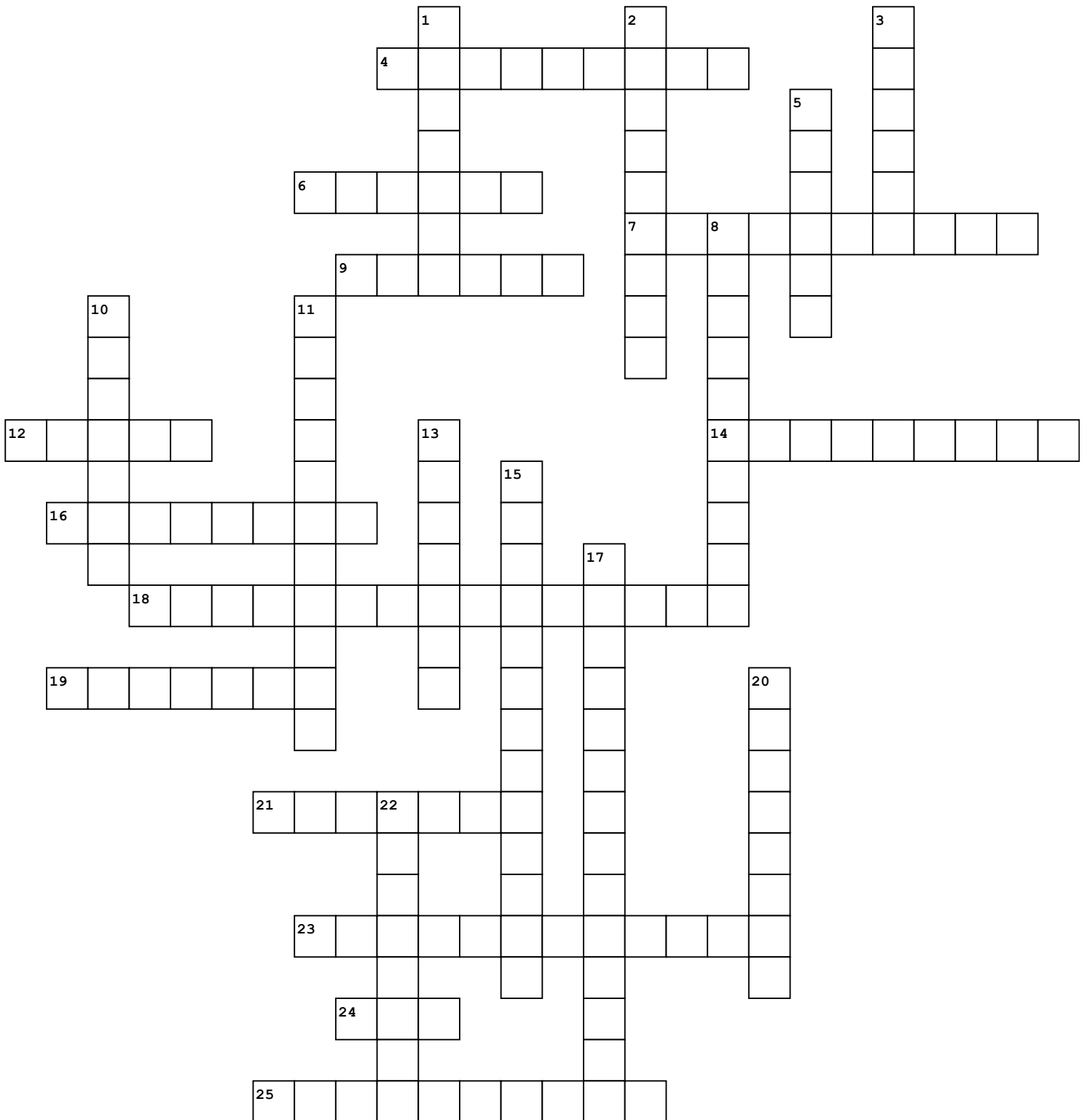


COMPUTER FUNDAMENTALS AND APPLICATIONS



Across

Down

4. A stationary pointing device with a ball on its top or side.
6. It is also called a notebook computer.
7. It is the number of horizontal and vertical pixels in a display.
9. Centralized storage area for programs, data and information.
12. Any data and instructions entered into the memory of a computer.
14. It is also called the Central Processing Unit (CPU).
16. It is an element of an information system which is the physical, tangible parts or components of a computer.
18. It is a meeting between two or more geographically separated people.
19. A small symbol on the screen whose location and shape change as a user moves a pointing device.
21. A personal computer designed to be in a stationary location, where all of its components fit on or under a desk or table.
23. A computing device small enough to hold in your hand.
24. It is an example of volatile memory.
25. These are speakers that cover or are placed outside of the ear.
1. It produces text and graphics on a physical medium.
2. It is a long, expensive powerful server that can handle hundreds or thousands of connected user simultaneously.
3. It is the data that has been processed into a useful form.
5. A thin, lighter weight mobile computer.
8. An internet capable phone.
10. It visually conveys text, graphics, and video information.
11. It is the main circuit board of the computer.
13. A light sensing input device that reads printed text and graphics.
15. The fastest, most powerful computer.
17. A computing device to be worn by a consumer.
20. An electronic programmable device operating under the control of instructions stored in its own memory.
22. An input device containing keys that is pressed to enter data.