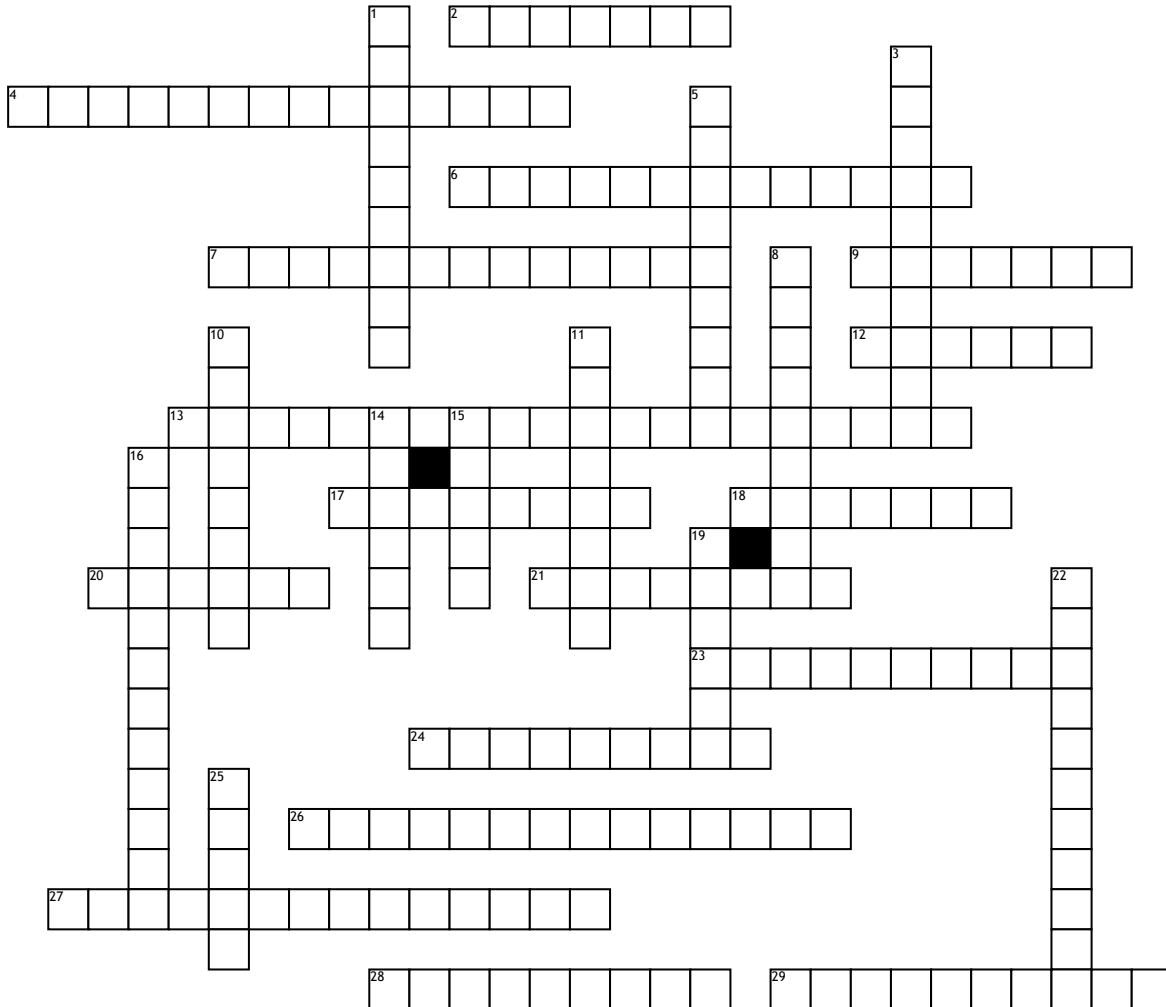# Unit 1.1 Computing Revolution

Across

2. Digital information has discrete values with gaps between the values.

4. When two parties exchange information so that they trust that each other is who they say they are

6. A problem solving strategy of breaking a problem apart into smaller subproblems

7. The contrast between two groups' access to computing resources and the Internet on the basis of race, wealth, or national boundaries

9. A prioritized list of features or user stories to add to a program

12. information is written using only two values: zero and one. Everything can be approximately represented using a binary representation.

13. A standardized procedure that professionals use when they meet or begin work together

17. A variable that stores information about an object

18. A default value is a value that a variable will have if no action is taken by the user

20. information has continuous values instead of jumping from one value to another value without passing through the values in between.

21. To determine the result of an expression

23. Variables that can be used inside a procedure. The variables are initialized with arguments' values when the procedure is called.

24. The values that a program provides to a function

26. Economic impacts of computing include changes in the numbers types, and wages of jobs, and changes in the amount, type, and cost of services, goods, and materials produced.

27. A list of small steps to accomplish, breaking down a user story from the backlog

28. The way a human interacts with a computer through the input and output

29. Parts of an interface

Down

1. Any single typeset unit, including uppercase and lowercase letters, digits, punctuation marks, international characters like letters with accent marks and special characters like tabs and carriage returns

3. is using a system (often a computer) to do something with less human attention than the task would otherwise require.

5. The component of a computer that follows instructions

8. Increase by a specific amount; usually means to increase by a small amount; often means to increase by one

10. A place in memory to store a value

11. technology helps increases or maintains the capabilities of a person with a disability

14. A sequence of characters

15. Information provided to the computer from a person or from another computer, through input devices such as the keyboard, mouse, or touch screen

16. A part of a program that runs when an event occurs

19. Information sent by the computer to a person or to another computer, through output devices such as a display or printer, speaker, or motor

22. Procedural abstraction gives a name to a procedure. People can then use the procedure without worrying about the finer grain details.

25. An action that can trigger an event handler to be executed, such as user input from the mouse or keyboard, or a timer's alarm