Computer Science. Worksheet #2

Name: Gabriela Beade Couceiro  Class: 4ºA  Date: 11-10-08

Use information gathered from textbooks, encyclopedias, internet, wikipedia, etc, to write a brief summary of what the following things are and what they are used for.

Insert your answers after each concept using openOffice. Use a different font color for your answers.

Email me your worksheet indicating in the subject “INF. Worksheet #2. <Your name>”

1. Partition: A disk partition is the creation of separate divisions of a hard disk drive.
2. Hard disk drive (HDD): is a non-volatile storage device which stores digitally encoded data
3. File system: is a method for storing and organizing computer files and the data they contain to make it easy to find and access them
4. Device: any device attached to a computer that expands its functionality
5. BIOS: is an acronym that stands for the Basic Input/Output System.
6. MBR (Master Boot Record): is the 512-byte boot sector that is the first sector of a partitioned data storage device such as a hard disk.
7. VBR (Volume Boot Record): is a type of boot sector, stored in a disc volume on a hard disk, floppy disk, or similar data storage device, that contains code for booting programs (usually, but not necessarily, operating systems) stored in other parts of the volume. On non-partitioned storage devices, it is the first sector of the device
8. Operating system: is the software component of a computer system that is responsible for the management and coordination of activities and the sharing of the resources of the computer.
9. Computer: is a machine that manipulates data according to a list of instructions.
10. Program: are instructions for a computer
11. Central processing unit: is a logic machine that can execute computer programs
12. Microprocessor: incorporates most or all of the functions of a central processing unit (CPU) on a single integrated circuit
13. RAM memory: It is also known as the physical memory of the computer. RAM attaches directly to the motherboard, and is used to store programs that are currently running.
14. ROM Memory: a class of storage media used in computers and other electronic devices. This tells the computer how to load the operating system.
15. Hardware: the physical components of a computer system
16. Software: is a collection of computer programs, procedures and documentation that perform some tasks on a computer system
17. Firmware: is a computer program that is embedded in a hardware device.

18. I/O: refers to the communication between an information processing system and the outside world.

19. Personal Computer (PC): is an computer whose original sales price, size, and capabilities make it useful for individuals, and which is intended to be operated directly by an end user, with no intervening computer operator.

20. Mouse: is a pointing device that functions by detecting two-dimensional motion relative to its supporting surface.

21. Keyboard: is an input device partially modelled after the typewriter keyboard which uses an arrangement of buttons, or keys which act as electronic switches.

22. Printer: is a peripheral which produces a hard copy of documents stored in electronic form, usually on physical print media such as paper or transparencies.

23. Display: is a piece of electrical equipment which displays images generated from the video output of devices such as computers, without producing a permanent record.

24. FAT: is the primary file system for various operating systems including DR-DOS, OpenDOS, freeDOS, MS-DOS, OS/2(v1.1), and Microsoft Windows.


26. EXT:

27. ReiserFS: is a general-purpose, journaled computer file system designed and implemented by a team at Namesys led by Hans Reiser. ReiserFS is currently supported on Linux. Introduced in version 2.4.1 of the Linux kernel, it was the first journaling file system to be included in the standard kernel.

28. Peripheral: is a piece of computer hardware that is added to a host computer, i.e any hardware except the computer, in order to expand its abilities.

29. Floppy disk drive: is an increasingly obsolete data storage medium that is composed of a disk of thin, flexible magnetic storage medium encased in a square or rectangular plastic shell.

30. Optical disk drive: is a disk drive that uses laser light or electromagnetic waves near the light spectrum as part of the process of reading and writing data.

31. Desktop computer: is a personal computer (PC) in a form intended for regular use at a single location, as opposed to a mobile laptop or portable computer.

32. Laptop computer: is a small personal computer designed for mobile use.

33. Multitasking: the apparent simultaneous performance of two or more tasks by a computer's central processing unit.

34. Internet: is a global system of interconnected computer networks that interchange data by packet switching using the standardized Internet Protocol Suite.

35. Motherboard: is the central or primary printed circuit board (PCB) making up a complex electronic system, such as a modern computer or laptop.
36. **Power supply**: is the component that supplies power to a computer.

37. **Server**: is a computer dedicated to providing one or more services over a computer network, typically through a request-response routine.

38. **Client**: is an application or system that accesses a remote service on another computer system, known as a server, by way of a network.

39. **Graphics card**: is a hardware component whose function is to generate and output images to a display.

40. **USB**: is a serial bus standard to interface devices to a host computer.

41. **USB flash drive**: consists of a NAND-type flash memory data storage device integrated with a USB interface.

42. **Sound card**: is a computer expansion card that facilitates the input and output of audio signals to/from a computer under control of computer programs.

43. **Modem**: is a device that modulates an analog carrier signal to encode digital information, and also demodulates such a carrier signal to decode the transmitted information.

44. **Network card**: is a piece of computer hardware designed to allow computers to communicate over a computer network.

45. **Ethernet**: is a family of frame-based computer networking technologies for local area networks.

46. **Joystick**: is an input device consisting of a stick that pivots on a base and reports its angle or direction to the device it is controlling.

47. **Image scanner**: is a device that optically scans images, printed text, handwriting, or an object, and converts it to a digital image.

48. **Webcam**: are small cameras, whose images can be accessed using the World Wide Web, instant messaging, or a PC video conferencing application.

49. **Monitor**: is a piece of electrical equipment which displays images generated from the videooutput of devices such as computers, without producing a permanent record.

50. **Headphones**: are a pair of small loudspeakers, or less commonly a single speaker, with a way of holding them close to a user's ears and a means of connecting them to a stereophonic, monophonic or binaural audio-frequency signal source such as an audio amplifier, radio or CD player they can also be wireless/cordless. In the context of telecommunication, the term **headset** is used to describe a combination of headphone and microphone used for two-way communication, for example with a telephone.