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**Terms and Definitions**

Chapter 2 History of Information Technology

The Chapter Terms and Definitions was written for the Florida Public School System DIGITAL INFORMATION TECHNOLOGY (8207310) course. Funded by the Cyber/IT Pathways Program, Cyber Florida, and the Florida Department of Education.

# Chapter 2 History of Information Technology

| **Term** | **Definition** |
| --- | --- |
| Android | Mobile OS developed by Google and available as open-source software |
| Computer | A programmable computing device capable of receiving input, manipulating data, and outputting information |
| Computer Engineer | Individual that focuses on the research, design, and development of computer hardware and systems |
| Data | Representation of facts in a formalized manner suitable for communication, interpretation, or processing by humans or by automatic means |
| Data Center | Centralized location of servers and networking equipment that facilitates processing and storage of data |
| Disk Operating System (DOS) | Early user- oriented operating system created from a partnership between Microsoft and IBM |
| Dumb Terminal | A simple device consisting of a monitor and keyboard meant to facilitate communication to a separate computing device |
| Gig Economy | A labor market characterized by short term employment, typically involving an intermediary platform |
| Graphical User Interface (GUI) | Visual medium of interacting with computers |
| Hardware | The physical and often modular components of a computer system |
| Information Technology | Any equipment or system responsible for data manipulation; also refers to the disciplines of science and engineering that interact with these systems and data |
| IOS | Mobile OS developed by Apple, used in iPhones |
| IT Personnel | Technically proficient individuals capable of optimizing the use of technological resources and soft skills to assist organizations with their IT needs |
| Keyboard | A physical or digital device capable of communicating with a connected computer system through assigned key inputs |
| Linux | Highly versatile operating system created by Linus Torvalds |
| Microchip | Electronic components comprised of transistors and circuits |
| Microsoft Windows | A GUI based operating system developed by Microsoft, which is one of the most popular computer operating systems globally |
| Mobile App | Application specifically developed to run on smartphones and other mobile computing devices |
| Moore’s Law | A “law” proposed by Gordon Moore, Intel co-founder, stating that the number of transistors in microchips would double every two years due to advancing computing performance |
| Motherboard | Computer component that connects various other pieces of computer hardware |
| Mouse | An input device capable of detecting user manipulation to facilitate interactions with computer systems |
| Network Effect | Increase in benefit to a community as membership grows |
| Networks | Computers that are connected through either wired or wireless means with the purpose of sharing data |
| Operating System | Software that facilitates sharing, allocation, and effective utilization of computer resources |
| Smartphone | A small form factor computer combined with a mobile phone based around touch screen input |
| Software | Instructions that computer hardware can interpret and execute in order to achieve desired tasks |
| Storage Drives | Physical device to store data |
| System | Separate components working together to fulfill a function |
| Unix | Early and powerful operating system built by Bell Laboratories |