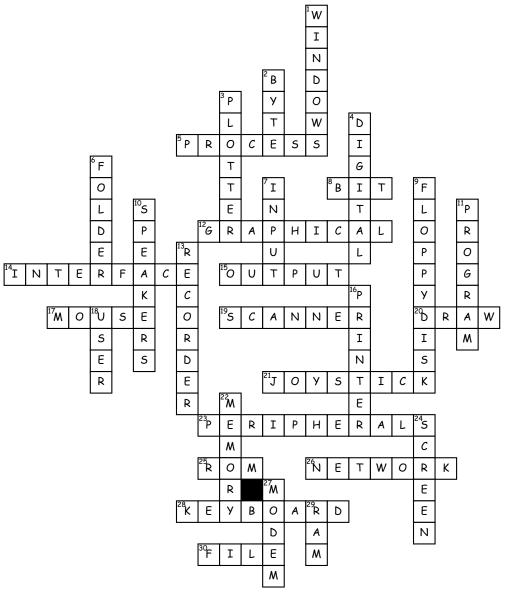
Name:

## Computers



program that is being executed
8. i into my sandwhich
12 indicates use of pictures and
colours
14 is the meeting point between user and computer language
user and computer language
15. is opposite to input
17. a computer is a handheld device that detects two dimensional motion
19. ascans objects and converts them to digital information
20. you can with a pencil
21. a is an input device consisting of a stick
23. input and output devices are called

\_ is an instance of a computer

<u>Across</u>

25 a is a read only memory

<b>-5</b> . u _		u i cuu	OIIIY II	icitioi y
<b>26</b> . a _		allows	nodes	to share
resourc	es			

<b>28</b> . a onto the compute	can	be	used	to	input	keys
onto the compute	er				•	,

30. any work you create can be saved in a

## <u>Down</u> 1. microsoft and bill gates's operating

2. one thousand \_\_\_\_s is a kilobyte

3. a \_\_\_\_\_ prints vector graphics \_ describes electronic

6. you can hold data and files in a

computer

7. \_\_\_\_\_ is opposite of output 9. a\_ diskette \_\_\_\_ is also known as a 10. \_ \_ can output MP.3 files 11. a computer \_\_\_\_\_ is a collection of instructions \_\_\_ records information on a

makes a human readable representation

18. a \_\_\_\_ \_\_ is the person that is using the computer

**22**. a \_ drive can store any information

24. information can be outputted using a

\_ is a network hardware device that modulates carriers 29. a \_\_\_\_\_ stores short term memory