start to finish How to connect a monitor and install a modem All*

*about setting up and configuring the hard drive Secrets for securing your system, and more Included is a bonus DVD showing you how to install the motherboard, CPU, RAM, ports, hard drive, video and sound cards, a DVD drive, and more. With Build Your Own PC Do-It-Yourself For Dummies, you can have the computer you want plus the satisfaction of doing it yourself! Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file. This updated edition of the Build Your Own Gaming PC Manual will help readers get the*

*performance they want on a budget they can afford. Whether you want the cutting-edge technology or are just interested in streaming video for playing the latest hit games, readers will find the guidance needed to make their perfect PC a reality. Regardless of if they are looking to upgrade an existing computer or build a new one from scratch, they'll be able to play the newest games in style and be ready to face the challenges of next year's hottest titles. The new edition includes information on virtual reality, along with all the latest software,*

*accessories and video technology.*
*BUILD IT. FIX it. OWN IT. A Beginner's Guide to Building and Upgrading a PC Build It. Fix It. Own It. is the ultimate beginner's guide to building and fixing your own PC. With a friendly, knowledgeable tone, this book shows the beginning PC builder everything he or she needs to know to build a computer or upgrade an existing one. We step you through the parts that lurk inside a PC, from the motherboard and power supply to the CPU, memory, hard drive, video card, sound card, and networking*

*hardware. In each case, you will learn how the hardware works, what it does, what types of hardware are available, and what to look for when buying the hardware. Then we walk you step-by-step though a series of PC building projects. We show you how to build five different types of PC: a basic business PC, a home theater PC, a high-performance PC, a killer gaming PC, and a budget PC. And if building a new PC from scratch isn't in your budget, we show you how to resurrect an old PC by swapping out a few key components. When you have your PC built and*

*running, we show you how to set up a wireless network and the BIOS and maintain your new rig. Build It. Fix It. Own It. is the ultimate PC builder's guide, even if you've never ventured inside a PC case before! Author Bio Paul McFedries is one of the industry's most well known and respected technical writers and is a passionate computer tinkerer. He is the author of more than 70 computer books that have sold more than three million copies worldwide. His recent titles include the Sams Publishing books Windows Vista Unleashed and Windows Home Server*

*Unleashed and the Que Publishing books Networking with Microsoft Windows Vista, Formulas and Functions with Microsoft Excel 2007, Tricks of the Microsoft Office 2007 Gurus, and Microsoft Access 2007 Forms, Reports, and Queries. Paul also is the proprietor of Word Spy (www.wordspy.com), a website devoted to tracking new words and phrases as they enter the English language. Category Hardware Covers PC Hardware User Level Beginner—Intermediate Two hours of personal, visual instruction on building a PC from scratch!*

*Build Your Own PC Game in Seven Easy Steps*
*Design and Build Your Own Game*
*From Scratch*
*Build Your Own Gaming PC*
*My Super PC - How to Build Your Own Computer*
*Build Your Own PC*

You can build a computer that's
affordable, high-quality, and with eye-
popping performance like My Super PC!
Every part, every component and every
step in the assembly of a 64-bit
desktop computer is described in

detail. This book is the companion guide for the web-site www.MySuperPC.com. The book contains the same information as assembly web-pages at the web-site. Using over 250 color images, the steps for building your own computer are given, beginning with a complete parts list, to component description, detailed assembly instructions, setting up the BIOS, installing the Windows XP/Vista operating system and even trouble-

shooting common problems.

Presents step-by-step instructions for building a PC along with buying advice for videocards, soundcards, speakers, DVD drives, and other components. 2018 Edition! Save yourself the headache and learn the right way of building your own PC.

Get the performance you want on a budget you can afford. With Build Your Own Gaming PC you'll find all the cutting-edge technology and guidance

you need to make your perfect PC a
reality. Whether you're looking to
upgrade your current computer or
building a new one from scratch, you'll
be able to play the latest games in
style and be ready to face the
challenges of next year's hottest
titles.
The step-by-step manual to building the
ultimate computer
Building Your Own Computer Made Easy
Building a Modern Computer from First

Principles

Code a Space Adventure Game!

