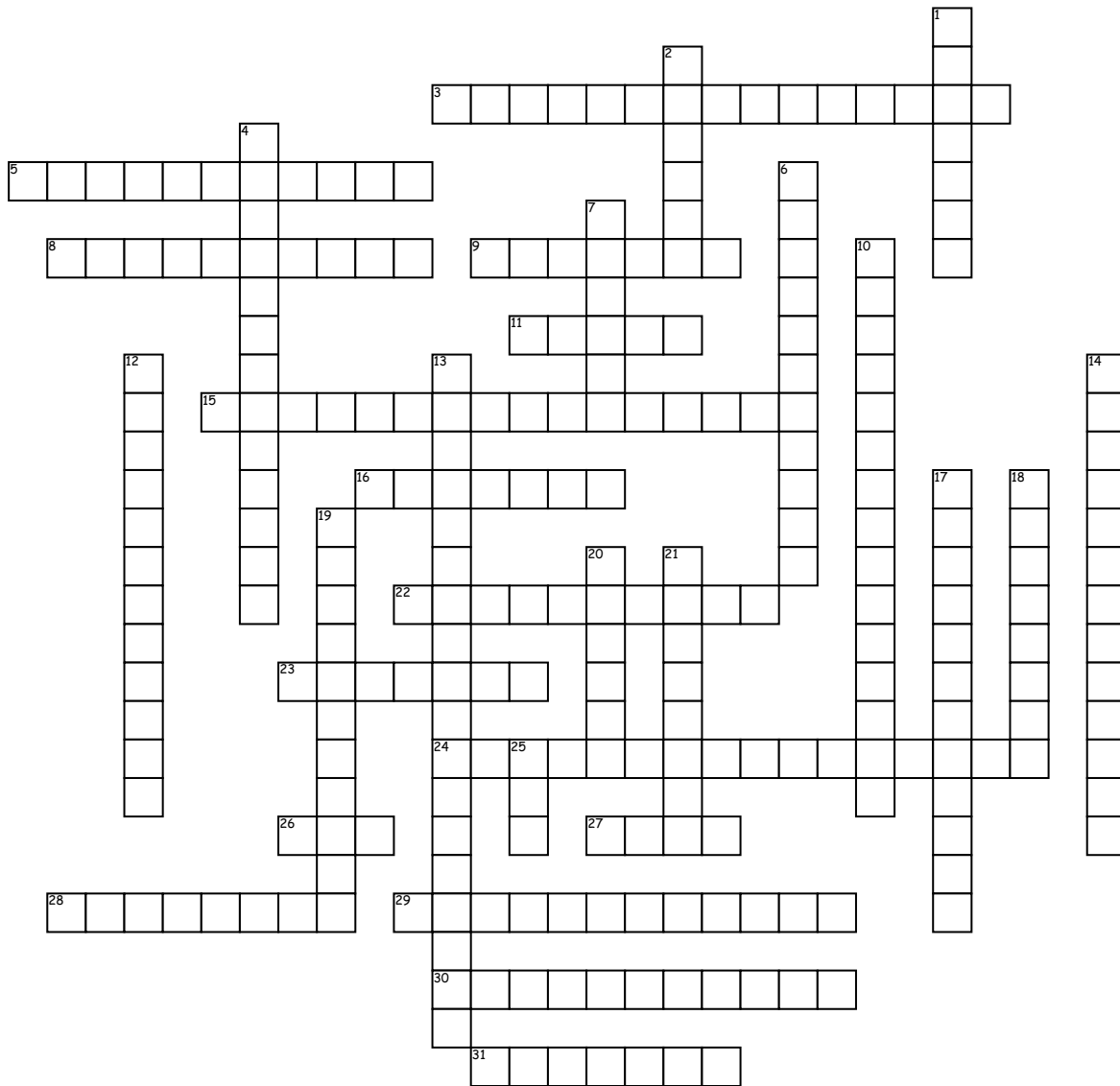


# Chapter 1 Fundamentals of Computer Systems



**Across**

- 3. What only has one set task on a single chip
- 5. What gives power to the computer
- 8. How many instructions does a core are to process per tick
- 9. Software is updated to prevent attacks from
- 11. What sends data to a computer
- 15. External Storage
- 16. Computers always need to be \_\_\_\_\_ for reliability
- 22. What stores programs currently used by the computer
- 23. HTML is an example of...
- 24. What stores data permanently

- 26. What cools the computer down
  - 27. Linux is an example of...
  - 28. De Jure Standards are \_\_\_\_\_
  - 29. A type for Commerce and business system
  - 30. Probability of failure and how trustworthy something is
  - 31. WW. Programming, \_\_\_\_\_, Maintenance
- Down**
- 1. A test can never be completed because its too \_\_\_\_\_
  - 2. USB is an example of...
  - 4. De facto standards have wide
  - 6. Windows in an example of

- 7. What receives data from a computer
- 10. International Organization for \_\_\_\_\_
- 12. What processes graphics and is mainly used in games
- 13. Name for main memory
- 14. Standards are good for the consumer as it provides more \_\_\_\_\_
- 17. Why are standards needed
- 18. What can physically touched in a computer
- 19. What connects all the computer elements together
- 20. Analysis, \_\_\_\_\_ Programming
- 21. What gives the computer a purpose
- 25. What processes tasks