



Across

1. Occurs when two devices transmit simultaneously on an Ethernet network.
6. Contains the data to be written to memory or receives the data read from memory
7. Marks the beginning of a character in asynchronous transmission.
9. A picture element which is the smallest display element.
12. Stands for Millions of Instructions Per Second.
13. 1024 megabytes
17. Software or hardware which protects a local area network from outside access
19. A separate memory, operating at high-speed used to hold screen data that is to be displayed.
21. A group of 8 bits
22. Software used to render HTML pages.

Down

1. Reducing the amplitude of a sound sample to fall within a

given sample range.

2. Voice and data are carried by bearer channels (B channels) occupying a bandwidth of 64 Kbps
3. A network protocol developed by Microsoft and originally used with LAN Manager.
4. Amount of data handled by the processor in a single operation
5. Used to transfer data to and from the CPU.
8. Transfers data in both directions.
10. The amount of data that is stored per sample.
11. A multi-port repeater in an Ethernet network.
14. A unit that sits between the CPU and a peripheral device.
15. A binary code that gives each character and symbol on the keyboard a unique binary code
16. 1024 bytes
18. A measure of how well a computer representation of an image, sound etc. matches the original.
20. 1024 kilobytes