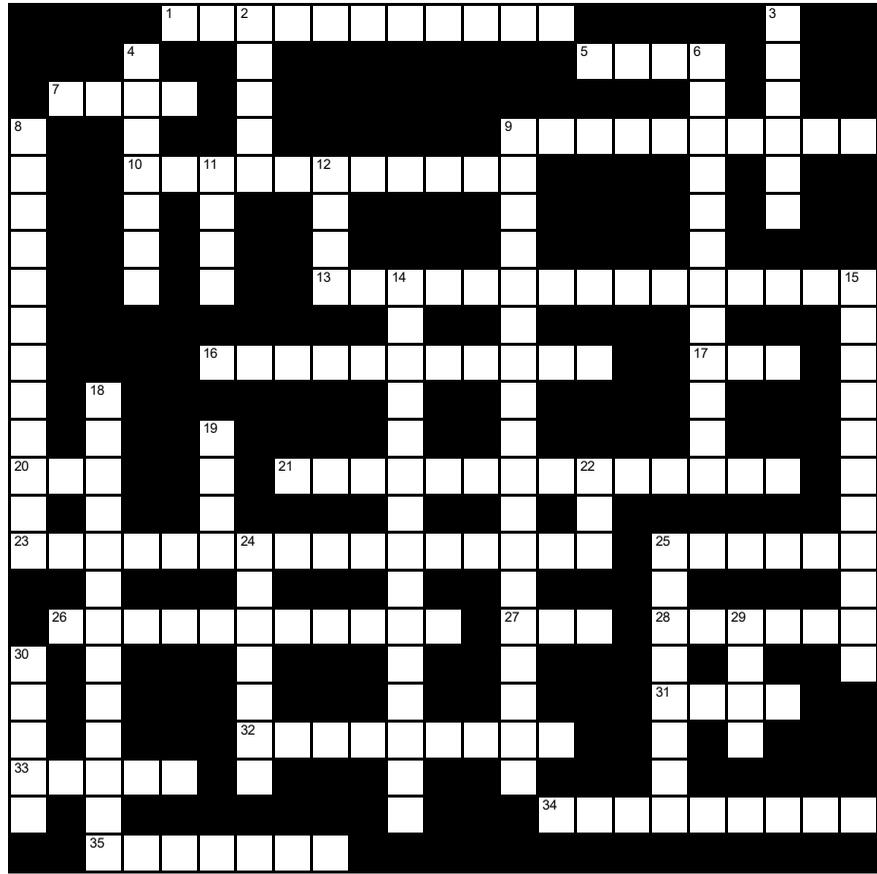


Across

- 1 A credit-card sized personal computer that plugs into a TV and a keyboard. (9,2)
- 5 Refers to an on-demand business model for IT capacities where instead of owning an IT infrastructure or server space you rent it and pay for it on a per-use basis (Acro.). (4)
- 7 The use of electromagnetic or inductive coupling in the radio frequency portion of the spectrum to communicate to or from a tag through a variety of modulation and encoding schemes uniquely to read the identity of an RFQ Tag (Acro.). (4)
- 9 A record that contains the authentication information required to connect to a resource. (10)
- 10 Description of objects belonging to a particular area of interest. (6,5)
- 13 A term for computing that is dedicated to a single purpose, as opposed to general- purpose computing. (8,7)
- 16 A mix of public and private cloud. (6,5)
- 17 The most widely used digital cellular network and the basis for mobile communication such as phone calls and the short message service (SMS) (Acro.). (3)



- 20 A label or other object used to identify the physical entity to which it is attached. (3)
- 21 Physical structures designed and equipped to try to minimize costs and environmental impact. (5,9)
- 23 A typically closed network of devices in which they can communicate with one another and/ or other control systems located on the same network. (7,2,7)
- 25 A thing in IoT. (6)
- 26 A concept that tries to create a more intelligent urban infrastructure by using modern information and communication technologies. (5,6)
- 27 One way for an application to present itself to another, typically remote, applications so that they can interact with it (Acro.). (3)
- 28 To determine certain physical or chemical characteristics and transform them into an electrical signal to make them digitally process able. (6)
- 31 An architecture for web

- standards, especially for the HTTP protocol (Acro.). (4)
- 32 It includes a wide array of sensors, actuators, and devices that interact with and communicate real-time data from smart products and services. (4,2,3)
- 33 A physical entity (in contrast to the digital and network connection shared between these systems). (5)
- 34 Refers to the networking of household devices and systems through information and communication technology. (5,4)
- 35 A network device or software run on a computer in the network that can communicate with other networks, even if these use a different protocol. (7)

Down

- 2 A computer system which gathers real-time data to monitor and control systems or processes. (5)
- 3 Technology that can convert signals sent by wireless routers into direct current (Acro.). (6)
- 4 Describes the always-growing sums of data, as

- well as the problems that come with processing this massive flood of information. (3,4)
- 6 Ability to enter a name and password only once to get to several password protected systems in one working period. (6,4-2)
- 8 Refers to the multi-layers that go from devices on the edge to the middleware. (3,9)
- 9 Communication services being provided by third parties which can be accessed and used through the internet. (5,13)
- 11 A lightweight messaging protocol for small sensors and mobile devices (Acro.). (4)
- 12 A connection point, a redistribution point or a communication endpoint. (4)
- 14 A wireless network of wearable computing devices. (4,4,7)
- 15 Electronic devices which measure and display resource consumption and communicate this information to third parties. (5,6)
- 18 A method of optimizing cloud computing systems by performing data processing

- near the source of the data. (4,9)
- 19 Networks of nodes that sense and potentially control their environment (Acro.). (4)
- 22 A mobile cellular standard that provides faster Down-and Upload speeds (Acro.) (3)
- 24 A Canadian company that made the world's first WiFi-connected thermostat. (7)
- 25 Anything that has the capability to monitor a physical entity, like its state or location. (8)
- 29 Google's first foray into the automated home market. (4)
- 30 Computers that provide certain services or resources within a network, which other participants within the network can then access and use. (5)