

Change the order of the letters to find the original word.

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| M
_____ | = 1. IPMS
Stands for Millions of Instructions Per Second. |
| S
_____ | = 2. ARTTBSIT
Marks the beginning of a character in asynchronous transmission. |
| N
_____ | = 3. IENBTUE
A network protocol developed by Microsoft and originally used with LAN Manager. |
| A
_____ | = 4. CCRAUAYC
A measure of how well a computer representation of an image, sound etc. matches the original. |
| B
_____ | = 5. -ITLNABIIOCRDE
Transfers data in both directions. |
| A
_____ | = 6. USMNCOORNSNSASTIRSNIYAOH
A character is sent as soon as it is available rather than using a clock pulse to synchronise transfer. |
| I
_____ | = 7. FICAETNER
A unit that sits between the CPU and a peripheral device. |
| A
_____ | = 8. ASIIC
A binary code that gives each character and symbol on the keyboard a unique binary code |
| Q
_____ | = 9. SAINUOITQATN
The rounding of sound samples to the nearest integer. |
| M
_____ | =10. RDM
Contains the data to be written to memory or receives the data read from memory |
| C
_____ | =11. TSRHCNCOAATCEORRL
Special non-printing characters in a character set. |
| W
_____ | =12. ROWD
Amount of data handled by the processor in a single operation |
| C
_____ | =13. ICSIOLNLO
Occurs when two devices transmit simultaneously on an Ethernetnetwork. |
| I
_____ | =14. RIECEINNRTSISORTTGU
Used to hold the current instruction that is being executed. |
| F
_____ | =15. WFALILRE
Software or hardware which protects a local area network from outside access |