**Computer Literacy**

**Information Processing Cycle**

1. The four components of the information processing cycle are \_\_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_\_, and \_\_\_\_\_\_\_\_\_\_.
2. \_\_\_\_\_\_\_\_\_\_ are all the parts of the computer you can see and touch.
3. A \_\_\_\_\_\_\_\_\_\_ is a separate part that can be added to a computer system to expand the computer’s input, output, and storage capabilities. (Ex - \_\_\_\_\_\_\_\_\_\_)

**Input**

1. List three input devices: \_\_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_\_, and \_\_\_\_\_\_\_\_\_\_.

**Output**

1. An \_\_\_\_\_\_\_\_\_\_ device is hardware that conveys information to a computer user.
2. List three output devices: \_\_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_\_, and \_\_\_\_\_\_\_\_\_\_.

**Processing**

1. \_\_\_\_\_\_\_\_\_\_ is transferring data into information for the computer user.
2. The central processing unit, or \_\_\_\_\_\_\_\_\_\_ for short is the computer’s processing \_\_\_\_\_\_\_\_\_\_. It is also called the \_\_\_\_\_\_\_\_\_\_.
3. The \_\_\_\_\_\_\_\_\_\_ is the most important part of the computer because it controls and directs all information a user enters into a computer.

10. The speed of a CPU is measured using \_\_\_\_\_\_\_\_\_\_ or

\_\_\_\_\_\_\_\_\_\_.

1. The typical size of the CPU in most desktop computers today is \_\_\_\_\_\_\_\_\_\_.
2. The \_\_\_\_\_\_\_\_\_\_ is the computer’s main circuit board.

**Binary Code**

1. \_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_ is the language of computers.
2. A \_\_\_\_\_\_\_\_\_\_ is the smallest unit of data a computer can process.
3. Data entered into a computer is converted into \_\_\_\_\_\_\_\_\_\_\_\_\_\_ pulses.
4. A \_\_\_\_\_\_\_\_\_\_ is a binary digit representing a short burst of energy (ON).
5. A \_\_\_\_\_\_\_\_\_\_ is a binary digit representing no energy (OFF).
6. All data a computer processes is turned into a string of \_\_\_\_\_\_\_s and \_\_\_\_\_\_\_\_s.
7. \_\_\_\_\_\_\_\_\_\_ code is used by computer manufactures to encode the alphabet.
8. A \_\_\_\_\_\_\_\_\_\_ is equal to eight bits. 1,024 bytes is equal to 1 \_\_\_\_\_\_\_\_\_\_\_\_. 1,024 kilobytes is equal to 1 \_\_\_\_\_\_\_\_\_\_. 1,024 megabytes is equal to 1 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

**Storage and Memory**

1. A \_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_ is one type of storage. It is a central computer in a network that saves programs and work.
2. Examples of magnetic storage devices are \_\_\_\_\_\_\_\_\_\_ disks, \_\_\_\_\_\_\_\_\_\_\_\_, and magnetic \_\_\_\_\_\_\_\_\_\_.
3. Examples of optical storage devices are \_\_\_\_\_\_\_\_\_\_ (often used for data and music files) and \_\_\_\_\_\_\_\_\_\_ (often used for video files).
4. A \_\_\_\_\_\_\_\_\_\_\_\_\_ is an example of a solid state storage device.

*\*Refer to your Storage Devices Chart for further details on storage devices and how much data each device holds.*

1. \_\_\_\_\_\_\_\_\_\_ is part of the CPU where data and information are stored.
2. There are two main types of memory chips on the CPU - \_\_\_\_\_\_\_\_\_\_ and \_\_\_\_\_\_\_\_\_\_.
3. Memory size is usually measured in \_\_\_\_\_\_\_\_\_\_ or \_\_\_\_\_\_\_\_\_\_.
4. Memory speed is usually measured in \_\_\_\_\_\_\_\_\_\_ or \_\_\_\_\_\_\_\_\_\_.
5. In increase the speed of your computer, you can often add more \_\_\_\_\_\_\_\_\_\_ to a computer by buying additional memory cards.
6. You can not add more \_\_\_\_\_\_\_\_\_\_ to a computer because it is permanently installed on the motherboard.
7. \_\_\_\_\_\_\_\_\_\_ temporarily holds programs and data while the computer is on, but is empty when the computer is off.
8. \_\_\_\_\_\_\_\_\_\_ is nonvolatile (never changing) and is often referred to as permanent memory.