

Unit 2 Vocabulary

1. _____ are types of software that model real-world or life-like activities that may be unavailable or too dangerous to experience in person.
2. _____ is a system that allows users to pay online by transmitting an account number from one computer to another.
3. _____ is the process of buying and selling products through the Internet.
4. Changing the DNA (genetic code) in a living organism is known as _____.
5. Taking classes online is called _____.
6. The _____ is one of the biggest technological factors affecting education.
7. The processing of information on its own without human intervention is known as _____.
8. Using a computer as a tutor is called _____.
9. When working through a _____, you use the Internet for investigation and problem solving.

Security and Ethical Issues

10. _____ are known as the standards of good moral conduct or principles.
11. _____ software are programs that allow a person to legally copy files and give them to anyone at no cost.
12. _____ is using computers for good purposes.
13. _____ is software that is given to a user free of charge on a trial basis.
14. A _____ is a virus that does something different from what it is expected to do.
15. A _____ is a virus that is triggered by the appearance or disappearance of specified data.
16. A _____ is a computer virus that works its way slowly through computer files, making copies of itself, slowing down the computer system.
17. A _____ is a program that tricks users into thinking they have a virus.
18. A _____ is a criminal act that is committed through the use of a computer.
19. A _____ is a program that is written to cause corruption of data on a computer.
20. A _____ is a person that breaks into your computer files with bad intentions.
21. A _____ is a virus that is activated at a certain time or date.

WORD BANK

DIGITAL CASH

TROJAN HORSE

HOAX

COMPUTER CRIME

ETHICS

SIMULATION

INTERNET

WEBQUEST

VIRUS

WORM

ELECTRONIC COMMERCE

PUBLIC DOMAIN

ARTIFICIAL INTELLIGENCE

DISTANCE LEARNING

LOGIC BOMB

GENETIC ENGINEERING

HACKER

FREWARE

COMPUTER ETHICS

COMPUTER BASED LEARNING

BOMB