

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>
<ht ml>
  <he ad>
    <ti tle>we bsite
title< /ti tle>
  </h ead>
  <bo dy>
    content of website
  ...
  </b ody>
</h tml>
```

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 Access 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
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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

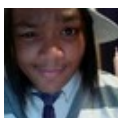
RAM (Random Access Memory)
 *Volatile
 *Temporarily stores data & instructions for CPU
 Cache Memory
 *Small unit of ultrafast memory built into or near the processor
 *Stores frequently or recently access info
 *3 Lvls. = L1 (primary), L2 (secondary), L3
 ROM (Read-only Memory)
 *Nonvolatile
 *BIOS - 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
list	Ordered 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=".



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