

Place the letter of the term that matches the description on the blank in front of the number.

- _____ 1. A list of all the characters which a computer can process and store (or which can be produced by a keyboard).
A. ASCII B. Two-bit Address C. Bit D. Character Set
- _____ 2. 1024 Gigabytes.
A. Terabyte B. Addressability C. Binary Number D. Gigabyte
- _____ 3. Punctuation characters and symbols.
A. Special Characters B. Processor C. Input Devices D. Terabyte
- _____ 4. A group of eight bits.
A. Pixels B. Byte C. Terabyte D. Addressability
- _____ 5. The memory of a computer system (ROM and RAM), linked to the processor.
A. Standard File Format B. Addressability C. Main Memory D. Character Set
- _____ 6. A tiny dot used to make up a picture on the screen.
A. Processor B. Pixels C. Alphanumeric D. Unique Address
- _____ 7. This is a picture which has been processed as a set of dots. Each dot is stored separately on the computer system.
A. Addressability B. Bit-mapped Graphics C. Megabyte D. Pixels
- _____ 8. 1024 Kilobytes.
A. Megabyte B. Unique Address C. ASCII D. Kilobyte
- _____ 9. The method used to identify storage locations.
A. Bit-mapped Graphics B. Main Memory Size C. Binary Number D. Addressability
- _____ 10. 1024 Megabytes.
A. Resolution B. ASCII C. Gigabyte D. Pixels
- _____ 11. A binary digit, either one (1) or zero (0).
A. Special Characters B. Processor C. Addressability D. Bit
- _____ 12. The numeric and alphabetic characters together.
A. Byte B. Registers C. Unique Address D. Alphanumeric
- _____ 13. Magnetic tape, floppy disk drive, hard disk drive, CD-ROM drive, DVD-ROM drive, USB flash drive.
A. Arithmetic/Logic Unit B. Backing Storage Devices C. Pixels D. Kilobyte
- _____ 14. Part of the processor of a computer system which does the calculations and makes the decisions.
A. Megabyte B. Arithmetic/Logic Unit C. Processor D. Main Memory Size
- _____ 15. Mouse, keyboard, joystick, trackpad, scanner, digital still camera, webcam.
A. Input Devices B. Main Memory C. Processor D. Kilobyte
- _____ 16. A way of storing data so that it can be understood by, and transferred between, a number of different packages.
A. Standard File Format B. Output Devices C. Binary D. Addressability
- _____ 17. Memory locations within the processor.
A. Main Memory Size B. Registers C. Processor D. Resolution