**Animated Flash Cards**

1. Computing System
2. Peripheral device
3. Logging on
4. Hardware
5. Computer Hardware
6. Software
7. Logging off
8. Abstraction
9. Programming
10. Code
11. Computer Software
12. Workstation
13. Crash
14. Computer programming

**Exercises**

1. Blaise Pascal
2. Gottfried Wilhelm von Leibniz
3. Charles Babbage
4. Ada Augusta
5. Dr. Herman Hollerith
6. Ada Augusta
7. Lord Byron
8. Lovelace
9. Joseph Jacquard
10. Hollerith
11. Second gen
12. Second generation
13. Second generation
14. First generation
15. Fourth generation
16. First generation
17. First generation
18. Third generation
19. Fourth generation
20. First generation
21. Fourth generation
22. Second generation
23. Fourth generation
24. First generation
25. Second generation
26. Third generation
27. Fourth generation
28. Third generation
29. Fifth generation
30. Second generation
31. Fourth generation
32. Fourth generation
33. Second generation
34. Fourth generation
35. Fourth generation
36. Fifth generation
37. Third generation
38. Fourth generation

48. Abstraction is the process of paying attention to important properties while ignoring nonessential details. Following figure 1.2, we don’t necessarily need to know how the car’s engine works in detail as long as we can use the pedals, turn on the car and get the steering wheel to work.

50. Protocol is a set of rules that defines how data is formatted and processed on a network. In computing, protocol is the language the computers would use to interact with each other. Before an interaction can take place, the set rules must be followed for anything to be processed.

**Lab Exercise**

