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## Matching

1. A specific location in memory where an instruction or data is stored.
2. A number system with a base of 2 .
3. The smallest unit of data a computer can understand and act on
4. The time between two ticks of a computer's system clock.
5. An electronic device capable of interpreting and executing program instructions and data and performing the required operations to produce the desired results.
6. The part of the CPU that directs and coordinates the overall operation of the computer system.
7. Raw, unprocessed information.
8. A reserved location in main memory for storing data being processed or being used in a specific processing application.
9. The activity of translating or determining the meaning of coded instructions.
10. A personal computer system designed to fit on the top of a desk.
11. Composed of discrete bits - 1 s and 0 s - understood by computers.
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.
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.
14. The CPU process of performing an operation specified in a program instruction.
15. The time required for the arithmetic/logic unit to decode and execute an instruction.
16. A coding scheme used mainly on mainframe computers.
17. The CPU process of retrieving instructions or data from memory for execution.
18.     - A secondary storage device capable of recording information to, and reading information from, a small disk placed inside the device.
A. Data
B. Decoding
C. Executing
D. Electronic mail
E. Desktop Computer
F. Control Unit
G. Clock Cycle
H. Dumb Terminal
I. Digital
J. Computer
K. Execution time
L. Binary system
M. (EBCDIC)
N. Address
O. Gigabyte
P. Kilobyte
Q. Bit
R. Floppy Disk Drive
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
