

# Higher Computing - Matching Quiz

## Computer Systems

Name: \_\_\_\_\_

Place the letter of the matching description from the right column on the blank in front of the number of the left column.

- |                                   |   |
|-----------------------------------|---|
| _____ 1. Kilobyte                 | A. The repeated process of fetching instructions from main memory, decoding the instructions.     |
| _____ 2. Megabyte                 | B. The amount of data that is stored per sample.  |
| _____ 3. Pixel                    | C. A multi-port repeater in an Ethernet network.  |
| _____ 4. NetBEUI                  | D. A measure of how well a computer representation of an image, sound etc. matches the original.  |
| _____ 5. Redirector               | E. 1024 kilobytes   |
| _____ 6. VRAM                     | F. The conversion of analogue video data to a digital representation.                             |
| _____ 7. Word                     | G. A LAN device driver which translates operating system requests into network events.            |
| _____ 8. ASCII                    | H. Software or hardware which protects a local area network from outside access                   |
| _____ 9. Firewall                 | I. A network protocol developed by Microsoft and originally used with LAN Manager.                |
| _____ 10. Memory Address Register | J. Amount of data handled by the processor in a single operation                                  |
| _____ 11. Accuracy                | K. A unit that sits between the CPU and a peripheral device.                                      |
| _____ 12. Video Digitising        | L. A binary code that gives each character and symbol on the keyboard a unique binary code        |
| _____ 13. Quantisation            | M. Occurs when two devices transmit simultaneously on an Ethernet network.                        |
| _____ 14. Sample Size             | N. 1024 bytes   |
| _____ 15. Interface               | O. An internal register of the CPU that is used to hold the address of a location in main memory. |
| _____ 16. Fetch-Execute Cycle     | P. The rounding of sound samples to the nearest integer.  |
| _____ 17. Collision               | Q. Software used to render HTML pages.  |
| _____ 18. Hub                     | R. Used to transfer data to and from the CPU.   |
| _____ 19. Data Bus                | S. A picture element which is the smallest display element.                                       |
| _____ 20. Browser                 | T. A separate memory, operating at high-speed used to hold screen data that is to be displayed.   |