

Name: _____ Block #: _____ Chapter: **3**

Principles of Information Technology – Chapter 3 Software

Instructions: Use your textbook to find the definitions. If you use the internet there is no guarantee that you will get the definition that is appropriate for IT. Draw a picture for at least 10 of the words to help you remember the definitions.

American Standard Code for Information Interchange (ASCII)	
Assembly language	
Bit	
Byte	
Bytecode	
Code	
Compiler	

Computer algorithm	
Data type	
Encoding	
High-level programming language	
Interpreter	
Low-level programming language	
Machine language	
Object-oriented languages	
Procedural languages	

Programs	
unicode	
Accessibility options	
Desktop theme	
Device driver	
Hibernation	
Language packs	
Platform	
Power down	

Power options	
Power states	
Sleep	
System software	
User account	
Utility programs	
Application software	
Bugs	
Desktop publishing (DTP)	

End user license agreement (EULA)	
File format	
For-purchase software	
Freeware	
Integrated development environment (IDE)	
Open-source software	
Podcasting	
Proprietary software	
Raster-based software	

Shareware	
System requirements	
Template	
Vector-based software	