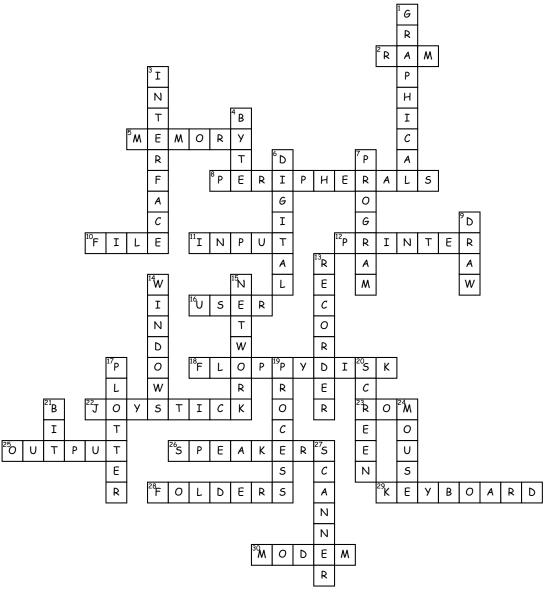
## Computers



## **Across**

- 2. Random-access Memory
- 5. Where data is stored in a computer
- 8. Input and output devices are commonly referred to as \_\_\_\_\_
- 10. Any work you create and save on a computer is stored in a \_\_\_\_\_
- 11. Opposite to output
- 12. Makes a human-readable representation of graphics or text on a piece of paper
- 16. The person using a computer is called a
- 18. Also known as a diskette
- 22. An input device that consists of stick that pivots on a base
- 23. Read-only Memory

- 25. Opposite to input
- 26. Outputs MP.3 files
- 28. These are containers that store
- 29. A typewriter-style device that uses an arrangement of buttons or keys to input information into the computer
- **30**. An input and output device that allows access to internet

## Down

- 1. \_\_\_\_ indicates the use of pictures and colours
- 3. The meeting point between user and computer language
- 4. A group of binary digits
- **6**. \_\_\_\_\_ describes electronic technology

- 7. A collection of instructions
- 9. You can \_\_\_\_\_ with a pencil
- 13. Records information on a computer
- 14. Microsoft's operating system
- 15. A \_\_\_\_\_ allows nodes to share resources
- 17. Prints vector graphics
- 19. An instance of computer program being executed
- 20. Information can be output using devices such as a s \_\_\_\_\_ or a printer
- 21. A binary digit
- 24. A handheld device that detects two dimensional movement
- 27. Scans text/images and converts them to digital information