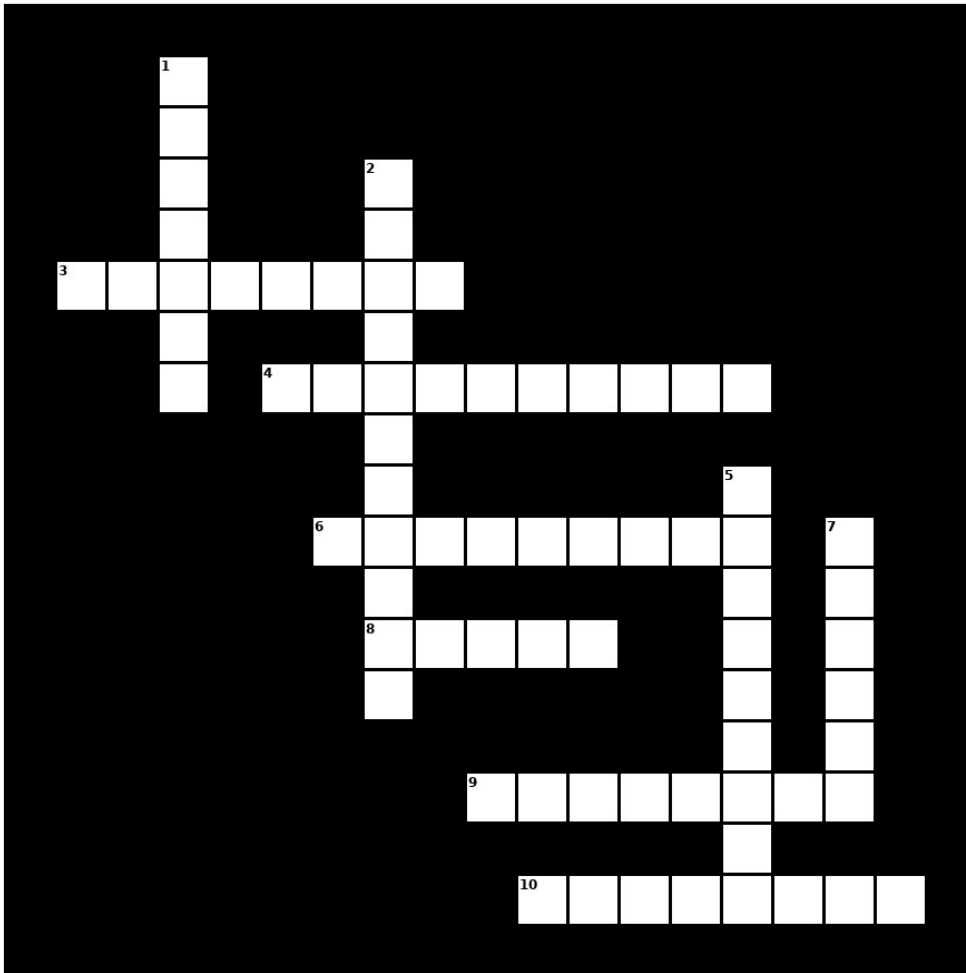


1.1 Systems architecture - Crossword 3: Performance and embedded systems

Instructions: Use the definitions to complete the grid. Write answers without spaces, hyphens, slashes or punctuation.



Across

- 3. Permanent or semi-permanent program code stored in a device.
- 4. A CPU characteristic measured in hertz that affects how many cycles run per second.
- 6. Amount of fast processor memory available to hold commonly used data and instructions.
- 8. Multiple processing units that can allow more instructions to be handled at once.
- 9. Output device that causes a physical action, such as movement.
- 10. Describes a computer system built into a larger device to perform a specific task.

Down

- 1. Managing the operation of a device or process automatically.
- 2. How well a computer system carries out tasks, often judged by speed and responsiveness.
- 5. Designed for one particular purpose rather than general-purpose use.
- 7. Input device that detects a change in the physical environment.