Building The Perfect PC

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Build a PC that will outperform any brand-name box on the market. Yes, even if you’re not a total geek you can build your own PC -- and we guarantee it’s worth the effort. You’ll discover that the quality is better and the cost is much lower than any comparable off-the-shelf PC you can buy. Design the custom computer you want, and have fun doing it. Get high-quality PC hardware from local stores and online vendors. Plan your computer project with a complete checklist. Create the ideal PC that will run Windows 7 or Linux. Take advantage of the latest multi-core CPUs. Assemble, test, and configure your PC with ease. Build a PC that meets your needs and fits your budget. Written by hardware experts, this book delivers complete instructions for building your own dream machine with high-quality components, whether it’s a PC for general use, extreme gaming, a media center, or home server. Straightforward language, clear directions, and easy-to-follow illustrations make this guide a breeze for computer builders of any skill level, even those with no experience. Building the Perfect PC presents six in-depth custom PC projects: Mainstream PC -- Fast, flexible, quiet, and reliable at a reasonable price. Extreme System -- A wicked fast PC for video editing, gaming, and more. Media Center -- One PC to replace your TiVo, game console, DVD, and CD player. Home Server -- Ideal home network hub to store, share, and secure data. Appliance PC -- A tiny, quiet, inexpensive PC you can put anywhere. Budget System -- Reliable and highly functional at a low, low price.

**Book Information**

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There are very few folks who know their subject as well as Robert Bruce Thompson. He has been keeping a web-log for several years now where he discusses many subjects, especially about his daily adventures with building computers, managing a home-network and diagnosing problems with them. Probably the single biggest reason that many people don’t put together their own systems is the simple lack of knowledge on how to do it. This book provides a great introduction on how to do it. The best reason to do it for yourself is then you will have the piece of mind that you have quality parts in your system. Picking good hard drives, video cards, motherboards, means you are less likely to have a computer failure. Cheap parts are the major reason large corp. retailers put out a lot bad systems... they got some parts that were cheap, but that fail a lot. Thus, causing their customers a lot of headaches. Sure, you might get a dirt-cheap computer system, but you get what you pay for. The other best reason to build a system on your own is that you will learn something in the process. If you can build your own system you will start to be able to do your own tech support. You won’t have to wait to get your system fixed: you’ll have the knowledge to do it yourself. Better than the simple list of hardware (which since this is a physical book will be out of date very soon after publication) is the discussion on how to do it. The questions you need to ask yourself before picking hardware, etc. What do you want to do with the system? Do you want to play high-power games? Maybe you just want to surf the web and do some light word processing. The system can then be customized for you and you don’t get one-size fits all system from some corp. retail giant.

This book has gotten some pretty good reviews, which is one reason I chose it over other, similar titles. So I hate to be the voice of dissent, but here’s how I feel about this book. I think this book is extremely useful in theory. What I mean by that is you can sit back and read the book without actually doing the projects and learn quite a bit about PC components. For example, I now know that Antec is a really good brand to choose for the case. I saw the layout of a motherboard and have a better understanding of what the different sections of it are for. And maybe most importantly, I learned about the little things to look for when choosing the individual components, especially to make sure that they are all compatible with each other and, of course, with the
motherboard. However, when I finally started reading one of the chapters on actually "building" a system, that's when it fell apart for me. I read the gaming PC chapter, because what I'd like is a gaming PC. Well, it didn't take long before I was thoroughly confused. I felt like a lot of the steps were given in broad strokes and weren't detailed enough for a novice like myself. Now, I know what you might be saying: you can't just read these sections "theoretically" like you can the first few chapters. You need to sit down and actually put the pieces together yourself. Well, that's fine and all, if someone gave me a bunch of free components to use. But I have no desire to spend $1000+ when I don't even understand the instructions I'm reading in the book in the first place. Example: "Position the free-floating retention bracket over the plastic nub on one side of the black plastic retention module base." Uh...what? And no, I'm not even taking that out of context.

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