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| **Date Assigned: 9/2/16** | **Date Due: 9/7/16** |
| **Unit:** Basics | **Turn In List:** **1. Terms 2. Zoog.pde** |
| *“I will be able to identify and describe all major sub-systems in a computer.”* | |

**Computer Hardware: What makes a computer a computer…**

**Content Objectives:** Students will be able to identify the 5 required systems defining a modern computer system.

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| **Key Terms:** | |
| Computer | Must have logic, storage, display, IO, and communication system |
| Output: Monitor, Printer | Things that happen like sound or visuals after processing the input |
| Logic: Processor/CPU | Central processing unit and stores all info and updates display it uses 2.7gigahertz runs 2.7 billion processes per second |
| Storage: RAM, Hard Drive, SSD, CDROM, DVD | 2 types temporary(RAM) and permanent,(Hard Drive)Optical drive (DVD) |
| Input: Keyboard, mouse | Putting info into a processor like typing |
| Motherboard | Or main board, everything is connected to the motherboard |
| Network Adapter | Ethernet, Bluetooth, Wi-Fi, fire wire, thunderbolt to connect to other computers and always has a MAC(not apple) |

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| **Assignment:** |
| Basic:  We will closely examine the setup() and draw() functions.    We will draw a character on the screen with the following code.     1. Students will change the code so that the entire body moves with the mouse in proportion. 2. Students will color background and body parts to their own preference. 3. Students will add four elements either to the character or the background that are fitting for the scene. 4. Students will increase the dimensions of the canvas to a width height between 500-900 pixels. 5. What would your approach be for making more Zoogs? |

Notes (Points of interest, mistakes, lessons learned, web resources, and thoughts):

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