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Ana Dozal

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| **Across**  **1.** Refers to the process of translating the instruction into signals the computer can execute  **4.** Consists of electronic components that store instructions waiting to be executed by the processor  **7.**  The process of obtaining a program or an application instruction or data item from memory  **11.** Also called main memory; stands for Random Access Memory  **12.** Refers to memory chips storing permanent data and instructions; stands for Read-only memory  **15.**  When the computer’s power is turned off; \_\_\_\_\_\_ memory don’t loses it’s contents  **17.** ROM chips; contain permanently written data, such as computer start-up instructions  **18.** Stands for America Standard Code for Information Interchange  **20.** Is an unique number that identifies the location of a byte in memory  **21.** Also called central process unit (CPU)  **22.**  Temporary storage area | **Down**  **2.**  Uses battery power to retain information even when the power to the computer is off  **3.** Sometimes called a system board.  **5.** Provides enough different combinations of 0s and 1s to represent 256 different characters  **6.**  A processor that contains small, high- speed storage locations that temporarily hold data and instructions  **8.** Can act as an electronic switch that opens or closes the circuit for electrical charges  **9.** They can execute more than one instruction per clock cycle  **10.** The smallest unit of data the computer can process; short for binary digit  **13.** When the computer’s power is turned off, \_\_\_\_\_\_ memory loses it’s contents  **14.** Stands for Infraestrucucture as a service  **16.** Equals one billion ticks of the system clock per second  **19.** A \_\_\_\_\_ card. Also called graphics card, converts computer output into a video signal that travels through a cable to the monitor, which displays an image on the screen |