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Revision

Chapter 1 – Hardware

1. Game Console
   Device/PC which is used in multimedia entertainment and gaming. It's an input and output device. Consists of screen/HDD/input devices/internet connection eg: Microsoft Xbox / Sony play station /Nintendo
2. Embedded Computer
   used for specific application / performs limited dedicated functions / contains a microprocessor / eg: washing machines, DVD players
3. Cores
   main processor contains several processors built into it.
4. Processor
   Home user – AMD sempron/Athlon, Intel dual core
   Multimedia applications – Intel quad core
5. Example microprocessor
   Intel Core 2 duo / 3.33GHz/1333MHz FSB(carries data between processor and memory/6MB cache (Will store frequently used programs and data)
6. Chip and Pin readers – read data in smart cards and magnetic stripe s
7. Buffer – small memory in the printer to store print jobs, Spooling – print jobs are put into a queue on a server in priority basis
8. Actuators/Control devices – heaters, coolers, motors, buzzers and alarms

Chapter 2 – Backing Storage

1. Storage medium - the material used to store data
2. Hard disk capacity – (number of readable sides X number of cylinders/number of tracks   X   sectors per track   X bytes per track)
3. RAID – multiple copies of data on different hard disk drives
4. DVD – 4.7GB / Blu Ray – 50GB
5. IAS – memory immediately accessible to the processor.
6. Flash memory - eg: BIOS chip / Sometimes portable eg: USB pens
7. Word Size – measured in BITS 32bit, 64bit
8. Scanners – OCR, Magnetic Stripe Card readers read Alphanumeric
9. Types of printers
10. Multifunction Devices – advantages and disadvantages

Chapter 3 – Software

1. System Software / Application software
2. Project Management software/Educational Software/Integrated Software/Specialised Software/General Purpose Software/Off-the-shelf software
3. Bespoke Software/Customised Software
4. Parallel Processing/Multi Tasking
5. File Paths/File Extensions - .xlsx, .csv, .etc
6. Software licence / Software piracy / Licensed Software/ Public Domain Software(freeware)/ Open source software / Shareware / Creative commons / Demonstration disk

Chapter 4 – Word Processing and Desktop Publishing

1. Proof Reading
2. Mail merge – main document / data source(database, spreadsheet, word document) } merged documents

Chapter 5 – Spreadsheets and Modelling

1. Formulae / Functions (SUM, AVERAGE) / Terms e.g. Cell, Cell reference, range reference etc.
2. Exponentiation – e.g.: B7^2 (B7 into the power of 2)
3. Absolute cell reference / Relative cell reference / Cell Formatting / Sorting
4. Lookup / IF / Nested IF / Mathematical Modelling / page 110 (super market model)

Chapter 6 – Database

1. Data Types / Field Properties / Primary Key / Validation Rules / Field Size / Relationships / Calculated fields

Chapter 7 – Graphics, Video and audio editing software

1. Vector and bitmap graphics
2. Sampling Rate

To be continued...