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| Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

System Memory + Memory Types

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| **Across**  **3.** PROM allows user to write and program the memory \_\_\_\_.  **4.** Memory that identifies error, but cannot correct.  **5.** SDRAM, 4x the bus clock multiplier of DDR.  **7.** Memory that cannot be changed or erased, read-only.  **9.** Memory that can be installed in pairs of trios for maximum throughput.  **12.** Memory ideal for servers, detects and corrects error immediately.  **13.** Memory on a module that can be independently accessed.  **15.** RAM that requires constant refreshing to maintain data.  **16.** Programmable read only memory; write, erase, write again.  **17.** \_\_\_\_\_ can refer to memory chips on the module or the ranks of the memory. | **Down**  **1.** Flash memory that is electrically erasable.  **2.** The biggest difference btwn SDR and DDR RAM is the \_\_\_\_ tranferred over one \_\_\_\_\_\_\_\_  **6.** Registered memory is also known as \_\_\_\_\_\_ memory, includes additional register btwn memory controller and RAM.  **8.** SDRAM is \_\_\_\_\_\_ and runs with the common system clock.  **10.** DDR has twice the data rate of \_\_\_\_\_\_.  **11.** 2X the bus clock multiplier of DDR.  **14.** \_\_\_\_\_ RAM often used in processor cache, must faster and expensive. |