

# Setting Up Your System

You need extra hardware for two-way communication with your computer, to store programs — and for some games

## Printer

A printer is required when paper copies of programs or printed results from the computer are needed. There are several different types of printer; the price reflects the speed and quality of printing



## Disk Drives

Like cassettes, disk drives store programs. Instead of a cassette, a 'floppy disk' is used. Disk drives are much more expensive than cassette recorders but they store more information and work much faster. Generally, disk drives are necessary for business computing

## Cassette Recorder

The domestic audio cassette recorder provides a low-cost way of saving programs. The program is stored in the computer's memory while the computer is using it.

When the power is switched off the contents of this memory disappear. Before this the program can be recorded on audio cassette tape, and played back into the computer when it is needed again



## Television

An ordinary television set allows the computer to display messages. And when you are writing programs, anything you type at the keyboard will also appear on the screen. The monitor shown behind the television is designed to give better-quality pictures with more detail



## Track Ball Controller

This is used to play games. By rolling the ball in its holder a game piece can be moved around the screen. It provides much finer, faster, more accurate positioning than joysticks and is more comfortable to use. Buttons are provided for firing 'lasers' and so on



## The Computer

The computer is the heart of the computer system, though it needs 'extras' to help it communicate with the user. It has a keyboard similar to that on a typewriter, but with some extra keys.

Several sockets are provided (usually on the back of the computer) to connect it to other machines such as the cassette recorder or disk drive and the television set



## Joystick

These are similar to the controls found on some arcade games. Their actual use depends on the game being played with them. They might control a spaceship or a character in a maze, for example. Some joysticks have a 'pad' of 10 or more buttons (set out like a calculator); how these are used again depends on the game being played

