TERM,C,60
ARTIFICIAL INTELLIGENCE
ASSEMBLER
BAUD
BIT
BUFFER
BUS
BYTE
CACHE MEMORY
CLOCK
COMPILER
CPU (CENTRAL PROCESSING UNIT)
DEFAULT
DISK SECTOR
DOWN
DOWNLOAD
DRIVER
DUMB TERMINAL
DYNAMIC RAM
EDITOR
EPROM (ERASABLE PROGRAMMABLE READ-ONLY MEMORY)
EXPERT SYSTEM
FIRMWARE
FLOPPY DISK
HARD DISK
HARD-SECTORED
HARDWARE
HEURISTIC
INTERPRETER
ITERATION
MACHINE LANGUAGE
MAIN MEMORY
MEGABYTE
MICROPROCESSOR
MODEM
MOUSE
OBJECT CODE
OPERATING SYSTEM
PORT
PROM (PROGRAMMABLE READ-ONLY MEMORY)
RAM (RANDOM ACCESS MEMORY)
READ-ONLY
RECURSIVE
ROM (READ-ONLY MEMORY)
SOFT-SECTORED
SORT
STRING
SYNCHRONOUS
UPLOAD

WAIT STATE
WORD

PHRASE1,C,78
A branch of computer science concerned with duplicating with a computer such
A computer program which translates intermediate assembly source code into
The number of signal elements being transmitted. This is usually the measure
The smallest unit of information in a computer. It can be either a 1 or a 0.
A temporary holding place for data. Used to compensate for the difference in
A group of circuit paths used for the transfer of data or electrical signals
A group of bits used to represent an alphanumeric character. Depending on the
High speed memory used as a buffer between the CPU and main memory. The
A circuit in synchronous computers which sends out signals at precise frequen-
A program used to translate higher-order source language into object code.
The "brains" of the computer, consisting of the ALU and the Control Unit. It
Any parameter, value, or option which is assigned automatically by a program
A wedge-shaped area on the surface of some disks used to divide the track into
A term used to indicate that a computer or peripheral is not functionning and
The transmission of data, usually by modem, from a large computer to a micro-
1. A program used to control a device or another program.
A terminal used only for input and output of data and that cannot itself be
A type of RAM that must be periodically refreshed because it loses data after
A program that permits the modification of the source code of another program.
A type of ROM which can be erased and reprogrammed, usually by exposing it to
A program used to capture the knowledge of a master in a field and make it
A program that is stored in ROM rather than RAM and thus cannot be altered.
A removable mylar disk used to store data. Typical sizes are 3 1/2, 5 1/4,
A rigid, usually non-removable disk, capable of storing from 10 to 100 or more
A floppy disk where holes are used to designate the boundaries of each sector.
The physical equipment, components, and peripherals, that make up a computer
A non-deterministic method of solving a problem by using rule-of-thumb methods
A program that translates one statement of a source program, executes, and
The repetition of the execution of a set of instructions.
The low-level object code that is the result of compiling or assembling source
RAM which contains the data which is immediately required by the CPU.
One million bytes.
The chip that has the ALU, scratchpad memory, and control unit in a micro-
A device which converts digital data from a computer into analog data that can
A hand-held input device used to move the cursor across the computer monitor
The machine-readable code that is the output of a compiler or assembler and
A collection of programs or routines which control the overall operation of
A connection between the CPU and another device through which data can be
A type of ROM that can be programmed once only.
A type of memory in which any location can be accessed directly without having
Any type of memory which can be read but cannot be altered.
A repetitive process which calls itself until a solution is reached.
A type of memory that can be read but not altered. Used for storage of
Refers to a floppy disk where records mark the boundaries of each sector.
To arrange or group in an order according to particular criteria.
A group of characters treated as a single unit by a program.
Refers to events that occur at regular intervals as controlled by pulses from
To transfer data stored on a microcomputer to a storage device of a larger

A phase during the execution of a program in which execution is interrupted
A storage unit, made up of a certain number of bits (eg. 16 or 32) and

PHRASE2,C,78
human activities as thinking, communicating, seeing, locomotion. Expert
machine language.
of the number of bits per second.
Grouped together to form bytes or words.
device processing speed. Thus it is used to store data waiting to be printed
between two devices. Can be used either for data or for address lines.
computer the number of bits is either 8 or 16 or whatever the microprocessor
searches for required data in there first before looking in the slower main
cies and is used to schedule the operation of the computer.
The object code can be either machine language or intermediary assembly wh
performs the instructions by fetching, decoding, and executing them. This is
when the user does not specify any of his own.
sections of 512 characters. It stores blocks of data.
is thus not available for use.
computer.
2. A circuit component used to increase the power or current that a circuit
programmed to perform any other functions.
a period of time.
A word processor can be used for the same purpose.
ultraviolet light for a period of time.
available to novices. It typically comes with an inference engine and built-
It usually controls the operation of the computer.
and 8 inch. Data storage capacity is typically from 100,000 characters to
million bytes.

system.
and trial and error. Optimum solutions are not guaranteed. Used to solve
then translates the next statement and so on.

code. It is usually in binary or hexadecimal form and thus hard to read by

computer. For a microcomputer the microprocessor is the CPU.
be transmitted on the phone and vice versa.
and allows the user to make choices by clicking one of its keys.
can be executed by a computer.
a computer.
transferred.

to follow a sequence.

instructions that are frequently used such as the bootstrap loader or some

the computer clock.
computer, usually by modem.

while an input/output operation is performed.
comprising one storage location in main memory.

PHRASE3,C,78   DRILL,NREVIEW,N,6,0
systems and natural language are sub-branches of this field.   50000   1
                                                                  50000   1
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so that the CPU can be freed to do other tasks.   50000   1
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requires.   50000   1
memory, thus often speeding up the data retrieval.   50000   1
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can then be assembled into machine language with an assembler.   50000   1
where the overall activity of the computer is controlled.   50000   1
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can handle.   50000   1
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in user interfaces.   50000   1
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over a million characters.   50000   1
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certain problems where the solution cannot be found any other way.   50000   1
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humans. This is the form that is executed by the computer.   50000   1
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parts of the operating system.   50000   1
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