

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

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

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

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

21.
binary

22.
mnemonic

23.
assembler

24.
high-level languages

25.
compiler

26.
source program

27.
preprocessor

28.
object program

29.
library

30.
linker

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

31. loader	32. Build
33. algorithm	34. Object-oriented design (OOD)
35. object-oriented programming (OOP)	

<p>32. the command that does the linking on Visual C++ and Visual Studio</p>	<p>31. a program that loads an executable program into main memory</p>
<p>34. abbreviated OOD - a programming methodology that identifies components called objects, which form the basis of the solution to a problem</p>	<p>33. a step-by-step problem-solving process in which a solution is arrived at in a finite amount of time</p>
	<p>35. a programming language that implements OOD</p>