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ONE MARK FOR REVISION – NAMES AND ALIAS NAMES

Primary Memory	Volatile Memory
Secondary Memory	Non – Volatile Memory
Cold Booting	Hard Booting
Warm Booting	Soft Booting
Radix	Base Value
Most Significant Bit	Sign or Parity or Left Most Bit
Logical Statement	Truth Function
Truth Values	0(False) or 1(True)
Logical Variable	Binary Valued Variable or Boolean Variable
Response Time	Access Time
Tiny Indentations in CD	Pits
Area between pits	Lands
Single User OS	Single Task OS
Opening Screen of Windows	Desktop
Horizontal Bar	Task Bar
Keywords	Reserved Words
Tokens	Lexical Unit
Literals	Constants
Non – Printable Characters	Non – Graphical Characters
Conditional Operator	Ternary Operator
Size of Operator	Compile Time Operator
Punctuators	Separators
Stream Extraction Operator	Get from Operator
Stream Insertion Operator	Put to Operator
Fundamental Data Types	Atomic or Pre-defined Data types
Modifiers	Qualifiers
Garbage Value	Junk Value
Explicit Conversion	Type Casting
Null Statement	Empty Statement
Compound Statement	Block of Statements
Selection Statement	Alternative or Branching Statement
Iteration Statement	Looping Statement
Built – in Functions	Predefined or Library Function
Index	Subscript or Dimension
Structure Name	Structure Tag
Instance of the class	Class Variable
Encapsulation	Data Binding
Information Hiding	Data Hiding
Class Name	Class Tag
Data Member	Attributes
Member Function	Methods
Outline Member Function	Non – Inline Member Function
Dot Operator	Membership Operator
Default Constructor	Non – Parameterized Constructor
User Defined Constructor	Explicit Constructor
Base Class	Parent or Existing or Super Class
Derived Class	Child or New or Sub or Power Packed Class

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ONE MARK FOR REVISION – TYPES

Memory	2 (Primary & Secondary)
Mouse	8 (Mechanical, Optical, Laser, 3D, Tactile, Ergonomic, Game, & Air Mouse)
Printer	2 (Impact & Non – Impact)
Booting	2 (Cold or Hard & Warm or Soft Booting)
Number System	4 (Binary, Decimal, Octal & Hexa – Decimal)
Fundamental Gates	3 (AND, OR, & NOT)
Universal Gates	2 (NAND & NOR)
Derived Gates	4 (NAND, NOR, XOR, & XNOR)
Based on Data Width	4 (8-Bit, 16-Bit, 32-Bit, & 64-Bit)
Based on Instruction Set	2 (Reduced Instruction Set Computer, & Complex Instruction Set Computer)
Accessing Methods	2 (Sequential & Random Access)
RAM	2 (Static & Dynamic RAM)
ROM	3 (PROM, EPROM, & EEPROM)
Port	8 (Serial, Parallel, USB, VGA Connector, Audio Plugs, PS/2, SCSI, & HDMI
Software	2 (Application & System)
Operating System	2 (Single – User & Multi – User)
Process Management	4 (FIFO, SJF, Round Robin, & Based on Priority)
Security Levels	3 (File Access, System & Network Level)
Window	2 (Application & Document)
Elements of a Window	5 (Title Bar, Menu Bar, Workspace, Scroll Bars, Corners and Borders)
Building Blocks of Algorithm	4 (Data, Variable, Control Flow, & Functions)
Algorithm Design Techniques	4 (Specification, Abstraction, Composition, & Decomposition)
Notations to represent Algorithms	3 (Programming Language, Pseudo code, & Flowchart)
Tokens	5 (Keywords, Identifiers, Constants or Literals, Operators, & Punctuators)
Literals or Constant	4 (Numeric, Character, String & Boolean)
Numeric Constant	2 (Integer & Real)
Operators	5 (Arithmetic, Relational, Logical, Assignment, & Conditional)
Operands	3 (Unary, Binary, Ternary)
Types of Error	3 (Syntax, Semantic & Run-time Error)
Data Type	3 (Built – in, Derived, & User – Defined)
Built – in Data Type	5 (int, char, float, double, & void)
Derived Data Type	4 (Array, Function, Pointer & Reference)
User – Defined Data Type	4 (Structure, Union, Class & Enumeration)

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Modifiers	4 (signed, unsigned, long, & short)
Expression	7 (Constant, Integer, Floating, Relational, Logical, Bitwise, & Pointer)
Conversion	2 (Implicit & Explicit)
Statement	2 (Null & Compound or Block Statement)
Control Statement	3 (Sequential, Selection, & Iteration)
Iteration Statement	3 (For, While & Do – While)
Jump Statement	3 (goto, break & continue statement)
Functions	2 (Built – in & User – Defined)
Scope	4 (Local, Function, File & Class Scope)
Array	3 (One – Dimensional, Two – Dimensional & Multi – Dimensional)
Memory Representation	2 (Row-Major order & Column-Major order)
Programming	3 (Procedural, Modular & Object – Oriented)
Access Specifier	3 (Private, Protected, & Public)
Methods to Create Object	2 (Global & Local Object)
Methods to Define Member Function	2 (Inside the Class & Outside the Class
Constructor	3 (Default or Non - Parameterized, Parameterized, & Copy)
Ways to Create Object	2 (Implicit Call & Explicit Call)
Polymorphism achieved by	2 (Function & Operator Overloading)
Inheritance	5 (Single, Multiple, Multi – level, Hierarchical, & Hybrid Inheritance)