1. Motherboard.. physical silicon thing that contains everything
2. RAM… random access memory, short term memory
3. Peripheral device… mouse, hard drive, stuff that’s not cpu. provide input and output and secondary mass storage.
4. Software… can be analyzed and modified
5. Hardware…physical components of computer system
6. CPU… central processing unit, the processor and performs stuff
7. Clock Cycles…generates electrical pulses at a fixed frequency, CPU speed depends on clock
8. Bus (address or data)… wires that connects things
9. Software engineering…programming, learning new software, lots of work
10. Internet… a network of billions of computers of all kinds connected to each other via communication lines
11. Registers… short term memory next to cpu
12. ROM…read only memory, permanent memory, initialize stuff
13. Operating system…a software that provides computer access services to users and standard support functions to other programs. arranges data into files, loads and runs applications, provides GUI to users, provides system services to programs, loads programs to RAM from secondary storage
14. BIOS… basic input output system, contains programs for controlling keyboard, display, disk drives, and other devices, part of ROM
15. File…has a specific name, contains set of related data
16. Directory…address
17. Monitor…computer display
18. Pixels… one dot of picture element
19. LAN…local area network, network formed by several computers connected by cables and adapters
20. Analog to digital… allows computers to convert an electrical signal into digital form by frequently sampling the amplitude of the signal and storing the digitized values in memory
21. Interface… implement specific data transfer protocols
22. Driver…programs that handle all the details and peculiarities of the device and the data transfer protocol.
23. Folders…branching structure of directories that files ares organized into
24. Shell… provides a set of user commands, part of operating system
25. GUI…graphical user interface, type of shell used nowadays where commands can be entered by selecting items on a menu/clicking a mouse on an object represented graphically
26. Application…moke software useful to people
27. Prompts…questions that asks for user input
28. Console application… old types of application that used plain text and had very little graphics
29. OOP…object-oriented programming, a software development tool
30. Syntax rules…precise rules that a programming language must follow
31. Debuggers… softwares that detects or corrects errors/bugs
32. Bugs…errors in a program
33. Software development tools…tools to develop softwares
34. User interface…part of software that is visible/tangible to the outside world
35. Hexadecimal…16 system representation of numbers
36. ASCII…american standard code for information interchange, a way of representing characters
37. Unicode…another way of representing character