

Chapter 4 – Nature of Data and Information

1. Data is transformed into INFORMATION by the processes within a system.
2. A single storage cell cannot represent a SENTENCE or even a single character.
3. The ASCII code only uses 7 bits of a byte...for 128 possible CHARACTERS.
4. Computer systems are yet to display HUMAN style intelligence.
5. The sampling size chosen will depend upon the ACCURACY required.
6. The sampling rate is the number of samples taken, from ANALOG, per second.
7. The trend is to computerise all DEVICES so they all share a common format.
8. Digital convergence allows data to be transformed from one SYSTEM to another.
9. The trend to the digitisation of ANALOG media is increasing in pace.
10. The two main ways to handle images are either VECTOR-based or bit-mapped.
11. Vector images require less storage and processing POWER than a bit-map image.
12. Scalable FONTS used within this textbook (and document) use vector methods.
13. Audio data is interleaved with the IMAGE data into a single data stream.
14. Data text processing is the single most POPULAR computer application.
15. A spreadsheet is an electronic grid with built in mathematical FORMULAS.