

Student Name _____

Period _____

COMPUTER – MODERN MARVELS (A&E: January 2010)

1. Electronic circuits have 2 options: _____ & _____
2. In Binary Code a 1 represents _____ a 0 represents _____.
3. Binary Logic allows the computer to _____.
4. Your average PC makes _____ calculations per second.
5. The world's fastest super-computer (ASCI White) can make _____ calculations per second.
6. Who is considered to be "The Father of Computers"? _____.
7. The 1890 _____ count was the inspiration for the first punch card computer, invented by Hollerith, which progressed to form the basis for the IBM Corporation.
8. Proposed by John von Neumann, computers require an _____ structure such as a processing unit, controlling unit, memory, input, and output, along with _____ which give computers their power and versatility. This is the structure used for computers that we use today.
9. The versatile _____ computer was the first computer to be _____ and sold commercially.
10. By the early 1960s _____ dominated the large mainframe computer market, businesses were becoming dependant on computers, and computers were getting smaller using _____ and _____.
11. Ted Hoff, w/ Intel, invented the _____, a special integrated circuit that made today's personal computers possible. The working model was available by 1970.
12. Steve _____ & Steve _____ developed the Apple I and the Apple II in a Palo Alto, CA garage; the first real _____ personal computer; quickly followed by the competitive _____.
13. In 1984, Apple introduced the _____ computer which was made popular by its user-friendly operating system and software.
14. _____, founder of Microsoft, soon capitalized on the growing software market and became the richest man in the world.
15. Computer sales skyrocketed in the 1980's -- going from _____ machines a year in 1981 to _____ by 1989.
16. Home _____ and _____ systems are currently getting connected to our electronic computing devices (cell, PDA, and internet ordering).
17. Hewlett-Packard is trying to develop a _____ computer that uses molecules instead of 1s and 0s to make a computer work.
18. _____ means to switch something ON and OFF.
19. Future computers might be modeled after the _____ instead of transistors and circuits.
20. Technology is a double-edged sword (creative side AND destructive side) capable of creating _____ and unprecedented _____.