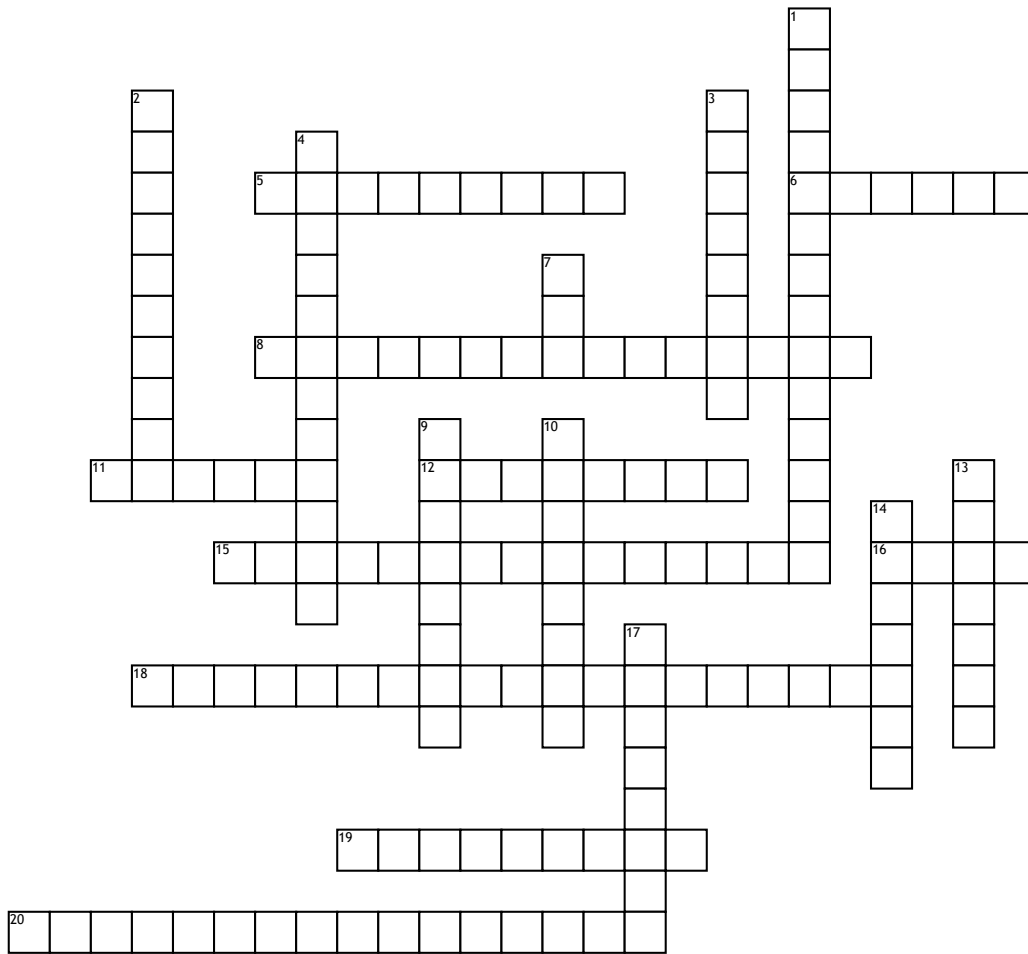# Managing Information and Change in a Connected World

Across

5. a large, powerful, expensive computer system capable of accommodating hundreds of users doing different task.

6. information that is written or displayed as a result of computer processing or the act of writing or displaying data.

8. the time required to fetch an instruction.

11. a place for storage, temporary or permanent, of data, programs, or programs, or instructions.

12. a worldwide network of computers linked together via communications software and media for the purpose of sharing information.

15. a computer small enough to fit in a pocket.

16. Raw, unprocessed information

18. Programs that enable a user to perform specific tasks.

19. millions of cycles per second, a unit used for measuring clock speed in computers.

20. a lightweight portable computer that can fit inside a brief case.

Down

1. a computer small enough to be placed on a lap or carried by its user from place to place.

2. The time between two ticks of a computers system clock

3. unit of memory equal to 1,048,576 bytes.

4. a cycle used by a computer during which 4 operations are performed.

7. The smallest unit of data a computer can understand and act on

9. unit of memory equal to 1,024 bytes.

10. The activity of translating or determining the meaning of coded instructions.

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

14. Program instructions and data reside in memory locations

17. An electronic device capable of interpreting and execution program instruction and data and performing the required operations to produce the desired results.

Word Bank

machine cycle	megahertz	Decoding	Data
computer	Address	notebook computer	magabyte
internet	kilobyte	network	instruction time
output	bit	memory	Clock cycle
palmtop computer	laptop computer	Application software	mainframe