Vocabulary #1

**Computer Enginner (Ingeniero informático)**: engineers that use their extensive knowledge of hardware and software design and computer programming to make computing platforms and applications more efficient and effective.

**Computer science (Ciencias de la computación):** is the study of computers and computational systems. Deal more with software and software systems.

**Mathematical analysis (Análisis matemático):** is the analysis of numbers, their uses and concepts through applications.

**Develop (Desarrollar):** work on a system by a determined design.

**Software:** part of the computer that analyses, solves and gathers data. It’s not physical.

**Design (Diseñar):** to structure something, in this case, a software.

**Investigate (Investigar):** to research or gather information.

**Hardware:** physical components of a computer.

**Evaluate (Evaluar):** to test a software and its functionality.

**Computers/PCs (Computadoras personales):** devices that are used in many applications, mostly on gathering data through a software and analyzing it to solve a problem.

**Desktops (Computadora de escritorio):** computers that can be visually separated by components. Used for more demandant wok.

**Laptops (Computadoras portátiles plegables):** computers that are integrated with a system, lightweight, and can be carried from one place to another.

**Notebooks (Computadoras portátiles plegables):** like laptops, just more lighter.

**Tablet (Computadora por toque mediante tabla):** integrated computer with a different interface that most PCs, with a interactive touchscreen. Movable and lightweight.

**Servers (Servidores):** arrays of computers that are integrated onto a network (local or international) in which processes information or do requests for responses on different behavior the user needs.

**Workstations (Estaciones de trabajo):** computers that are suitable for people that their work usage is very high and demandant.

**Computer cluster (Grupo de computadoras):** arrays of servers by a network of high velocity and behaves like one server.

**Embedded Computers (Ordenadores integrados):** computers with limited functionalities that are determined by their use.

**Monitor:** output device in which outputs image.

**Component (Component):** term to refer to a piece of a structure of something.

**Display (Desplegar):** term to generalize devices that can display a visual perception of information.

**Screens (Pantallas):** device that outputs image from the computer.

**Flat-panel (Panel plano):** re a class of solid-state x-ray digital radiography devices similar in principle to the image sensors used in digital photography and video.

**LCDs (Pantalla de cristal líquido):** is a flat-panel display or other electronically modulated optical device that uses the light-modulating properties of liquid crystals combined with polarizers.

**CRTs (Tubo de rayo catódicos):** is a vacuum tube that contains one or more electron guns and a phosphorescent screen and is used to display images.

**HD (Alta definición):** term referred to a display of high definition, means, more pixels, on a image in a monitor.

**Active matrices (matriz activa):** is a type of addressing scheme used in flat panel displays.

**Pixels (Píxeles):** a point, in which displays a certain color by a little led.

**Bitmap (Mapa de bits):** is a mapping from some domain.

**Frame Buffer (Búfer de trama):** is a portion of random-access memory (RAM) containing a bitmap that drives a video display.

**QWERTY keyboard (Teclado QWERTY):** the standard convention for characters positions in keypads.

**Electromechanical mouse (Ratón electromecánico):** a mouse similarly to a optical mouse, but uses a electromechanical sensor.

**Scroll (Desplazar):** action triggered by the mouse from the user that means to move the page down.

**Scroll wheel (Rueda de desplazamiento):** component in a mouse similarly like a donut, which the user triggers the scroll event.

**Click (Tocar):** action triggered by the mouse from the user that means to have pointed and selected an element.

**Buttons (Botones):** component in a mouse where the user triggers the click event.

**Optical mouse (Ratón óptico):** mouse that records the movement of the device by optical cameras.

**LEDs (Diodo emisor de luz):** is a semiconductor light source that emits light when current flows through it.

**Pointers (Punteros):** is a programming language object that stores a memory address.

**GUIs (Interfaz de usuario gráfica):** graphic user interface in which the user interacts with.

**Capacity (Capacidad):** property in which a component can store data within it.

**Storage (Alamacenamiento):** amount of data that the component can store.

**Hard drives (Disco duro):** is an electro-mechanical data storage device that uses magnetic storage to store and retrieve digital data using one or more rigid rapidly rotating platters coated with magnetic material.

**Magnetic tape (Cinta magnética):** is a system for storing digital information on magnetic tape using digital recording.

**Floppy disks (Disquetes):** is a type of disk storage composed of a disk of thin and flexible magnetic storage medium, sealed in a rectangular plastic enclosure lined with fabric that removes dust particles.

**Zip drives (Unidades zip):** are portable storage devices that allow you to save your files and bring them with you wherever you need to go.

**CDs (Disco compacto):** a molded plastic disc containing digital data that is scanned by a laser beam for the reproduction of recorded sound and other information.

**DVDs (Disco digital versátil):** is a digital optical disc storage format.

**Flash memory (Memoria flash):** is a non-volatile memory chip used for storage and for transfering data between a personal computer (PC) and digital devices.

**Flash drives (Unidades flash):** is a data storage device that includes flash memory with an integrated USB interface.