1. The software Engineer
   1. Artifact → An artifact is a feature of software that determines its type or function
   2. Design → To design something is to plan the way that it will be created.
   3. Develop → To develop something is to bring it from the initial stages of conception to action or implementation.
   4. Evaluate → To evaluate something is to carefully study it and assess its qualities.
   5. Install → To install something is to put it into the place where it will function
   6. Investigate → To investigate something is to get more information about it
   7. Programming- in the-large → Programming-in-the-large is an approach to writing complicate software that involves the work of many people over a long period of time
   8. Programming-in-the small → Programming-in-the-small is an approach to writing simple software that involves individuals or small groups of people
   9. Software → Software is the programs that perform particular functions on a computer
   10. Test → To test is to operate something to see whether it works
   11. Write → To write is to form letters and words into sentences or instructions
2. Types of Computers
   1. Computer → A computer is an electronic instrument for storing data and performing various electronic tasks and functions
   2. Computing cluster → A computing cluster is an extremely powerful computer designed to process large quantities of data
   3. Desktop → A desktop is a personal computer intended to be used at a single location, such as a desk.
   4. Embedded computer → An embedded computer is a computer that is a part of a larger product.
   5. Laptop → A laptop is a small computer that can be easily carried and used in many locations, and usually has a screen and keyboard that fold together on a hinge
   6. Notebook → A notebook is a mobile computer that is typically smaller than a laptop, and often has fewer features or functions.
   7. PC → A PC (personal computer) is a computer that is intended for individual use. It is sometimes used specifically to refer to a personal computer with the Microsoft Windows® operating system
   8. Server → A server is a central computer that provides services or stores data for many other computers.
   9. Tablet → A tablet is a portable computer with a flat touch screen that is smaller than a laptop and usually does not have a physical keyboard
   10. Workstation → A workstation is a powerful computer that can process complex tasks that typical desktops cannot handle, such as advanced graphics design
3. Accessories and Peripherals
   1. Flash drive → A flash drive is a data storage device containing a type of memory that can be erased and reprogrammed with new information
   2. Flat panel → If a monitor has a flat panel, it is much lighter and thinner than a monitor that uses a CRT.
   3. Inkjet printer → An inkjet printer is a printer that produces images by spraying ink on paper
   4. Keyboard → A keyboard is a panel of buttons for entering data into a computer
   5. Laser printer → A laser printer is a printer that produces images with a strong, narrow beam of light
   6. Monitor →A monitor is an electronic device that is used to display computer signals
   7. Optical mouse → An optical mouse is a mouse that uses leds to track hand movements relative to a surface.
   8. Peripheral → A peripheral is a device that is connected to a computer but is not built into it
   9. Scroll Wheel → A scroll wheel is a device on a mouse that allows the user to scroll
   10. Scanner → A scanner is an electronic device that copies images or documents and transfers them into computer.
   11. Wireless → If a network is wireless, it does not use wires to connect computers
4. Inside the computer
   1. Case → A case is a protective enclosure that contains the parts of something
   2. CD/ DVD drive → A CD/DVD drive is a device that reads and writes data on compact discs and digital versatile discs.
   3. Cover → A cover is something that is placed over something else for protection
   4. Fan → A fan is a device that makes something cooler by moving air
   5. Hard drive → A hard drive is the main data storage device that is built into a computer
   6. Heat sink → A heat sink is an electronic component that transfers heat to the air.
   7. Motherboard → A motherboard is the central circuit board of a computer
   8. Port → A port is an outlet that allows an electronic device to communicate to other devices using a plug or cable.
   9. Power supply → A power supply is a device that provides energy to something
   10. Processor → A processor is a computer part that allows programs to be interpreted and run
5. System Software 1
   1. BIOS → A BIOS (Basic Input Output System) is a set of instructions in firmware that controls a device’s input and output operations
   2. Control → To control something is to have power over its actions or functions
   3. Device driver → A device driver is a program that allows a computer to interact with additional devices
   4. Firmware → Firmware is a fixed data structure or program used to control an electronic device
   5. Hardware → Hardware is the physical components of a computer.
   6. Manually → If something is done manually, it is done directly by a person, without using automatic functions
   7. Operate → To operate is to function in a specific manner according to specifications of operating systems or other software.
   8. Operating system → An operating system is a type of software that manages a computer’s hardware and allows the user to perform basic operations on a computer.
   9. System software → System software is software that allows a user to operate a computer and run additional software on a computer.
