Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Exercise 4-2: Browser Elements

**Instructions:** Here are terms and descriptions. Match each term to its corresponding description.

|  |  |
| --- | --- |
| Terms | Descriptions |
|  | 1. A programming method that isolates a particular application or process. |
|  | 1. The screen that contains the Web page you are viewing. |
|  | 1. Code that controls how the browser accesses a network. |
|  | 1. A setting that determines how the Web browser will process downloads. |
|  | 1. An application that adds extra capabilities to your Web browser. |
|  | 1. The part of the browser responsible for reading the Web page and presenting it to an end user. |
|  | 1. Web page cookies and related data stored locally on the hard drive. |
|  | 1. A plug-in, add-on, or helper application. |
|  | 1. The part of the browser responsible for reading and processing programming languages. |
|  | 1. An instruction from a running application that executes a particular task. |
|  | 1. Another instance of a browser window within a browser. |
|  | 1. The part of the browser responsible for reading the Web page and presenting it to an end user. |

Terms

1. Rendering engine
2. Interpreter
3. Sandbox
4. Thread
5. Window
6. Tab
7. Cache
8. Supplement
9. Network programming
10. Download control
11. Plug-in
12. Clues