1.      Computer scientists must create abstractions of real-world problems that can be understood by computer users and, at the same time, can be represented and manipulated inside the computer.

2.      Students are doing projects involving computer game design lately.

3.      A program is prepared by first formulating a task and then expressing it in an appropriate computer language.

4.      The coded program said to be in machine language.

5.      Since the early days of computer science, we learned that in order to have “intelligent” behavior on the part of a computer (or robot), we need to provide that computer with a very detailed model of the world.

6.      Fractional numbers are written by using a dot.

7.      The first digital computers had no operating systems.

8.      A wide array of problem-oriented languages are developed by now.

9.      Hawking used this computer-based communication system since 1997. The entire computer system is replaced every two years.

10.  By that time, Intel released Hawking`s speech system as open-source code.

11.  Electronic computers initially were developed in the 1940s.

12.  The most important operating system of that period was UNIX.

13.  The minicomputers of the 1970s were known to have limited memory.

14.  In most computers, individual instructions were stored as machine code.