   10. Window system → A widowing system is a user interface in which a computer’s running applications are organized into visual boxes that a user can easily navigate.
6. System Software 2
   1. Antivirus software → Anti-virus software is a type of security software that removes malware, or prevents its installation
   2. Deny → To deny something is to refuse it.
   3. Firewall → A firewall is a type of security software that screens network transmissions to prevent -"authorized access to a system.
   4. Malware → Malware is computer software that is designed to disrupt computer functions or cause harm to the computer’s user
   5. Permit → To permit something is to allow it
   6. Quarantine → To quarantine a computer file is to separate it from others in order to prevent the spread of a virus.
   7. Removal → Removal is the act of taking something out of or away from somewhere
   8. Security software → Security software is a computer program that is designed to protect a computer from threats such as viruses and unauthorized access.
   9. Spyware → Spyware is a type of malware that records personal information about a user, usually for the purpose of reporting it to an unauthorized party.
   10. Virus → A virus is a type of malware that usually damages a computer, and is designed to replicate itself and spread to other machines.
7. Programming Software
   1. Compiler → A compiler is a program that decodes instructions written in a higher order language.
   2. Debugger → A debugger is a computer program that detects and corrects errors in other computer programs.
   3. IDE → An IDE (integrated development environment) is a software application that provides computer programmers with a source code editor, a debugger, and other tools to help them write new programs.
   4. Interpreter → An interpreter is a program that reads and executes programs.
   5. Linker → A linker is a program that provides links to the libraries needed for another program to run.
   6. Program → A program is a set of coded software that controls the operations of a computer or other electronic device.
   7. Programming language → A programming language is an artificial language used to express functions that can be performed by a computer or other machine.
   8. Programming software → Programming software is an application that programmers use to create, fix, or support other programs or applications.
   9. Source code editor → A source code editor is a text editor program that changes the source code of other computer programs.
   10. Text editor → A text editor is a program that allows users to change and input information in a computer.
8. Application Software 1
   1. Accounting → Accounting is the process of recording and managing financial transactions.
   2. Application software → Application software is any software that is used to perform a single task, or perform multiple tasks that are related to each other
   3. Desktop publishing → Desktop publishing is the process integrating text, images, and other media into a layout which can be published electronically, usually in a home or small business environment
   4. Enterprise → Enterprise software is a set of programs that is used to organize and control data for a large company or other organization.
   5. Image editing → Image editing is the process of manipulating images on a computer.
   6. Office suite → An office suite is a group of programs that generally includes a word processor, a spreadsheet program, and a presentation program
   7. Spreadsheet → A spreadsheet is a computer program that organizes information into columns and rows, and is often used to make calculations.
   8. Video editing → Video editing is the process of editing video sequences on a computer.
   9. Web browser → A web browser is a program that is used to navigate the internet by displaying webpages and following hyperlinks.
   10. Word processing → Word processing is the process of entering and editing text for the production of text documents.
9. Application Software 2
   1. Bioinformatics → Bioinformatics is the application of computer software to the field of biology
   2. Cost analysis → A cost analysis is a report that explains expenses.
   3. Data management → Data management is the ability to track and evaluate information.
   4. Digital assistant → A digital assistant is a small, handheld computer that typically works as a mobile phone as well.
   5. Mobile app → A mobile app is a program that can be downloaded on a mobile phone or other handheld device
   6. Multimedia player → A multimedia player is a device that can play audio, video, and other files.
   7. Payroll → A payroll is a list or database of a company’s employees and how much they are paid.
   8. Route planning → Route planning is the process of determining how to reach a destination.
   9. Satellite navigation → Satellite navigation is the process of determining a location using a map that receives information from satellites
   10. Simulation → A simulation is a representation of something that is designed to be very realistic.
10. The Desktop and GUI
    1. Cursor → A cursor is a movable icon on a computer screen that indicates the point where user input will appear.
    2. Desktop → A desktop is the working area of a computer screen, usually containing icons that represent files, programs, and other features
    3. Dropdown menu → A dropdown menu is a list of options that appears below an item when a user clicks the item
    4. Folder → A folder is an icon on a computer screen that is used to access sets of related documents or files.
    5. GUI → A GUI (graphical user interface) is a visual way of interacting with a computer using menus, icons and windows.
    6. Icon → An icon is a graphic symbol that indicates a particular file or program.
    7. Open → To open something on a computer is to reveal its contents, usually for the purpose of using or editing it.
    8. Right-click → To right-click something is to bring up available actions by clicking the button on the right side of the mouse.
