Textbook Chapters Review The due date to submit – November 1 at 11:59pm

		Note:	References:
1.	Describe the Addressing - (direct, indirect, immediate, absolute, base register, relative)	Direct(or absolute) Addressing Direct addressing means that the code refers directly to a location in memory. Indirect Addressing Indirect addressing means that the address of the data is held in an intermediate location so that the addressing is first looked up and then used to locate the data itself. Immediate Addressing Immediate addressing means that the data to be used is hard-coded into the instruction itself. Relative Addressing Relative addressing means that the next instruction to be carried out is an offset number of locations way, relative to the address of the current instruction.	http://www.teach-ict.com/as_as_computing/ocr/H447/F453/3_3_8/lowlevel/miniweb/
2.	Pipelines (definition)	To speed up processing even more, modern computers overlap instructions, so that more than one instruction is being worked on at a time. This method is known as pipelining.	The Architecture of Computer Hardware and System Software: An Information Technology Approach, 5th Edition, p.243
3.	List 7 different Operating Systems	UNIX, DOS, Linux, Microsoft Windows, Mac OS X, IBM OS/360, Google Chrome OS	https://en.wikipedia.org/wiki/Operating_system
4.	List and Describe Several Processes	service.exe This is the Services Control Manager, which is responsible for running, ending, and interacting with system services. explorer.exe This is the user shell, which we see as the familiar taskbar, desktop, and other user interface features. svchost.exe Svchost.exe is a process on the computer that hosts, or contains, other individual services that Windows uses to perform various functions.	http://www.neuber.com/taskmanager/process/

		winlogon.exe Winlogon is a part of the Windows Login subsystem, and is necessary for user authorization and Windows activation checks.	
5.	Describe what is the Compilation with one example	Compilation is a process that transforms source code written in a programming language (the source language) into another computer language (the target language). Such as change C++ into object code (machine code).	https://en.wikipedia.org/wiki/Compiler