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transactions that access data or terminals at several nodes of a computer network, Systems of 10,000 terminals or 100,000,000,000 bytes of on-line data or 150 transactions per second are generally considered to be the limit of present technology (software and hardware).

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2. Sender. The sender is the device that sends the data message. It can be a computer, workstation, telephone handset, video camera, and so on. 3. Receiver. The receiver is the device that receives the message. It can be a computer, workstation, telephone handset, television, and so on. 4. Transmission medium.

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Lecture Notes in Computer Science

The convention in these notes will follow that of OpenGL, placing the origin in the lower left corner, with that pixel being at location (0,0). Be aware that placing the origin in the upper left is another common convention. One of 2N intensities or colors are associated with each pixel, where N is the number of bits per pixel.

Computer Graphics Lecture Notes

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1 Chapter One Introduction to Computer Computer A computer is an electronic device, operating under the control of instructions stored in its own memory that can accept data (input), process the data according to

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