Maximum PC Guide to Building a Dream PC

Build Your Own PC Do-It-Yourself For

Dummies

**Everyone has to get a new computer at some time or another so why not get the computer you always wanted? Sure you can buy a nice computer off of the store shelf but you never really get exactly what you want that way. When you build your own computer, you are in charge of**

**what components are going to be used so you know that it will perform the way you want it to. The goal of this book is to help you choose the parts (components) for your new computer so you can end up with a computer that does what you want it to do. Then you will be taken through the build process with step by step instructions and illustrations making it easy to get your new computer up and running in no time. Finally you will be guided through the process of**

**installing an operating system on your computer so you can start enjoying your work. The chapters in the book cover the following topics: Chapter 1 - Why Build Your Own Computer? Chapter 2 - Choosing Components Chapter 3 - Planning Your Build Chapter 4 - Putting the Pieces Together Chapter 5 - Initial Power Up Chapter 6 - Installing Your Operating System About the Author James Bernstein has been working with various companies in the IT field since**

**2000, managing technologies such as SAN and NAS storage, VMware, backups, Windows Servers, Active Directory, DNS, DHCP, Networking, Microsoft Office, Exchange, and more. He has obtained certifications from Microsoft, VMware, CompTIA, ShoreTel, and SNIA, and continues to strive to learn new technologies to further his knowledge on a variety of subjects. He is also the founder of the website OnlineComputerTips.com, which offers**

**its readers valuable information on topics such as Windows, networking, hardware, software, and troubleshooting. Jim writes much of the content himself and adds new content on a regular basis. The site was started in 2005 and is still going strong today. Ian Sinclair's Build Your Own books have established themselves as authoritative and highly practical guides for home PC users and advanced hobbyists alike. All aspects of building and upgrading a PC**

**are covered, making this the book the computer retailers don't want you to read! By getting to grips with the world of PC hardware you can avoid the built-in obsolescence that seems to be part and parcel of the fast moving world of PCs, and escape the need to buy a new PC every year. You can also have a PC that keeps pace with the ever increasing demands that new software applications place on your system. The new edition of this book is based round building and**

**upgrading to the latest systems such as Pentium 4 or AMD Athlon motherboards running Windows 2000 / ME. As well as guiding you round the inside of your PC base unit Ian Sinclair also covers monitors, printers, video capture, DVD drives, USB and parallel port accessories.... By reading this book PC owners will get to grips with the world of PC hardware and can avoid the built-in obsolescence that seems to be part and parcel of the fast moving world of PCs,**

**and escape the need to buy a new PC every year. The new edition of this book is based round building and upgrading to the latest systems such as Pentium 4 or AMD Athlon motherboards running Windows 2000 / ME. As well as guiding users around the inside of their PC base unit. The book also covers monitors, printers, video capture, DVD drives, USB and parallel port accessories, and much more. According to a New York Times article it is estimated that between 2000**

**and 2007, 500 million computers will become obsolete. The National Safety Council estimates that by 2004 315 million PCs will be obsolete. Two points that highlight how most people are unaware how simple the process of upgrading their own PC is. The third edition has been updated throughout with new and expanded sections including: • Sound capture and editing • Video capture from analog and digital camcorders, and TV / video • New fast**

**motherboards, including RAID and other types with up to eight IDE devices controlled • Very fast processors in the range 1.5 to 2.0+ GHz • Cooling and fan-noise problems • Using large hard drives (60 Gb and more) • The new USB-2 standard \* Covers all aspects of building and upgrading a PC, making this the book the computer retailers don't want you to read \* Guides PC owners to create the PC you really want, not just the off-the shelf package offered by**

**manufacturers \* Helps you create a PC that keeps pace with the ever increasing demands that new software applications place on their system Now in its fifth edition, this best-selling manual has been fully revised to bring you right up-to-date with the latest technology, explaining what you need, where to find the best prices and how to put it all together. You'll discover the best multi-core processors and graphics options, whether solid-state drives are**

**better than hard disks and the differences between Windows 7 and Windows 8, all written in a jargon-free style. With step-by-step photos showing how to build a powerful PC and an ultra-compact one - and a troubleshooting guide to help you with any issues you may encounter - this up-to-date manual is a must for anybody who wants to build their own computer.**

**Intelligent readers who want to build their own embedded computer systems--**

**installed in everything from cell phones to cars to handheld organizers to refrigerators-- will find this book to be the most in-depth, practical, and up-to-date guide on the market. Designing Embedded Hardware carefully steers between the practical and philosophical aspects, so developers can both create their own devices and gadgets and customize and extend off-the-shelf systems. There are hundreds of books to choose from if you need to learn**

**programming, but only a few are available if you want to learn to create hardware. Designing Embedded Hardware provides software and hardware engineers with no prior experience in embedded systems with the necessary conceptual and design building blocks to understand the architectures of embedded systems. Written to provide the depth of coverage and real-world examples developers need, Designing Embedded Hardware**

