Free creative writing on computer science

Entertainment, Video Games

Post 1

Thank you for providing us with some great information regarding the topic on 32 bit versus 64 bit. I agree that most people know that the 64-bit processor is faster than the 32-bit processor. However, most people do not know it is because the 64-bit version handles large amounts of RAM more effectively. Although 32-bit software can run on the 64-bit machine, it is important to note that there are exceptions including most antivirus programs and device drivers such as printer drivers.

Post 2

I like your post, and I agree that the 64 bit has greater processing power that allows it to process accurately data packets. The 64 bit is capable of storing 264 computational values that include memory addresses allowing it to access in excess of four billion times more physical memory compared to the 32 bit. The 64 bits of area storage is what makes the software better suited for applications that tend to use large amounts of memory such as 3D rendering utilities. The 64-bit software operates with larger strings of binary that are double words, rendering the software unnecessary for machines with RAM under 4GB.

Post 1

It is without a doubt that virtual simulation gaming is an adventure that most people cannot ignore. The technology is still not fully developed, and users have to put up with cumbersome equipment to enjoy the benefits. One can only hope that further developments and improvements will better Virtual

Reality gaming and probably even come up with different products that users can enjoy.

Post 2

I like your post on cyber security. I think that cyber security is an issue that can neither be ignored nor be taken lightly. Although there have been great pros that have been realized from technological advancements, there are many cons associated with technology. As seen in the OPM Hack, the impact of attacks can be massive and results in damage and losses. The OPM Hack shows that the risks are real and proper measures should be taken to mitigate them including improving security measures continually.

Work Cited

Englander, I.(2014). The Architecture of Computer Hardware, Systems Software, & Networking. New Jersey: John Wiley & Sons, Inc.