    9. Run → To run something on a computer is to use a program or let it perform an action.
    10. Select → To select something is to use keystrokes or a mouse to mark something on a computer screen for a particular operation
11. Basic Numbers and Math
    1. Add → To add a number to another number is to increase it by that amount
    2. Equal → To equal something is to be precisely the same number or amount as something.
    3. Divide by → To divide a number (A) by another number (B) is to split number A evenly into B number of parts.
    4. Hundred → Hundred is a way of expressing numbers in the thousands by counting how many times 100 goes into the number. For example, the number 1,400 could be expressed as “fourteen hundred.”
    5. Less → If a number is less than another number, the second number is subtracted or taken away from the first number.
    6. Minus → If a number is minus another number, the second number is subtracted or taken away from the first number.
    7. Multiply by → To multiply a number (A) by another number (B) is to add number A to itself B number of times.
    8. Over → If a number is over another number, it is divided by that number.
    9. Subtract → To subtract one number from another number is t reduce it bay that amount.
    10. Times → If a number is times another number, it is multiplied by that number.

1. Analyzing Numbers and Quantities
   1. Convert → To convert something is to change it into a different form or system of measurement
   2. Decimal number → A decimal number is a value in a numbering system based on the number 10, with numbers on both sides of the decimal point
   3. Denominator → A denominator is the number that is below the line in a fraction. In the fraction 1/2, the denominator is 2.
   4. Fraction → A fraction is a part of a whole number, such as 1/2, or one half
   5. Numerator → A numerator is a number that appears above the line in a fraction. In the fraction 1/2, it is the 1.
   6. Out of → If a quantity is x out of y, it has x parts per every y parts possible.
   7. Percent → A percent is a part of 100 that is usually represented with the “%” symbol
   8. Percentage → A percentage is the rate at which something occurs, measured per 100 units.
   9. Point → A point is a dot placed after a whole unit in a decimal number
   10. Reduce → To reduce a fraction is to change it to a form with the lowest possible whole numbers.
2. Describing Change
   1. Decline → A decline is the process of becoming worse or smaller in amount
   2. Decrease → To decrease is to become smaller.
   3. Double → To double something is to make something twice as large or abundant.
   4. Expand → To expand is to become larger in size.
   5. Fluctuate → To fluctuate is to change regularly
   6. Increase → To increase is to grow larger in amount or numbers
   7. Rise → A rise is the process of increasing in a quality or amount.
   8. Stabilize → To stabilize is to reach a state in which changes are infrequent
   9. Steady → If something is steady, it doesn’t change, or changes at a slow and constant rate
   10. Trend → A trend is a consistent change or development.
3. Presentations and Communication
   1. Body language → Body language is communication that is expressed with positions of the body instead of words, including hand gestures and facial expressions
   2. Eye contact → Eye contact is the act of looking directly into the eyes of another person.
   3. Handout → A handout is a document that is distributed to a group of people, and is often used to help audiences follow a presentation.
   4. Note card → A note card is a small piece of paper that reminds a speaker what to say during a speech.
   5. Presentation → A presentation is a process of formally introducing or demonstrating an idea to a group of people
   6. Project → To project one’s voice is to speak loudly so that people can hear it from a distance
   7. Review → To review something is to go over it closely and analyse or discuss its qualities
   8. Signpost → To signpost is to guide listeners through a sequence of ideas using clear directional wording.
   9. Summary → To summarize something is to briefly present its main points.
   10. Visual aid → A visual aid is physical representation of an important part of a presentation, designed to support the speaker’s ideas
4. Education
   1. Bachelor’s degree → A bachelor’s degree is a certificate indicating that someone has completed an educational program, usually after four years of study, and is qualified to practice a particular profession.
   2. Calculus → Calculus is a complex branch of mathematics that deals with rates of change and advanced measurements of physical properties
   3. Circuit analysis → Circuit analysis is the study of how electrical components conduct currents
   4. Computer architecture → Computer architecture is the physical configuration of computers from hardware components.
   5. Computer engineering → Computer engineering is a branch of engineering that includes computer science and electrical engineering, and usually involves designing both hardware and software components for computers.
   6. Control system → A control system is a device or set of devices that regulates the actions of other devices,
   7. Electronics → Electronics are machines and communication methods that are powered by electrical systems.
   8. Foundation → A foundation is a general course of study that students take before starting a degree program
   9. Linear algebra → Linear algebra is a branch of mathematics that deals with properties of lines and planes
   10. Programming → Programming is the process of writing computer software.