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Course: Computer Basics

Essay 4 – Defining Terms

1. Algorithm:
   * An algorithm is the ordered steps that show a detailed method needed to solve a puzzle or problem.
2. Application:
   * Applications are software that help users perform tasks on a computer.
3. Network:
   * Connected group of computers or external devices that can send and receive information from one another.
4. Scratch:
   * Scratch is a programming language that is used to create animated games and applications.
5. Queue:
   * A queue is a list of tasks that the computer will complete in order of request time.
6. Spooling:
   * When a computer is sending tasks to an external device faster than that device can complete the tasks the tasks are spooling and placed in a queue.