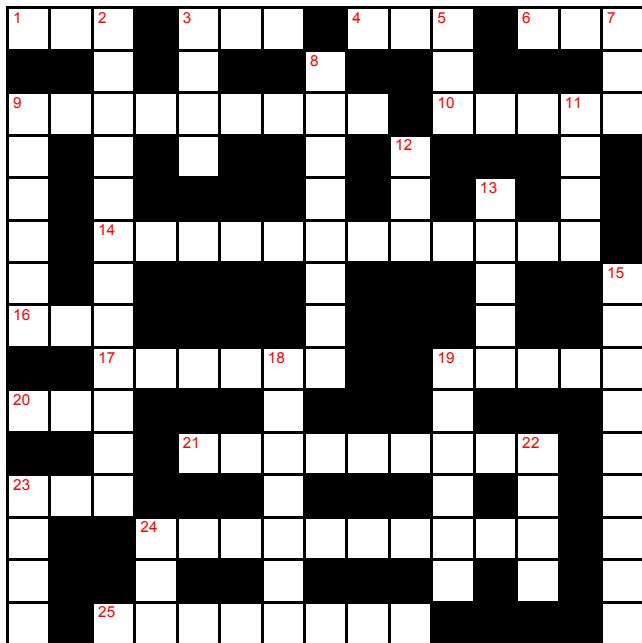


## e-Learning\_15x15\_2008-10-10

B.B. Huria



### Across

- 1 An indication of potential opportunity (3)
- 3 Component of a computer in which data processing takes place (3)
- 4 A component that manages videoconferences of three or more participants (3)
- 6 A string of random bits used to create or verify digital signatures and encrypt or decrypt data (3)
- 9 Presentation of graphics to create the illusion of motion (9)
- 10 Enter a computer network (3-2)
- 14 TCP stands for \_\_\_\_\_ Control Protocol (12)
- 16 A protocol that ensures that packets are shipped and received in the intended order (3)

17 'O' in 'SCORM' stands for \_\_\_\_\_ (6)

19 'M' in 'SCORM' stands for \_\_\_\_\_ (5)

20 A format for recording digital video onto compact disc allowing for compression and full motion video (3)

21 Information carrying capacity of a channel (9)

23 Binary Digit (3)

24 A series of related courses (10)

25 WAP stands for \_\_\_\_\_ Application Protocol (8)

### Down

2 PPP stands for \_\_\_\_\_ Protocol (5-2-5)

3 Text-based group communication on the Internet (4)

5 Address of a homepage on the web (3)

7 A yearning for

something or to do something (3)

8 PDF stands for Portable \_\_\_\_\_ Format (8)

9 A small Java program, that runs on the Internet (6)

11 A simple symbol representing a complex object (4)

12 A default mode in which a person currently speaking is viewed by all multisite participants (3)

13 DVI stands for Digital \_\_\_\_\_ Interactive (5)

15 PSTN stands for public switched \_\_\_\_\_ network (9)

18 MCU stands for multipoint \_\_\_\_\_ unit (7)

19 A unit of study course (6)

22 Code used to create a home page and is used to access documents over the web (4)

23 Range of frequencies (4)

24 Teaching process in which a computer is utilized to aid learning enhancement (3)