

# Chapter 1

Name \_\_\_\_\_ Class \_\_\_\_\_ Date \_\_\_\_\_

## Demonstrate Your Knowledge 1-1

### Critical Thinking

1. What is the difference between analog and digital computers?

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2. Why must all data in a digital computer be in the form of 0s and 1s?

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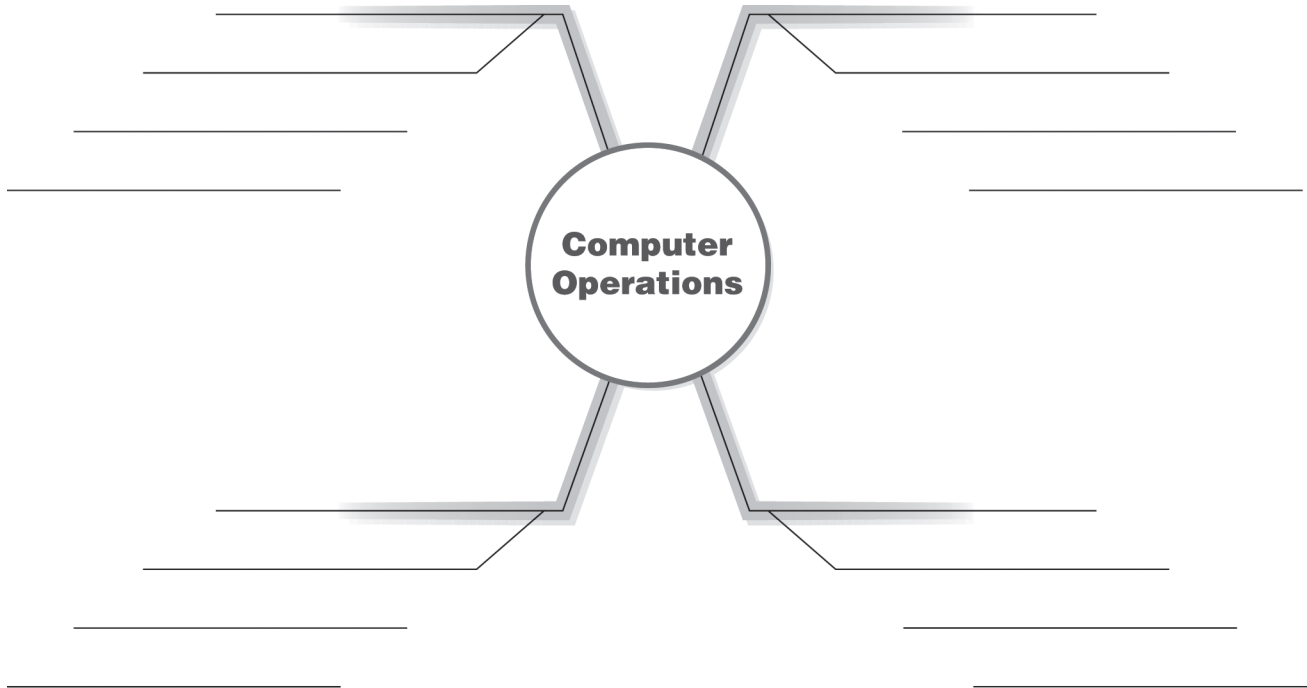
3. What are three benefits of computers?

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### Activities

1. Look at the graphic organizer below. Complete the spider map by identifying the four steps in information processing. Then write at least two facts about each step.



2. As you move through your home, school, and community for a day, keep a log of how computers are used. Each time you see a computer in use, identify how it is being used. Report your findings to the class. Then discuss the widespread role of computers in our society.

### Demonstrate Your Knowledge 1-2

#### Critical Thinking

1. How does RAM work with the CPU?

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2. How do hard drives, flash drives, CDs, and DVDs compare in storage capacity?

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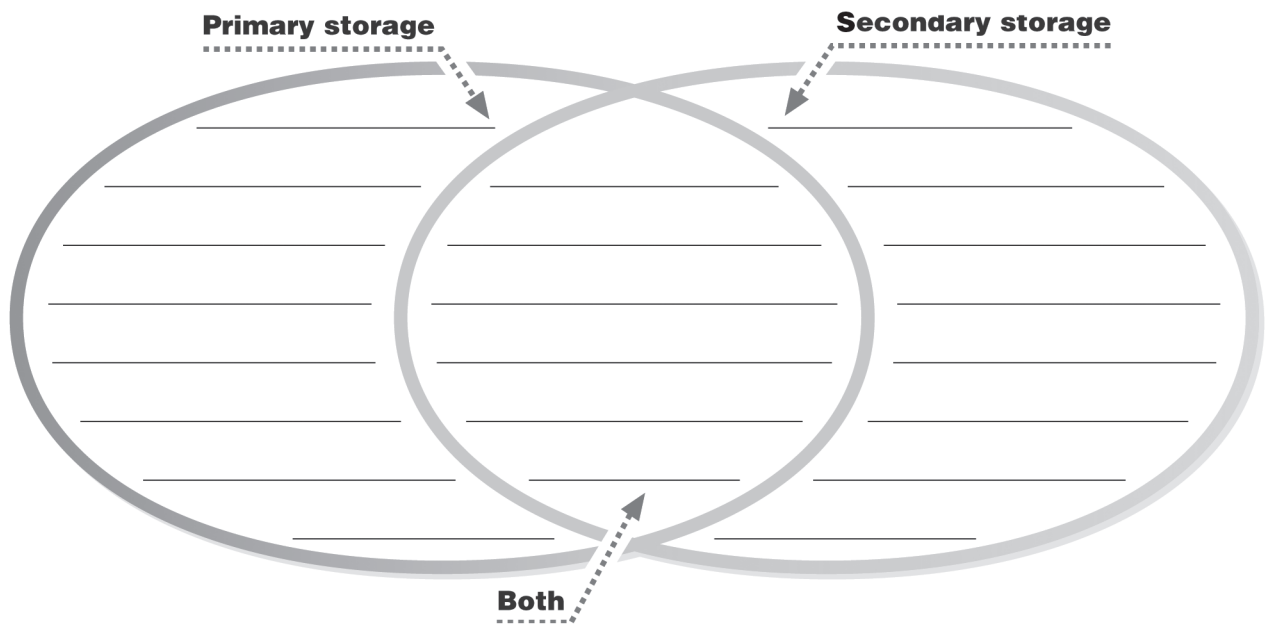
3. What are three different connectors between peripherals and the main unit, and which peripherals connect to each of them?

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#### Activities

1. Look at the Venn diagram below. Write details about primary storage in the left circle. Write details about secondary storage in the right circle. Include common details in the area where the circles overlap.



2. Look at your computer. Make a chart and, in the first column, list all the peripherals attached to it. Categorize them as input or output devices.

### Demonstrate Your Knowledge 1-3

#### Critical Thinking

1. What two tasks do operating systems carry out?

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2. What is the difference between custom software and off-the-shelf software?

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3. What are two examples of utility programs?

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#### Activities

1. Complete the graphic organizer below by writing two of the four types of application software in each box. In the spaces below the type of software, write a task that can be done using that type.

### Application Software

_____
• _____
• _____
• _____

_____
• _____
• _____
• _____

2. Interview three people who own computers. Ask them how they obtained their application software. Find out how satisfied they are with that method of acquiring the software. Report your findings to the class. Discuss the advantages and disadvantages of each method.