

Study Guide for Midterm Exam

Definitions to know:

Lecture #1

1. Data
2. Digitization
3. Bit
4. Byte
5. Binary Numbers
6. How Are Characters Stored?
 - a. ASCII
 - b. Unicode
7. Text Document
8. HTML Document
9. Kilobyte, Megabyte, Gigabyte Terabyte, Petabyte, Exabyte
10. Data Compression
11. Lossy And Lossless Compression

Lecture #2

1. Digital
2. Analog
3. Digital Audio
4. Analog-To-Digital Converter
5. Digital-To-Analog Converter
6. Sampling Rate
7. Ripping
8. Digital Audio Extraction
9. Download
10. MIDI
11. Speech Synthesis
12. Speech Recognition

Lecture #3

1. Bitmap Graphic
2. Pixel
3. Paint Software.
4. Scanner
5. RGB Color Model
6. Color Depth
7. Image Resolution
8. Image Compression
9. Noise Reduction
10. Image Enhancement

11. Selective Color Change
12. Vector Graphics
13. Drawing Software
14. Wireframe
15. Rendering
16. Ray Tracing

Lecture #4

1. Software
2. Stored Program Concept
3. Application Software
4. System Software
5. Development Tools
6. Motherboard (Or System Board)
7. Form Factor
8. System Unit
9. Supercomputers
10. Mainframes
11. Servers
12. Desktops
13. Laptops
14. Tablets
15. Smartphones
16. Personal Computer
17. Microprocessor
18. Microprocessor Clock
19. Gigahertz
20. Multi-Core Processor
21. Serial Processing
22. Pipeline Processing
23. Parallel Processing
24. Cache
25. RISC And CISC
26. RAM
27. ROM

Lecture #5

1. Storage Medium
2. Storage Device
3. Hard Disk Drive
4. Access Time
5. Data Transfer Rate
6. CD, DVD, And Blu-Ray
7. Optical Storage
8. Optical Drive

9. CD-ROM, CD-R, CD-RW
10. Solid State Storage
11. Non-Volatile
12. Memory Card
13. USB Flash Drive
14. Cloud Storage
15. Expansion Ports
16. Bluetooth
17. Device Driver
18. LCD
19. Dot Pitch
20. Screen Resolution
21. Virtual Keyboard
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23. Dedicated Graphics
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5. Digital-To-Analog Converter
6. Sampling Rate
7. Ripping
8. Digital Audio Extraction
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10. MIDI
11. Speech Synthesis
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Lecture #3

1. Bitmap Graphic
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15. Rendering
16. Ray Tracing

Lecture #4

1. Software
2. Stored Program Concept
3. Application Software
4. System Software
5. Development Tools
6. Motherboard (Or System Board)
7. Form Factor
8. System Unit
9. Supercomputers
10. Mainframes
11. Servers
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13. Laptops
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16. Personal Computer
17. Microprocessor
18. Microprocessor Clock
19. Gigahertz
20. Multi-Core Processor
21. Serial Processing
22. Pipeline Processing
23. Parallel Processing
24. Cache
25. RISC And CISC
26. RAM
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Lecture #5

1. Storage Medium
2. Storage Device
3. Hard Disk Drive
4. Access Time
5. Data Transfer Rate
6. CD, DVD, And Blu-Ray
7. Optical Storage
8. Optical Drive

9. CD-ROM, CD-R, CD-RW
10. Solid State Storage
11. Non-Volatile
12. Memory Card
13. USB Flash Drive
14. Cloud Storage
15. Expansion Ports
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17. Device Driver
18. LCD
19. Dot Pitch
20. Screen Resolution
21. Virtual Keyboard
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