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1) Cognition (p. 386)	Refers to mental activity associated with thinking, knowing, remembering, and communicating information	
2) Concept (p.386)	A mental grouping of similar objects, events, or people	
3) Prototype (p. 386)	The best example of a particular category	
4) Algorithm (p.387)	A methodical, logical procedure that, while sometimes slow, guarantees success	
5) Heuristic (p.387)	A simple thinking strategy that often allows us to make judgments and solve problems efficiently. Although heuristics are more efficient than algorithms, they do not guarantee success and sometimes even impede problem solving.	
6) Insight (p.387)	A sudden and often novel realization of the solution to a problem. Insight contrast with trial and error and, indeed, may often follow an unsuccessful episode of trial and error.	
7) Confirmation bias (p.388)	The obstacle to problem solving in which people tend to search for information that validates their preconceptions.	
8) Fixation (p.388)	An inability to approach a problem in a new way.	
9) Mental set (p.389)	Refers to the tendency to continue applying a particular problem-solving strategy even when its no longer helpful.	
10) Functional fixedness (p.389)	A type of fixation in which a person can think of things only in terms of their usual functions.	

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11) Representativeness heuristic (p.389)	The tendency to judge the likelihood of things in terms of how well they conform to one's prototypes.	
12) Availability heuristic (p. 390)	Based on estimating the probability of certain events in terms of how readily they come to mind.	
13) Overconfidence (p.390)	Is another obstacle to problem solving, refers to the tendency to overestimate the accuracy of one's beliefs and judgments.	
14) Framing (p.394)	Refers to the way an issue or a question is posed. It can effect people's perception of the issue or the answer to the question.	
15) Belief bias (p.395)	The tendency for a person's preexisting beliefs and judgments.	
16) Belief perseverance (p.396)	The tendency for people to cling to a particular belief even after the information that led the information of the belief is discredited	
17) Artificial intelligence (p. 397)	The science of designated and programming computer systems to do intelligent things and to simulate human thought process.	
18) Computer neural network (p. 398)	Computer circuits that simulates the brain's interconnected neural cells and perform tasks such as learning to recognize visual patterns and smells.	
19) Language (p.401)	Refers to spoken, written, or gestured words and how we combined them to communicate meanings.	
20) Phonemes (p.401)	The smallest units of sounds in a language that are distinctive for speakers of the language	
21) Morphemes (p.401)	The smallest units of language that covey meaning.	

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22) Grammar (p.402)	A system of rules that enables us to communicate with and understand others.	
23) Semantics (p.402)	The aspect of grammar that specifies the rules used to derive meaning from morphemes, words, and sentences in a given language.	
24) Syntax (p.402)	The aspect of grammar specifying the rules of combining words into grammatical sentences in a given language	
25) Babbling stage (p.403)	Speech development, which begins at 3 to 4 months, is characterized by the spontaneous utterance of speech sounds. During the babbling stage, children the world over sound alike	
26) One- word stage (p.403)	Children between 1 and 2 years of age speak mostly in single words; they are therefore in the One-word stage of linguistic development.	
27) Two-word stage (p.404)	Beginning about age 2, children speak mostly in two-word sentences.	
28) Telegraphic speech (p.404)	The economical, telegram like speech of children in the two-word stage. Utterances consist mostly of nouns and verbs; however, words occur in the correct order, showing that the language's syntactic rules.	