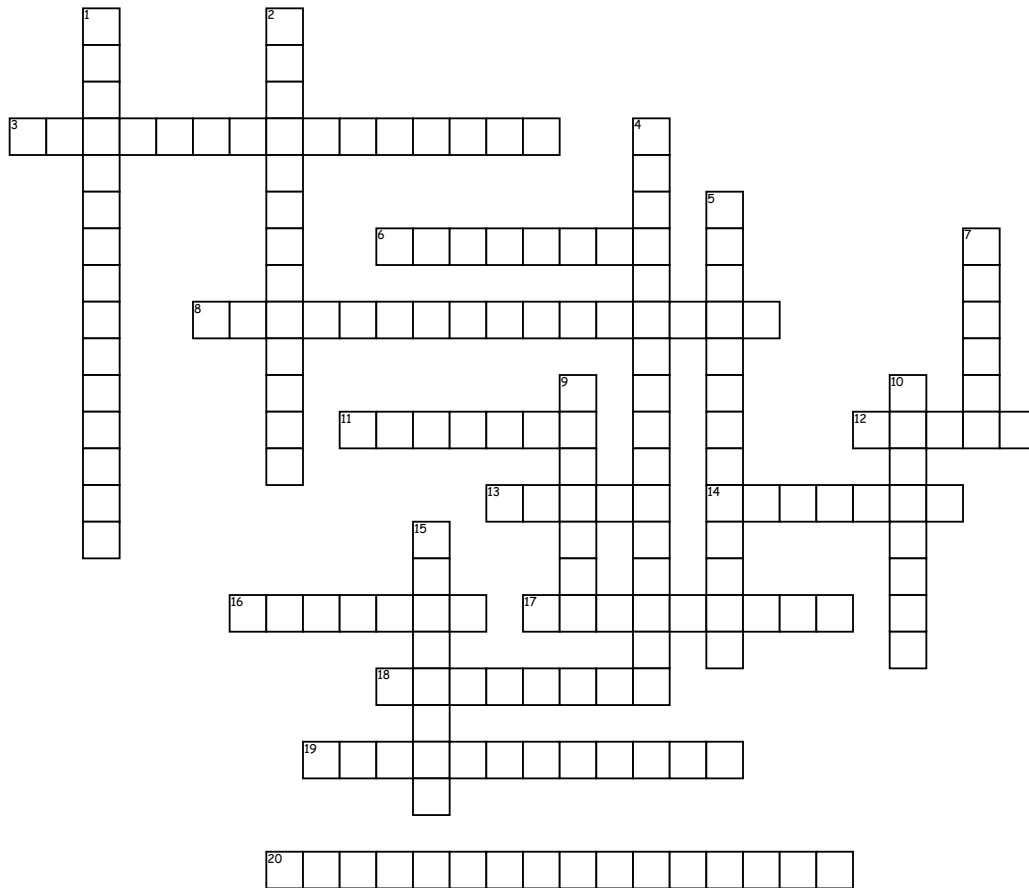# Chapter 1 Managing information and change in a connected World

Across

3. A computer small enough to fit into a computer.

6. Unit of memory equal to 1,073,741,824 bytes

8. A personal computer small enough to fit into a person's hand.

11. An electronic document stored at a location of the Web.

12. A unit of measure that refers to the number of cycles per second.

13. Data that is read into a computer or other device or the act of reading in such data.

14. A set of instructions to be executed by a computer; types of programs include applications and operating systems.

16. A group of two or more computers, software, and other devices that are connected by means of one or more communications media.

17. Millions of cycles per second, a unit used for measuring clock speed in computers.

18. Unit of memory equal to 1,024 bytes

19. A number system with a base of 2

20. A lightweight portable computer that can fit inside a briefcase.

Down

1. Programs that perform specific tasks, such as managing a monitor, disk drives, printers, and other devices.

2. The time required for the arithmetic/logic unit to decode and execute an instruction.

4. A type of storage in which programs and data are represented by tiny molecule.

5. Fastest, most powerful, and most expensive type of computer designed for multiple users

7. Information that is written or displayed as a result of computer processing or the act of writing or displaying such data.

9. An electronic document stored at a location of the Web.

10. A unit of memory measurement equal to approximately 1 trillion

15. An input/output device

Word Bank

Terminal	Utility software	Network	Gigabyte
Terabyte	Megahertz	Output	Web page
Execution time	Handheld computer	Kilobyte	Input
Supercomputer	Binary system	Program	Web page
Palmtop computer	Hertz	Notebook computer	Molecular storage