**also provides a road-map to the pitfalls and traps to avoid in designing embedded systems. Designing Embedded Hardware covers such essential topics as: The principles of developing computer hardware Core hardware designs Assembly language concepts Parallel I/O Analog-digital conversion Timers (internal and external) UART Serial Peripheral Interface Inter-Integrated Circuit Bus Controller Area Network (CAN) Data**

**Converter Interface (DCI) Low-power operation This invaluable and eminently useful book gives you the practical tools and skills to develop, build, and program your own application-specific computers. Invent Your Own Computer Games with Python, 4E Using Visual Basic Build Your Own PC on a Budget: A DIY Guide for Hobbyists and Gamers Build a PC with Scott Mueller Build Your Own Computer**

# The Complete Step-By-Step Manual to Constructing a PC That's Right for You

**Provides instructions on building and upgrading a PC, covering such topics as drives and connections, installing Windows, adding peripherals, working with video, and troubleshooting.**

**PUT DOWN YOUR CONTROLLER Why just play videogames when you can build your own game? Follow the steps in this book to learn a little about code, build a few graphics, and piece together a real game you can share with your friends. Who knows? What you learn here**

**could help you become the next rock-star video- game designer. So set your controller aside and get ready to create! Decipher the code - build some basic knowledge of how computer code drives videogames Get animated - create simple graphics and learn how to put them in motion Update a classic - put your knowledge together to put your modern twist on a classic game**

**Invent Your Own Computer Games with Python will teach you how to make computer games using the popular Python programming language—even if you've never programmed before! Begin by building classic games like**

**Hangman, Guess the Number, and Tic-Tac-Toe, and then work your way up to more advanced games, like a text-based treasure hunting game and an animated collision-dodging game with sound effects. Along the way, you'll learn key programming and math concepts that will help you take your game programming to the next level. Learn how to: –Combine loops, variables, and flow control statements into real working programs –Choose the right data structures for the job, such as lists, dictionaries, and tuples –Add graphics and animation to your games with the pygame module –Handle keyboard and mouse input**

**-Program simple artificial intelligence so you can play against the computer -Use cryptography to convert text messages into secret code -Debug your programs and find common errors As you work through each game, you'll build a solid foundation in Python and an understanding of computer science fundamentals. What new game will you create with the power of Python? The projects in this book are compatible with Python 3. Build Your Own Gaming PCThe step-by-step manual to building the ultimate computerHaynes Publishing UK Building Your Extreme Gaming PC**

**The Complete Guide to Computer Modding**
**How to Build a Beowulf**
**How to Build Your Custom Computer**
**Build the Ultimate Gaming PC**
**Haynes Build Your Own Computer**
*Do you want more computer than you can afford? A powerful machine that's bigger, better, faster? One with lots of bells and whistles? Here's a way to get it! With tools you already own (like a screwdriver) and no technical experience you can easily build a leading-edge, high-performance, super fast machine such as a Pentium II*

*and get all the computer you dream of.
Think of the bragging rights you'll earn.
You'll be able to say, "I built it
myself!"*

*This popular Build-It-Yourself (BIY) PC
book covers every step in building one's
own system: planning and picking out the
right components, step-by-step assembly
instructions, and an insightful discussion
of why someone would want to do it in the
first place.*

*If you want a book that's easy to follow
and will show you how to build a gaming*

*computer from start to finish, then this is the one for you.This book is written in an 'easy to understand' manner that will take you through all computer parts individually to help you choose each computer component. There's also help throughout this book on choosing quality computer components and a guide on picking out a version of Windows. Finally, there's a guide on how to build a gaming computerGrab Your Copy Now !!!!! Shows tech hobbyists how to build the perfect PC, whether they want to create*

*the ultimate gaming machine or combine new and recycled parts to construct an inexpensive computer for a child The do-it-yourself craze is sweeping through the tech community, and this guide is now significantly revised and updated to cover the wide array of new hardware and accessories available Step-by-step instructions and dozens of photos walk first-time computer builders through the entire process, from building the foundation, and adding a processor and RAM, to installing a video card,*

*configuring a hard drive, hooking up CD
and DVD drives, adding a modem, and
troubleshooting problems
How to build a working digital computer
Build Your Own Gaming Computer
Design Guidelines and Application Notes
A Step-by-Step Illustrated Guide to
Assembling Your Ultimate High-Performance
PC
Everything Basic You Need To Know On
Building Your Own AMD PC For Video Editing
& Gaming
The Elements of Computing Systems*

