Name:	 Date:	Period:

## Managing information and changes in a connected world

1. A PC designed to allow the system unit, input devices, output devices and other connected devices to fit on top of or under a user's desk or table	A. Execution Time
2. Representing information using ones and zeros	B. Distance learning
3. Numerous publishers and academic institutions offer electronic courses	C. Graphical user interface
4. Has no processing power and must rely on the processing power of a minicomputer	D. Electronic Email
5. Thousands of businesses now use the internet to buy and sell products and services, purchase supplies and inventories, advertise, and recruit new employees	E. Handheld computer
6. A text, voice, or video message sent or received remotely, over a computer network	F. Executing
7. Carrying out the instruction	G. Electronic Commerce
8. The time required to decode and execute an instruction	H. Nonvolatile memory
9. Means retrieving an instruction or data from memory	I. Floppy disk drive
10. Permanent storage devices, also uses media	J. Network
11. Personal computer storage compacity	K. Gigabyte
12. Speeds of modern computers	L. Gigahertz
13. development of operating systems that incorporated	M. Digital
14. Even smaller personal computer	N. Molecular storage
15. Permanent storage device where programs, data and information are permanently recorded	O. Desktop computer
16. Programs and data will be stored on chips consisting of billions of atomic particles	P. Operating system
17. Ways to pack more and more transistors onto chips	Q. Dumb Terminal
18. A group two or more computers plus software and other devices connected by communications media	R. Moore's law
19. If power interrupted the content is not lost	S. Hard disk drive

20. A type of software that creates a user interface and supports the workings of computer devices and software programs that perform specific jobs	T. Fetching