Grade 7 Term 2 Final Exam Review

Study the following:

1. URL (Universal Resource Locator)
- **Definition**: A web address that specifies the location of a resource on the internet.
- **Example**: www.google.com
- **Purpose**: To navigate to specific websites or web pages.

2. Web Browsers
- **Definition**: Software applications used to access and view websites.
- **Examples**: Google Chrome, Mozilla Firefox, Microsoft Edge.
- **Purpose**: To display web content and allow users to interact with websites.

3. Search Engines
- **Definition**: Tools that help users find information on the internet.
- **Examples**: Google, Bing, Yahoo.
- **Purpose**: To retrieve relevant search results based on user queries.

4. Social Media Platforms
- **Definition**: Online platforms for social interaction, sharing, and communication.

- **Examples**: Facebook, Instagram, Twitter.
- **Purpose**: To connect with others, share content, and stay updated.

5. HTTP (Hyper Text Transfer Protocol)
- **Definition**: The protocol used for transmitting data over the internet.
- **Purpose**: To enable communication between web servers and browsers.

6. Email Service Providers
- **Definition**: Companies that offer email services.
- **Examples**: Gmail, Yahoo Mail, Outlook.
- **Purpose**: To send and receive electronic messages.

7. Firewalls
- **Definition**: Security measures that protect networks from unauthorized access.
- **Purpose**: To block malicious traffic and ensure network safety.

8. Online Collaboration Tools
- **Definition**: Software or platforms that facilitate teamwork and communication.
- **Examples**: Google Docs, Slack, Trello.
- **Purpose**: To collaborate on projects and share information.

9. Wi-Fi (Wireless Fidelity)
- **Definition**: Wireless technology that allows devices to connect to the internet.

- **Purpose**: To provide internet access without physical cables.

10. Cookies
- **Definition**: Small text files stored on a user's device by websites.
- **Purpose**: To track user preferences, session information, and improve user experience.

11. Online Payment Methods
- **Definition**: Ways to make payments electronically.
- **Examples**: Credit cards, PayPal, digital wallets.
- **Purpose**: To facilitate secure online transactions.

12. HTML (Hypertext Markup Language)
- **Definition**: The standard language for creating web pages.
- **Purpose**: To structure and format content on websites.

13. Domain Names
- **Definition**: Human-readable addresses for websites.
- **Example**: www.binarylogic.com
- **Purpose**: To identify and locate websites on the internet.

14. Download Managers
- **Definition**: Software that manages file downloads from the internet.
- **Purpose**: To organize and accelerate downloads.

15. Creating Secure Passwords
- **Tips**: Use a combination of letters, numbers, and symbols. Avoid common phrases or easily guessable information.

16. ISP (Internet Service Provider)
   - **Definition**: Companies that provide internet access to users.
   - **Purpose**: To connect users to the internet.

17. Cloud Storage Services
   - **Definition**: Online platforms for storing and accessing files remotely.
   - **Examples**: Dropbox, Google Drive.
   - **Purpose**: To back up and share files.

18. CAPTCHA
   - **Definition**: Tests to verify that users are human (not bots).
   - **Purpose**: To prevent automated spam or unauthorized access.

19. Web-Based Communication Tools
   - **Examples**: Email, instant messaging.
   - **Purpose**: To communicate online.

20. HTTPS (Hypertext Transfer Protocol Secure)
   - **Definition**: A secure version of HTTP.
   - **Purpose**: To encrypt data transmitted between web servers and browsers.