# Key Terms

* **Application software:** Programs that allow human users to accomplish specialized tasks. (9)
* **Assembly language:** Uses mnemonic symbols to represent instructions and data. Also called second generation programming languages. (19)
* **Auxiliary input/output (I/O):** Devices such as printers and scanners. (6)
* **Auxiliary storage device:** Devices for long-term storage of data and programs, such as hard disks, DVDs, or flash memory. (6)
* **Bit:** A binary digit. (5)
* **Byte:** A sequence, consisting of 8 adjacent bits, used to encode character in memory. (5)
* **Central processing unit (CPU):** A major hardware component that consists of the arithmetic/logic unit and the control unit. (8)
* **Hardware:** The actual computing machine and its support devices. (5)
* **Information hiding:** The principle of providing access to services but not to data resources. (25)
* **Instance variables:** A list of data resources. (24)
* **Internal Memory:** Used for momentary storage of data and programs. Also called RAM. (6)
* **Machine language:** Uses only binary digits, 1 and 0, to code programs. Also called first generation programming languages. (19)
* **Network connection:** Used to connect to the Internet, other computers and the rest of the world. (6)
* **Object-oriented programming:** A programming process in which a program is subdivided into objects. (23)
* **Primary memory:** High-speed memory contained in the computer. Also called random access memory (RAM). (7)
* **RAM:** Stands for random access memory; high-speed internal memory; also called primary memory. (7)
* **Secondary memory:** Collective term for auxiliary storage devices where operating systems, applications, and documents are stored. Includes both hard disks and portable storage media such as DVDs and flash memory sticks. (7)
* **Software:** Programs that give computer hardware system useful functionality. (5)
* **Software development life cycle (SDLC):** The process that a program goes through. It consists of the development, maintenance, and demise of a software system. The phases include analysis, design, coding, testing/verification, maintenance, and obsolescence. (20)
* **System software:** The programs that allow users to write and execute other programs. For example, operating systems such as Unix, Linux, and MacOS. (9)
* **Ubiquitous computing:** The presence of computers, which are often hidden, in many items used in everyday life. (5)
* **User interface:** Supports moment-to-moment communication between a user and the computer. (6)
* **Waterfall model:** A version of the software development life cycle (SDLC) consisting of six phases in which the results of each phase flow down to the next. (20)