

Chapter 3 After You Read Answers

Review Key Concepts

1. Common input devices include keyboard, mouse, touch pad, graphics tablet, joystick, scanner, digital camera, Webcam, digital recorder, and synthesizer. Common output devices include monitor, touch screen, interactive whiteboard, printer, and sound system.
2. The types of computer software are operating system (OS) software, which controls all of the programs on a computer and provides an interface for the user; application software, which performs different tasks such as Web browsing, word processing, creating spreadsheets or databases, building presentations, or sending e-mail; and utility applications, which are small programs designed for specific tasks such as capturing screen shots, compressing files, or protecting data.

Practice Academic Skills

3. Lists and explanations will vary, but students should include hardware and software that might be needed to start a multimedia design business, such as desktop computer, keyboard, mouse, monitor, printer, scanner, backup hard drive, optical drive, and multimedia software (audio, graphics, text, video, and Web site development).
4. The size of the files is 50,700 KB.

Students can use the Online Student Manual and their multimedia software to apply the skills learned in this section.

Section 3.2 After You Read Answers

Review Key Concepts

1. WANs connect computers across wider geographical areas than LANs, which connect computers in a single location.
2. In a client/server network, the server (powerful central computer) responds to requests for information from the clients (individual computers on the network).

Practice Academic Skills

3. Paragraphs will vary but should recommend either a client/server or peer-to-peer configuration for the computer network of a small business.
4. Presentations will vary but should compare the features of the various network operating systems discussed in the section (see Figure 3.10 on page 83). Students should include pros and cons for each option, including price and efficiency.

Students can use the Online Student Manual and their multimedia software to apply the skills learned in this section.