This DIY guide shows, step-by-step, how to build a custom PC with great functionality for little cost Enthusiasts already realize that building a PC from the ground up can be fun and educational—this practical guide shows that it can also be cost-effective. By assembling a custom PC, you can ensure that your computer has everything that you want and not waste money and processor power on features that you don't want. Build Your Own PC from Scratch is aimed at today's gamers, experimenters, and hobbyists who want to know computers from the inside out. You will learn how to put together a reliable, high-performance PC that doesn't cost a fortune. You'll discover how to choose the

best components, install operating systems and applications, connect to networks and the Internet (including via wireless connections), add peripherals, and keep your home-made system in top-running condition. PC security, maintenance, and software update procedures are covered in full detail. You will get guidance on extending PC functionality with add-ons such as external wireless security cameras and more. Shows how to perform tasks immediately, so it's possible to starting having fun with the new PC as quickly as possible Contains step-by-step assembly instructions, illustrations, and high-quality photos Outlines important security, maintenance, and upgrade procedures that

most DIY books ignore

Written in a snidely humorous style, this practical book teaches all the basic skills needed to program good PC games. It shows how to implement ideas and techniques in developing three specific games (a text adventure, a graphics adventure, and a graphics arcade game) with Visual Basic versions 3.0 and 4.0 for the Windows environment. CD contains complete source code and sample games.

Provides instructions on building, customizing, and modifying a PC, with information on components and how to build and test a system, along with a collection of customized PCs.

I always believe Gaming, Video editing, and PC building should go hand in hand. Most of the choices of Prebuilt PCs available in the market are all very expensive. I did include all the basic knowledge required to build yourself a nice basic to intermediate level gaming as well as video editing PC. And the configuration and the requirements to build the best gaming & video editing PC based on your budget, profession or requirement. This book also includes top components available in the market for this year, 2020. PC building in easy to understand simplified steps. This book is the gateway to the world of building your own PC for Gaming and video editing. At the end of the day building PC is like creating

life itself, breathing, moving machines, that talk and communicate with you in many ways, makes our life easier. The satisfaction you get from this is beyond words. So don't deny yourself from this amazing experience and start building one right now. You will also notice that this has opened up a world of possibilities. How I Build My PC From Scratch EVERYTHING BASIC YOU NEED TO KNOW ON BUILDING YOUR OWN AMD PC FOR VIDEO EDITING & GAMING Build and Upgrade Your Own PC Linux Unwired Designing Embedded Hardware A Guide to the Implementation and Application of PC

Clusters
The Step by Step Guide
Building the Perfect PC

*This title gives students an integrated and rigorous picture of applied computer science, as it comes to play in the construction of a simple yet powerful computer system.*
*Buying a new PC usually means settling for a computer that doesn't match your budget or your needs. And it's often an exercise in frustration. So, what's the solution? Building your own, of course. Assembling your own computer isn't as scary, complicated, or*

*expensive as it sounds. All you really need is a good guide to show you how. Build Your Own Gaming Computer: A Step-by-Step Illustrated Guide to Assembling Your Ultimate High-Performance PC will walk you through each of the individual stages of custom-building a PC from start to finish. A practical, hands-on guide that's written in easy-to-understand layman's terms, this illustrated manual enables even novice computer users to build the PC of their dreams. Topics covered include: What a computer needs for basic operation How to shop for components How to avoid costly*

*compatibility issues Step-by-step assembly instructions Choosing and installing an operating system Overclocking basics Build Your Own Gaming Computer: A Step-by-Step Illustrated Guide to Assembling Your Ultimate High-Performance PC also offers color photos highlighting key steps in the assembly process, helpful hints and tips, and a glossary of terms that every computer user should know. Stop wasting time and money on pre-built computers that don't deliver the functionality or performance you want. Instead, use this guide to create a PC that's tailored just for you.*

*Shows how to construct a power supply, microprocessor, peripheral devices and a CRT terminal and explains the design considerations of each project*
*This how-to guide provides step-by-step instructions for building aBeowulf-type computer, including the physical elements that make up aclustered PC computing system, the software required (most of which isfreely available), and insights on how to organize the code to exploitparallelism.*
*Supercomputing research—the goal of which is to make computers that are ever faster and more powerful—has been at the cutting edge of*

