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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 | Logic system, storage system, display system, io system, communication system |
| Output: Monitor, Printer | Any instance of the computer sending information to the user |
| Logic: Processor/CPU | Central processing unit (Interprets all information and does something with it) that can run processes at 2.7 GHz for these computers. |
| Storage: RAM, Hard Drive, SSD, CDROM, DVD | Comes in two forms: Volatile-requires power to store information(RAM) and permanent-doesn’t require power to store information(Hard Drive or SSD) stored in bytes |
| Input: Keyboard, mouse | Any instance of a user sending information into the processor |
| Motherboard | “Mainboard” Where everything is connected to. |
| Network Adapter | Ethernet, Wi-Fi adapter, Bluetooth, firewire, thunderbolt (anything that can be connected to Wi-Fi has a MAC value) |

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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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