

|                                      |                                    |
|--------------------------------------|------------------------------------|
| <b>1.</b><br>central processing unit | <b>2.</b><br>Main memory           |
| <b>3.</b><br>random access memory    | <b>4.</b><br>memory cells          |
| <b>5.</b><br>address                 | <b>6.</b><br>secondary storage     |
| <b>7.</b><br>input devices           | <b>8.</b><br>output devices        |
| <b>9.</b><br>operating system        | <b>10.</b><br>Application programs |

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|-----------------------------------------------------------------|----------------------------------------------------------------------------------|
| <b>2.</b><br>memory that is directly connected to the CPU       | <b>1.</b><br>the central processing unit - the brain of the computer             |
| <b>4.</b><br>an ordered sequence of cells in main memory        | <b>3.</b><br>memory that is directly connected to the CPU                        |
| <b>6.</b><br>a device that stores information permanently       | <b>5.</b><br>a unique location in main memory for each cell                      |
| <b>8.</b><br>a device that the computer uses to display results | <b>7.</b><br>a device that feeds data and programs into a computer               |
| <b>10.</b><br>a software program that performs a specific task  | <b>9.</b><br>monitors the overall activity of the computer and provides services |

**11.**  
Analog signals

**12.**  
Digital signals

**13.**  
machine language

**14.**  
binary digit

**15.**  
bit

**16.**  
binary code

**17.**  
byte

**18.**  
kilobyte (KB)

**19.**  
American Standard Code for Information  
Interchange (ASCII)

**20.**  
decimal system

|                                                                               |                                                                                                                                                                                                                                                  |
|-------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p><b>12.</b><br/>represents information with a sequence of 0s<br/>and 1s</p> | <p><b>11.</b><br/>a continuous wave form used to represent<br/>such things as sound</p>                                                                                                                                                          |
| <p><b>14.</b><br/>the digit 0 or 1</p>                                        | <p><b>13.</b><br/>the language of a computer; a sequence of 0s<br/>and 1s</p>                                                                                                                                                                    |
| <p><b>16.</b><br/>a sequence of 0s and 1s</p>                                 | <p><b>15.</b><br/>a binary digit 0 or 1</p>                                                                                                                                                                                                      |
| <p><b>18.</b><br/>abbreviated KB - 1024, or <math>2^{10}</math> bytes</p>     | <p><b>17.</b><br/>a sequence of eight bits</p>                                                                                                                                                                                                   |
| <p><b>20.</b><br/>base 10 - the number system we use in daily<br/>life</p>    | <p><b>19.</b><br/>American Standard Code for Information<br/>Interchange - the most commonly used<br/>encoding scheme for personal computers; the<br/>ASCII data set uses seven bits to represent<br/>128 characters, numbered from 0 to 127</p> |

**21.**  
binary

**22.**  
mnemonic

**23.**  
assembler

**24.**  
high-level languages

**25.**  
compiler

**26.**  
source program

**27.**  
preprocessor

**28.**  
object program

**29.**  
library

**30.**  
linker

|                                                                                                                                                               |                                                                                                                                       |
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| <p><b>22.</b><br/>an instruction that is in an easy-to-remember form</p>                                                                                      | <p><b>21.</b><br/>base 2 - the number system that a computer uses</p>                                                                 |
| <p><b>24.</b><br/>a programming language that is similar to natural speaking languages</p>                                                                    | <p><b>23.</b><br/>a program that translates a program written in assembly language into an equivalent program in machine language</p> |
| <p><b>26.</b><br/>A program written in a high-level language.</p>                                                                                             | <p><b>25.</b><br/>a program that translates instructions written in a high-level language into the equivalent machine language</p>    |
| <p><b>28.</b><br/>the machine language version of the high-level language program</p>                                                                         | <p><b>27.</b><br/>a program that processes statements in a C++ program that begin with the symbol #</p>                               |
| <p><b>30.</b><br/>a program that combines the object program with other programs in the library, and is used in the program to create the executable code</p> | <p><b>29.</b><br/>includes prewritten code</p>                                                                                        |

**31.**  
loader

**32.**  
Build

**33.**  
algorithm

**34.**  
Object-oriented design (OOD)

**35.**  
object-oriented programming (OOP)

**32.**

the command that does the linking on Visual C++ and Visual Studio

**31.**

a program that loads an executable program into main memory

**34.**

abbreviated OOD - a programming methodology that identifies components called objects, which form the basis of the solution to a problem

**33.**

a step-by-step problem-solving process in which a solution is arrived at in a finite amount of time

**35.**

a programming language that implements OOD