**Introduction:**

**Solution 1.**

**i)** An image and name / addresses are types of data.

**ii)** Files are used to store chunks of related information in persistent storage, such as on hard disc.

**iii)** Text file is used to store data in the form of characters which is human readable.

For example source code files which contain computer programs.

**iv)** A binary file is used to store data in the form of binary (base 2) numbers which is not human readable. For example machine code instructions of a program

**v)** We can see and touch them.

**vi)** The CPU obeys instructions conveyed. It does this dumbly - computers are not inherently intelligent.

**vii)** A computer memory is that its contents can be accessed and changed in any order required. This is known as random access and such memory is called random access memory or just RAM. It is a volatile memory and will forget its contents when power is turned off.

**viii)** Persistent storage is for longer term storage of data. They are capable of holding much more information than computer memory and are persistent in that they do not need power to remember the information stored on them. The time taken to store and retrieve data is much longer than for computer memory.

**ix)** Keyboards and mice are examples of input devices. Displays and printers are examples of output devices.

**x)** Software is stored on computer media such as DVD ROMs and ultimately inside the computer, as lots of numbers.

**xi)** Machine code instruction can be such as the addition of two numbers, or sending the byte to a printer.

**xii)** Operating Systems for example Mac OS X and Microsoft Windows.

**xiii)** An application program is a piece of software which is dedicated to solving a particular task or application while an operating system is a collection of software which is dedicated to making the computer generally usable, rather than being able to solve a particular task.

**Solution 2.**

**i)** Text editor is a program that allows the user to type and edit text files.

**ii)** The javac compiler produces the byte code version of the text file (.java extension) in the file HelloWorld.class

**iii)** suffix .java is not needed when using java.

**Solution 3.**

**i)** When a program is executed, the name of it is passed to the operating system which finds and loads the file of that name, and then starts the program.

**ii)** The standard output is used to produce text results.

**iii)** Command Line Arguments are used to vary behaviour of programs. For example /t is an argument which tells it not to prompt for a new date.