*computer technology since the early 1960s. Until recently, research cost in the millions of dollars, and many of the companies that originally made supercomputers are now out of business.The early supercomputers used distributed computing and parallel processing to link processors together in a single machine, often called a mainframe. Exploiting the same technology, researchers are now using off-the-shelf PCs to produce computers with supercomputer performance. It is now possible to make a supercomputer for less than $40,000. Given this new affordability, a number of universities and research*

*laboratories are experimenting with installing such Beowulf-type systems in their facilities.This how-to guide provides step-by-step instructions for building a Beowulf-type computer, including the physical elements that make up a clustered PC computing system, the software required (most of which is freely available), and insights on how to organize the code to exploit parallelism. The book also includes a list of potential pitfalls.*

*Mission Python*

*Build It. Fix It. Own It*

*Build Your Own Pc*

*Build Your Own IoT Platform*
*Build Your Own Z80 Computer*

Program a graphical adventure game in this hands-on, beginner-friendly introduction to coding in the Python language. Launch into coding with Mission Python, a space-themed guide to building a complete computer game in Python. You'll learn programming fundamentals like loops, strings, and lists as you build Escape!, an exciting game with a map to explore, items to collect, and tricky logic puzzles to solve. As you work through the book, you'll build exercises and mini-projects, like making a spacewalk simulator

and creating an astronaut's safety checklist that will put your new Python skills to the test. You'll learn how to use Pygame Zero, a free resource that lets you add graphics and sound effects to your creations, and you'll get useful game-making tips, such as how to design fun puzzles and intriguing maps. Before you know it, you'll have a working, awesome game to stump your friends with (and some nifty coding skills, too!). You can follow this book using a Raspberry Pi or a Microsoft Windows PC, and the 3D graphics and sound effects you need are provided as a download.

Provides information on the basics of wireless computing and the technologies that are supported by Linux.

Design and assemble an inexpensive yet fast and reliable PC Construct the PC of your dreams using the practical information contained in this hands-on guide. Build Your Own PC on a Budget explains, step-by-step, how to put together a customized computer that is affordable, stable, and powerful. Discover how to choose the parts that fit your needs, safely connect and test components, add video and peripherals, install an operating system, connect to the

Internet, and go wireless. Security, maintenance, and software updates are fully covered in this DIY book. Look inside a PC and understand how each component works Decide what you want from your PC and develop a design plan Create a cost-effective parts list and select the best vendors Wire up the motherboard, processor, and add-on boards Connect storage devices, display adapters, and peripherals Securely connect to LANs, WiFi networks, and the Internet Install your operating system, device drivers, and applications Maintain your PC, update software, and back up your data

A guide to building and customizing personal computers offers advice on selecting, purchasing, and installing drives, modems, adapters, RAM, sound and video cards, peripherals, operating systems, and add-ons.
Building a PC For Dummies
The Master Guide To Building And Assembling Your Gaming PC With Detailed Guidelines
A Simplified Guide to Design and Build Your Own PC from Scratch in 17 Steps (Screenshots)
Building Extreme PCs
A Beginner's Guide to Building and Upgrading a PC

**BUILD YOUR OWN PC is an easy to read book**

**with clear instructions, and illustrations that take you through each phase of the building process. The process of building a PC takes a skilled computer tech about an hour or less to complete. Take your time, and build it at your own pace. This book closely works with the motherboard book that accompanies your motherboard. This book, with its seven illustrations, shows you how to go from simple parts to a fully assembled computer step by step. After years of putting this book together, and building computers for myself**

**and others, I tell you the secrets of my strategy for successfully building a computer from Scratch. This manual provides helpful information to help you avoid common pitfalls and costly mistakes. This beginners level book also gives you troubleshooting tips you can utilize with any PC. Even a maintenance schedule is provided to help keep your PC running at its optimum state. With this book you can build a mid range computer, or a cutting edge gaming PC. You decide which, as you will be choosing the**

**components that you want, and the price range that you want for your dream PC. I wrote this manual using a computer I built myself, let me show you how...Building your PC feels similar to a custom of passage. You have moved from purchasing off-the-shelf computers, which anybody can purchase to building your modified machine. It is so enjoyable and also daunting. However, the procedures itself is easy. We will guide you through all the things you should be aware of. I have simplified this manual to enable**

**non-technical readers to see and understand the materials and steps that are used in building a computer. This guide has been made as simple as possible, so get it for yourself, your kids, and have fun while building a customized computer. Building a computer system lets users get exactly the computer system that they need. This book takes them through all of the steps to create a powerful computer system. Includes 120+ photographs to guide readers through the process. (Computer Books)**