

## Terms of Endearment

Using the right word speeds learning and helps getting help



#### Le Mot Juste

*mot juste*/mō zoost/ (Fr.) most appropriate word, expression

## Learning *le mot juste*, the right word for something, aids us in two ways:

- \* Help Learning ... our brains seem to anchor concepts to words & phrases
- \* Getting Help ... asking "tech support" for help or using online **HELP** requires us to describe the problem precisely



### Terms

### Probably familiar terms ...

- \* screen saver
- \* monitor
- \* pixel
- \* RGB
- \* motherboard
- \* (micro)processor
- \* (RAM)memory



## Software/Hardware

# Hardware refers to physical devices; software refers to programs, the instructions directing a computer

- \* The main difference is: hardware cannot be changed, while the software can be modified
- \* The same hardware (computer) runs different software (applications)



## A mnemonic is any memory aid

\* In IT we try to avoid remembering or memorizing, but sometimes we must ... mnemonics can help

A mnemonic for periods and epochs in geology

### Mnemonic

early rusting. Recent

Camels Cambrian often Ordovician sit Silurian down Devonian carefully. Carboniferous Possibly Permian their Triassic joints Jurassic creak. Cretaceous Perhaps, Paleocene Eocene oiling Oligocene might Miocene prevent Pliocene premature Pleistocene



#### Terms

## Definitions for "tangible" parts of IT --RGB, pixel,... -- are found in glossaries

- A glossary is in the back of FIT
- Online glossaries are handy ... locate one
- A useful study aid is to start a document where you store the definitions of the new words you encounter -- later in the term we will show how to set up a DB for them



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... the "intangible" words of IT are even more important



#### To Abstract

#### abstract = extract or remove something

"Beppo abstracted the statue as Holmes, LeStrade and I watched"

- In FIT100 abstracting will usually involve removing the core idea or process from a specific situation -- fables
  - The "thing removed" is an abstraction
- \* Humans abstract core ideas, principles, rules, themes, etc. naturally



## Imagine a Story ...

"In Kim's chem class the professor assigned challenge problems worth extra credit, but each week Kim couldn't do them and asked for help. The teacher said, 'Don't give up, attempt the problem again each day.' Kim followed the advice and was eventually able to solve the problems."

Abstracting from the situation: A good problem-solving technique is to return later to a problem.

- Some aspects are relevant
- Some aspects are irrelevant



### To Generalize

#### generalize = infer a rule

- \* suppose you notice that faucets
  - turn to the left to turn the water on, and
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- \* to infer that all faucets do so is to generalize

Are there other examples?



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#### Are there other examples?

\* Other knobs, screws, nuts/bolts, ...



## Operationally Attuned

## Noticing how devices operate simplifies their use

Observation: Computers give feedback when they are working



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## Noticing how devices operate simplifies their use

Observation: Computers give feedback when they are working

So, if you think you're waiting for the computer but there is no feedback, it's waiting for you

One of the most effective habits new users can adopt is to be operationally attuned.



## The Speed of Change

### Consider running a mile ...

- \* How fast can anyone run a mile?
  - In 1999 Hakim El Guerrouj ran it in 3:43.13
- \* Compare with Roger Bannister
  - In 1954 Bannister ran a mile in 3.59.4
- \* Express speedas a rate:

Bannister's rate = 15.04 mph El Guerrouj's rate = 16.27 mph

In 45 years the mile run got 7% faster



## A Speed Comparison

- Compared to normal people ...
  - \* How fast can *you* run a mile?
    - Healthy people in their twenties ... ~7:30
  - \* That is, El Guerrouj is twice as fast as us
  - \* As a rate, 7:30 is 8 mph
- El Guerrouj is about a factor-of-2 faster than normal people ...

A factor-of-2 is a good rule for human strength



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### How fast do computers run? Measure +

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Can we comprehend such speeds or factors of improvement???



## Factors Precisely

## A factor of improvement is different than a percent improvement ...

- factor = new\_rate/old\_rate
- percent = 100 x (new\_rate-old\_rate)/old\_rate
- Expressing an improvement by it's factor is easier, esp. for large changes
  - El Guerrouj's 7% improvement over Bannister is a 1.07 factor of improvement

Indy 500: 1911 Harroun 74.59mph; 2002 Castroneves 166.5mph



## Analytical Approach

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- The time for the mile run has improved
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Getting information is easy with IT, but we need analysis to understand the significance



## Summarizing

## It is essential to learn the vocabulary of a new field

- Words of tangible aspects of IT have definitions in glossaries
- \* Words for the intangible are key
  - Abstract
  - Generalize
  - Operationally Attuned
- \* Being analytical is key to understanding