



## Across

1. A unit that sits between the CPU and a peripheral device.
3. Contains the data to be written to memory or receives the data read from memory
6. Reducing the amplitude of a sound sample to fall within a given sample range.
8. A network protocol developed by Microsoft and originally used with LAN Manager.
12. A group of 8 bits
14. This occurs when the CPU ignores an interrupt request from a peripheral.
15. Amount of data handled by the processor in a single operation
16. Occurs in parallel transmission where the individual bits of a byte arrive may at their destination at different times.
17. A device to divide an Ethernet network up into separate collision domains.
18. Secure Hyper Text Transmission Protocol encrypts data transmitted over the Internet.
20. A separate memory, operating at high-speed used to hold screen data that is to be displayed.

## 21. Software used to render HTML pages.

## Down

1. Voice and data are carried by bearer channels (B channels) occupying a bandwidth of 64 Kbps
2. A binary code that gives each character and symbol on the keyboard a unique binary code
3. 1024 kilobytes
4. A LAN device driver which translates operating system requests into network events.
5. Stands for Millions of Instructions Per Second.
7. A picture element which is the smallest display element.
9. Each device on the network is directly connected to a single communications line.
10. 1024 bytes
11. Software or hardware which protects a local area network from outside access
13. Each device is connected on the network to a ring communications line around which signals are sent.
14. Used to transfer data to and from the CPU.
19. A multi-port repeater in an Ethernet network.