

Menu Construction Exercise

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The following layers were put together with the explanation below. Within the layers they are arranged in alpha order, so they are easy to look up and reference:

- **Applications/Development** – *Applications and Development* in computer science involve creating a computer program or set of programs to perform tasks. It involves everything from keeping track of inventory and billing customers to maintaining accounts, speeding up business process and improving application effectiveness.
- **Hardware/Networks** – *Hardware* in computer science are the physical components of a computer such as the machine and wiring. Computer *Networks*, also known as network equipment or computer networking devices, are physical devices which are required for communication and interaction between devices on a computer network. This also includes the components that allow the networks to exchange data.
- **Policy/Security** – *Policy and Security* in computer science identifies the rules and procedures for all individuals accessing and using an organization's IT assets and resources.

<u>Layer 1:</u>	<u>Applications/Development</u>	<u>Hardware/Networks</u>	<u>Policy/Security</u>
<u>Layer 2:</u>	<u>Applications</u> Hypermedia Shareware Search Engine	<u>Hardware</u> Active Matrix Thin Client Trackpad	<u>Policy</u> Acceptable Use Policy Netiquette Protocol
<u>Layer 3:</u>	<u>Development</u> Algorithm Applet Form Java Parity Plug-In Thumbnail	<u>Networks</u> Bandwidth Baud Rate Cyberspace Fiber Optics Kilobyte Local Area Network	<u>Security</u> Firewall SYSOP Virus