**HUMAN COMPUTER INTERACTION**

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**1 . Memory**

**Short term memory**

 short-term memory fills up our brain is sometimes able to refresh it from facts stored in long-term memory. A computer also works this way.

RAM (random access memory) and cache memory in the CPU is probably the closest analogy of short term memory in a computer.

The reason use volatile memory in computers is because compared to non-volatile storage (hard drives or SSDs), read and write operations are many many times faster, allowing for very fast execution and responsiveness.

volatile memory is often very expensive a limited amount is available in consumer computers.

**Long term memory**

Long-term memory stores items "permanently". This can happen due to repetition or rehearsal of the information with the goal of retaining it for an extended period of time, longer than is possible with short-term memory.

Hard drive , CD , DVD , Flash Drives are the example for the long term memory. There are slowly compared with volatile memory.

**virtual memory**

virtual memory is a memory management technique that is implemented using both hardware and software.

It help to run more applications on the system than we have enough physical memory to support. Virtual memory is simulated memory that is written to a file on the hard drive. That file is often called page file or swap file. It's used by operating systems to simulate physical RAM by using hard disk space.

**Speed**

The speed of the memory will determine the rate at which the CPU can process data. The faster the system is able to read and write information from the memory.

**Capacity**

The memory capacity is the maximum or minimum amount of [memory](https://www.computerhope.com/jargon/m/memory.htm) a computer or hardware device.

The memory capacity of a device is commonly expressed in bytes, kilobytes, megabytes, gigabytes or terabytes.

**Compression format access**

 Compression format access is a reduction in the number of bits needed to represent data. Compressing data can save storage capacity, speed file transfer, and decrease costs for storage hardware and network bandwidth.

**2 . Processing and Networks**

**Finite speed**

The common experience of turning on a light switch certainly shows that light travels very quickly.

**Limits of Interaction**

There are limits to this interaction based on the amount of people in a community.

These include expense limited access noise or radiation exposure, motion intolerance an environment that limits inter with participates that may stress them, and requirement for time consuming, technically data analysis procedures.

**Network computing**

Network computing refers to the use of computers and other devices in a linked network, rather than as unconnected, stand-alone devices. As computing technology has progressed during the last few decades, network computing has become more frequent, especially with the creation of cheap and relatively simple consumer products such as wireless routers, which turn the typical home computer setup into a local area network.

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