

Machine Cycle/Processing Cycle

Fetch - Retrieves the next program instruction from memory.

Decode - Determines what the program is telling the compy to do.

Execute - Performs the requested instruction.

Store - Stores the results to an internal register or to memory.

Basic HTML Structure

```
<!DOCTYPE html>
<html>
  <head>
    <title>website
title</title>
  </head>
  <body>
    content of website ...
  </body>
</html>
```

Random Bytes

*Bit = Smallest piece of data a compy works with

*8 Bits = 1 byte aka a single unit of storage

*Binary Data = written in 1s and 0s

System Unit Main Components

Motherboard	Internal Speaker
CPU	Drive Bays
Power Supply	Expansion Slots
Cooling Fan	

Abbreviations

CSS - Cascading Style Sheet

HTML - Hyper Text Markup Language

CPU - Central Processing Unit

VoIP - Voice over Internet Protocol

LAN - Local Area Network

WAN - Wide Area Network

POST - Power-on Self-Test

CMOS - Comp. Metal Oxide Semiconductor

BIOS - Basic input/Output Sys.

Access 2013

4 Objects = Tables, Forms, Queries & Reports

Rows = Records, Columns = Fields

JavaScript/HTML Thing

<form></form>

<input></input> = within form

"document.write" to print

alert - simple popup window w/ ok button

onClick = event that's triggered when a user clicks something

<script></script>

Conditional Statements (if/else)

if (something happens) {takes action}

Call Function by using its name & listing constants

else{takes a different action}

6 Steps of Booting a System

- 1.) BIOS (Basic Input/Output System) is load
- 2.) Power-on self test (POST) is completed
- 3.) OS is loaded
- 4.) System Configuration is accomplished
- 5.) System utilities are loaded
- 6.) User is authenticated

Memory Bank

RAM (Random Access Memory)

*Volatile

*Temporarily stores data & instructions for CPU

Cache Memory

*Small unit of ultrafast memory built into or near the processor

*Stores frequently or recently access info

*3 Lvl. = L1 (primary), L2 (secondary), L3

ROM (Read-only Memory)

*Nonvolatile

*BIOS - 1st code when compy is powered on

*CMOS - Starts the power-on self-test

POST - checks circuitry & RAM

Bootstrap Loader - locates & loads OS into RAM

HTML Basics

<h_> </h_>

Heading (h1-h6)

bold

Create a link

Show an Image

list

Unordered, bullet-point list

Ordered List

list

<table></table>

Define a Table

<tr></tr>

Table Row within table

<th></th>

header cell within table row

<td></td>

Table cell within table row

3 Ways to Insert CSS

1.) External Style Sheet - link to style sheet in the HTML file.

2.) Internal Style Sheet - put in the HTML file; put the style section in the header section.

3.) Inline Styles - Add the style formatting in the desired line by "style=".

