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Chap. 1 Java Vocabulary

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| **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 |