Name, Surname	:	� ANSWERS 314
Student ID	:	
Course Code	:	520000002261195
Title	:	INTRODUCTION TO COMPUTER ENGINEERING [40 Minutes]
Assessment	:	☐ Quiz ☐ Midterm ☑ Final
Date	:	11.01.2018 12.00

1. The Internet is a name for an internet that spans the ...... WORLD ....

2. VON NEUMANN computer is considered as the basis for the modern computers because it has stured program concept and single memory for data and instructions.

3. A section of a program to be executed by one process at a time is called ..... CRITICAL REGION

4. For a typical system, UTILITY .... means providing the raw capabilities to the user to achieve their goal, however, allowing the user to learn and to use these raw capabilities easily is .... USABILITY ....

5. Text-based user interfaces to communicate with the operating system is generally called ..... SHELL ...

6. A FLIP-FLOP ... is used for 1-bit storage in computer hardware.

7. A memory consists of cells, each of which can store .. 8 . bits, and that is equal to . 1 . byte(s).

8. Frames capturing the scene in an animation at specified points in time is called ...... KEYFRAME ....

9. Networks are classified in terms of scope as .... LAN ....., ... MAN ....., and .... WAN .....

10. Rendering pipeline in computer graphics generally starts with .... CLIPPING .... based on viewing volume.

11. A memory area used for the temporary storage of data is called .... BUFFER ....

12. .. OVERFLOW .... occurs when a value is too big to be represented generally after addition or multiplication.

13. A set of steps that defines how a task is performed is called .... ALGORITHM ....

14. .. BOOT LOADER ... is run by the CPU when power is turned on and it transfers operating system from mass storage to main memory.

15. ..... ROUTER ... connects two incompatible or compatible networks resulting in a network of networks.

16. Which of the following hexadecimal numbers represents a negative number in two's complement notation?

    (a) A4   b) 16   c) 7B   d) 56   first bit is 1 .

17. First full-length animation film is .... TOY STORY ....

18. In public-key encryption, ... PUBLIC . key is used to encrypt messages, whereas . PRIVATE key is used to decrypt messages.