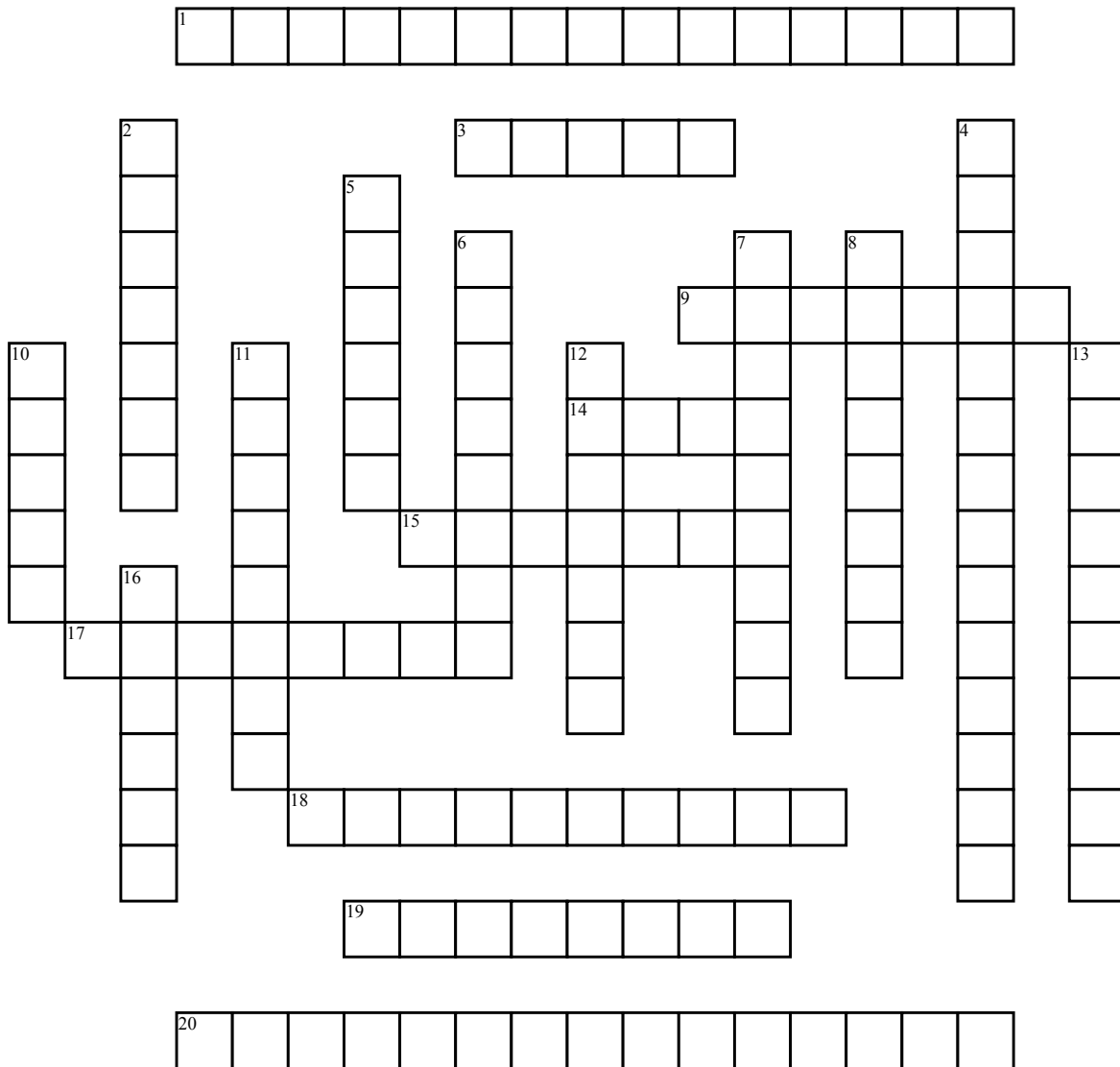


Managing Information And change in a connected world



Across

- 1. instruction time- the time required to fetch an instruction
- 3. Data that is read into a computer or other device or the act of reading in such data.
- 9. Composed of discrete bits---1s and ---under- stood by computers
- 14. Raw, unprocessed information
- 15. a technology consisting of computer components and recording media that are used to retain digital data.
- 17. a component of the ALU that temporarily holds instructions and data.
- 18. The time between two ticks of a computers system clock.
- 19. All physical components that comprise the system unit and other devices connected to it, such as a keyboard or monitor.

- 20. a computer small enough to fit in a pocket.

Down

- 2. A software application that enables a person to access sites on the World Wide Web that may include an e-mail or newsgroup program.
- 4. a type of computer memory whereby stored instructions and data are lost if the power is switched off.
- 5. information that is written or displayed as a result of computer processing or the act of writing or displaying data.
- 6. An electronic device capable of interpreting and execution program instruction and data and performing the required operations to produce the desired results.

- 7. A frequency of one billion times a second

- 8. Unit of memory equal to 1,073,741,824 bytes.
- 10. A unit of measure that refers the number of cycles per second.
- 11. The activity of translating or determining the meaning of coded instructions.
- 12. Program instructions and data reside in memory locations.
- 13. The time between two ticks of a computers system clock.
- 16. a place for storage, temporary or permanent, of data, programs, or programs, or instructions.