

Name: _____ Date: _____ Period: _____

Managing Information & Changing In A Connected World

1. A term applied to the present era in which computers and their ability to simulate reality are the dominant economic force. A. Personal computer
2. A global system of linked computer networks that allows users to jump from one place on the Web to another place on the Web. B. System software
3. Fastest, most powerful, and most expensive type of computer designed for multiple users. C. Random-access memory
4. Special areas of main memory used to store program instructions being executed and data being processed. D. System clock
5. Programs that perform specific tasks, such as managing a monitor, disk drives, printers, and other devices. E. (NSFnet)
6. A type of computer memory whereby stored instructions and data are lost if the power is switched off. F. World wide web
7. A communications protocol used to define the technique of packet switching on The Internet. G. Read-only memory
8. A type of software that consists of a set of programs that control the operations of a computer system, including the computer itself and all components and devices that comprise the computer system. H. Supercomputer
9. A small electronic chip inside a computer that synchronizes or controls the timing of all computer operations. I. Volatile memory
10. Programs containing instructions that direct the operation of the computer system and the written documentation that explains how to use the programs. J. Storage register
11. External, nonvolatile storage, such as disk storage, that stores program instructions and data even after the user switches off the power. K. Software
12. A component of the ALU that temporarily holds instructions and data. L. (TCP/IP)
13. a type of non-volatile memory used in computers and other electronic devices. M. Register
14. type of memory is volatile and all information that was stored in RAM is lost when the computer is turned off. N. Utility software
15. A device, such as a printer or disk drive, connected to and controlled by a computer but external to the computer's central processing unit (CPU). O. Program

16. A set of instructions to be executed by a computer; types of programs include applications and operating systems. P. Personal digital assistant
17. A handheld, wireless computer, also known as a handheld PC or HPC, used for such purposes as storing schedules, calendars, and telephone numbers and for sending e-mail or connecting to the Internet. Q. Pen Computer
18. A single-user computer capable of performing its own input, processing, output, and storage. R. Virtual age
19. A computer equipped with pattern recognition circuitry so that it can recognize human handwriting as a form of data input. S. Secondary storage
20. A wide area network developed to assume the civilian functions of the U.S. Department of Defense's ARPANet in case of nuclear attack. T. Peripheral Device