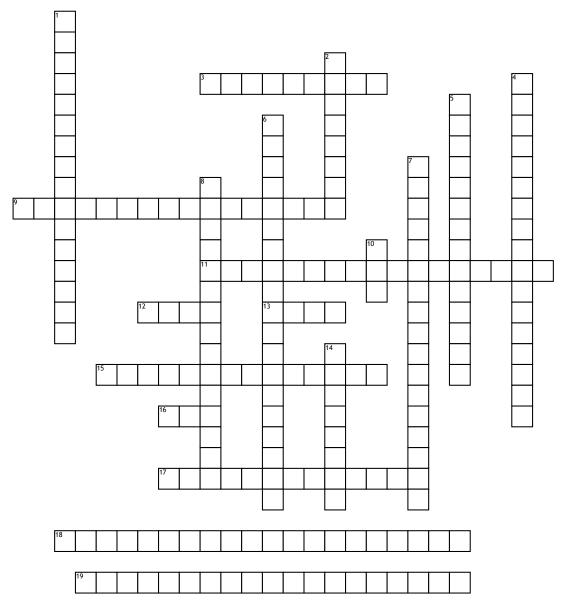
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Chap. 1 Java Vocabulary



Across

- **3.** A version of the software development life cycle (SDLC) consisting of six phases in which the results of each phase flow down to the next
- **9.** Uses mnemonic symbols to represent instructions and data
- **11.** The principle of providing access to services but not to data resources.
- **12.** A sequence, consisting of 8 adjacent bits
- **13.** The process that a program goes through
- **15.** Used for momentary storage of data and programs. Also called RAM.

- **16.** A major hardware component that consists of the arithmetic/logic unit and the control unit
- **17.** Supports moment-to-moment communication between a user and the compute
- **18.** Devices such as printers and scanners.
- **19.** Programs that allow human users to accomplish specialized tasks.

Down

- 1. Devices for long-term storage of data and programs, such as hard disks
- **2.** The actual computing machine and its support devices.

- **4.** Used to connect to the Internet, other computers and the rest of the world
- **5.** A programming process in which a program is subdivided into objects
- **6.** The presence of computers, which are often hidden, in many items used in everyday life
- 7. A list of data resources.
- **8.** Uses only binary digits, 1 and 0, to code programs. Also called first generation programming languages
- 10. A binary digit
- **14.** Programs that give computer hardware system useful functionality