Computer_data_acquisition_15x15_2008-10-10
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Across

1 P in EEPROM stands for ____ (12)

6 U in ALU stands for ____ (4)

8 ROM that can be erased with an electrical signal and reprogrammed (6)

11 A in ADC stands for (6)

12 Also called an octet (4)

15 The process of receiving data from internal or external sources. Abbr. (3)

16 C in CMRR stands for ____ (4)

17 L in ALU stands for ____ (5)

19 A standardized means of communication among machines across a network (8)

20 P in MIPS stands for____ (3)

21 A in DMA stands for (6)

22 A unit for measuring the relative strength of an audio signal (2)

23 The factor by which a signal is amplified (4)

24 A method by which data can be transferred from computer memory to a device or vice versa (3)

25 L in PAL stands for (4)

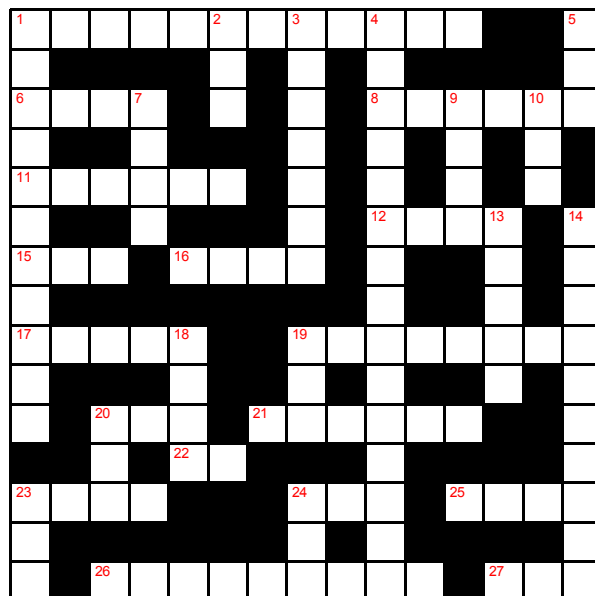**26** A low-level network designed to connect industrial devices to controllers (9)

27 A data path shared by many devices (3)

Down

1 The concept of adding new components to a PC without having to manually configure anything (4,3,4)

2 That part of a processing system that performs mathematical functions (3)

3 M in HMI stands for (7)

4 A switch that is disengaged from one terminal before connecting to another (5-6-4)

5 A high-speed memory that is usually installed on the computer's circuit board (3)

7 Cross-____: A measure of the amount of interference coming from neighboring pit tracks on a CD (4)

9 A communications connection on a computer (4)

10 An object system created by Microsoft that lets the author invoke different editor components to crate a compound document (3)

13 Take out the removal disk from the computer (5)

14 Memory that can be sequentially accessed by more than one controller or processor though not simultaneously accessed (4-6)

18 Second C in PCMCIA stands for ____ (4)

19 A highly reliable special-purpose computer used in industrial monitoring and control applications. Abbr. (3)

20 A high-performance expansion bus architecture originally developed by Intel to replace ISA and EISA (3)

23 A software front-end meant to provide an attractive and easy to use interface between a computer user and application (3)

24 A standard software protocol in Microsoft Windows for inter-process communication. Abbr. (3)