Name:	Date:
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Matching

Macering	
1. A specific location in memory where an instruction or data is stored.	A. Data
2. A number system with a base of 2.	B. Decoding
3. The smallest unit of data a computer can understand and act on	C. Executing
4. The time between two ticks of a computer's system clock.	D. Electronic mail
5. An electronic device capable of interpreting and executing program instructions and data and performing the required operations to produce the desired results.	E. Desktop Computer
6. The part of the CPU that directs and coordinates the overall operation of the computer system.	F. Control Unit
7. Raw, unprocessed information.	G. Clock Cycle
8. A reserved location in main memory for storing data being processed or being used in a specific processing application.	H. Dumb Terminal
9. The activity of translating or determining the meaning of coded instructions.	I. Digital
10. A personal computer system designed to fit on the top of a desk.	J. Computer
11. Composed of discrete bits - 1s and 0s - understood by computers.	K. Execution time
12. A terminal that has no processor of its own and that is used for input and output, often to and from a mainframe or minicomputer.	L. Binary system
13. A text, voice, or video message sent or received remotely, over a computer network or the system by which such a message is sent.	M. (EBCDIC)
14. The CPU process of performing an operation specified in a program instruction.	N. Address
15. The time required for the arithmetic/logic unit to decode and execute an instruction.	O. Gigabyte
16. A coding scheme used mainly on mainframe computers.	P. Kilobyte
17. The CPU process of retrieving instructions or data from memory for execution.	Q. Bit
18 A secondary storage device capable of recording information to, and	R. Floppy Disk Drive

reading information from, a small disk placed inside the device.

- 19. Unit of memory equal to 1,073,741,824 bytes.
- 20. Unit of memory equal to 1,024 bytes.

- S. Fetching
- T. Data Register