



New

Computer Glossary

Edition 2017

Study Material
For
Computer Glossary



Regd. Office :- A-202, Shanti Enclave, Opp.Railway Station, Mira Road(E), Mumbai.
www.bankpo.laqshya.in | bankpo@laqshya.in

(Not For Sale)
(For Private Circulation Only)

COMPUTER GLOSSARY

Abacus	Earliest calculating machine developed by Chinese about 3000 years ago.
Abort	To halt a processing activity (either by the operating system or human intervention) in a computer before obtaining final result because continuing it as such would not yield meaningful/conclusive output.
Absolute Address	An address that is permanently assigned by the manufacturer to a storage location or a pattern of characters that identifies a unique storage location without further modification. To identify a storage location without the use of any intermediate reference.
Access	To locate the desired data.
Access Arm	A part of disk storage unit that is used to hold one or more reading/writing heads.
Access Method	Any of the data management techniques available to the user for transferring data between main storage and an input/output device.
Access Time	Time interval between the data requested by ALU (arithmetic logic unit in the central processing Unit) and data made available to it. It is often used as a reference to the speed of a memory.
Accuracy	The deviation, or error, by which an actual output varies from an expected ideal or absolute output. Each element in any system contributes errors, which should be separately specified if they significantly contribute to the degradation of total system accuracy. In analog-to-digital converter, accuracy is tied to resolution. For instance a 13 bit A/D converter can resolve to one part in 2 ¹³ or 8192, so best accuracy as a percentage of full scale range is theoretically 1/8192, or about 0.0125 %.
Accumulator	A register, or a set of registers in the central processor used for temporarily storing the numerical result on an operation performed by the arithmetic and logic unit.
Acoustic Coupler	A type of modem which enables to feed data from microcomputer (after suitable conversion) to be communicated over regular telephone lines by means of sound signals.
Acoustic Delay Line	A device using regenerated shock waves in a conducting material (like mercury) for storing information.
Activity	A term used to indicate that a record in a master file is used, altered or referred to.
Actual Key	A data item that may be used as a hardware address and that expresses the location of a record on a mass storage device.
Adder	An electronic device (logical circuit) to add together two numbers. It can also subtract two numbers using two's complement arithmetic.
Address	It is an identification mark, usually to reference the location (in memory, or a register) an item of data or an instruction. This address serves for storing data and fetching it out.
Addressing Mode	It is the method used in an instruction for specifying the data to be used or the location into which the result is to be placed.

COMPUTER GLOSSARY

Algol	Algorithm language-(Programming language)
Algorithm	It is a sort of scheme that narrates the point to point evolution of the technique to deal with solution of a particular task such as flow chart, dealing with program procedure. A set of simple and clearly defined instructions (steps), without involving any personal judgement, which enable solution of any complex problem.
Allocation Mechanism	The means by which a shared resource is assigned to the various elements which are potentially able to use it (a step by step procedure for solving a problem or accomplishing an end).
Alphanumeric	A repertoire of characters which contains 'Aiphabetic' characters, i.e. letters and special characters, as well as figures (numbers).
Alphanumeric Data	Data represented by letters and digits, (with special characters and the space character).
ALU (Arithmetic and Logic Unit)	It is a sort of central processor that organises, controls and carries out arithmetic and logic 1 process.
Ambient Conditions	The environment of an enclosure surrounding a given device or equipment.
Amplitude	The size or magnitude of a voltage or current waveform.
Amplitude Modulation	Variation of carrier's signal strength (amplitude), as a function of an information signal.
Analog	An expression of values which can vary continuously, e.g. resistance, current, voltage etc. or a reference to the representation of data by continuously variable quantities. As contrast to analog, digital means that signal can have 2 stages. viz, zero or full value.
Analog Computer	It uses electronic circuitary to represent physical processes, with change in electric current representing the behaviour of the system being studied.
Analog Data	Data represented by a physical quantity that is considered to be continuously variable and whose magnitude is made directly proportional to the data or to a suitable function of the data.
Analog to Digital (A/D) Converter	A device or sub-system, that changes real world analog data to a form compatible with binary (digital) processing.
AND Gate	A logic circuit whose output is high only when all inputs are high.
AndrOid	A robot appearing as human being.
Annotation	Explanation added to a program to assist the reader.
Annotation Symbol	A symbol used to add messages or notes to a flow chart.
Application Package	A set of programs directed at some application in general, driven by a series of computer commands.
Application Program	A computer program written for or by the end user of a computer system. An applicat ion program does not contribute to the effective use of computer system, but it makes a direct contribution to performing a particular role within an organisation and meets the needs of the users.

COMPUTER GLOSSARY

Application Software	It consists of programs for performing specific processing applications. It is that program which tells the computer how to perform specific task, such as preparation of company pay roll or inventory management.
Architecture	The organisation and interconnection of computer system components and interconnection of various hardware to include details like input/output operation and control, memory organisation and available addressing modes, instruction set and user interface. The structure functional and performance characteristics of a system, specified in an implementation independent way.
Argument (Actual Parameter)	A value or address that is passed to a subroutine, or function, or procedure' at the time it is called.
Arithmetic Instruction	A machine instruction specifying an arithmetic operation and the operand(s) on which the arithmetic operation is to be performed.
Arithmetic Operator	A symbol representing a simple arithmetic operation.
Array	Arrangement of data items in a particular order or pattern. A form in which a collection of data items can be stored in computer memory. One-dimensional array, (called vector) consists of a single sequence of elements. Two-dimensional array (called matrix) consists of a fixed number of rows and a fixed number of columns.
Artificial Intelligence	Field of study that enables computers to think like human beings, and using computers to solve problem that appear to require human intelligence or imagination.
ASCII	An eight level (7 bits+ 1 parity bit) code from American Standard Code for Information Interchange. In it, the letters, numbers and symbols are coded as 7 binary characters, 8th bit being used for parity check. 2 ⁷ = 128 characters can be represented by this code.
Assembler	It is a program for automatically translating assembly language (a low level programming language in which instructions generally have one to one correspondence with machine code) into machine code (the binary instructions which are directly understood by the computer). Input to assembler is called source program and the output is called the object program.
Assembly Code	It is the code used for writing programs in assembly language. It uses mnemonic symbols like ADD, SUB etc. to specify operations or addition and subtraction.
Assembly Language	A means of communicating with a computer at a lower level (between high level and machine language).
Assignment Statement	A fundamental statement in most programming languages. It assigns a new value to a variable. It causes a new value to be placed at the appropriate storage location where the variable is located in memory.
Associative Storage	Storage in which the cells can be directly addressed by content.

COMPUTER GLOSSARY

Associative Store	(Content Addressable Store) A storage device in which a location is identified by what is in it rather than by its position. These are used as part of a virtual storage facility.
Asynchronous	It is a free running mode of operation, which is not controlled or synchronised by an external clock, but in which the next step is triggered by completion of one step. Operation begins on receipt of a signal and not at regular or predictive times.
Asynchronous Shift Register	A shift register which does not require a clock. Register segments are loaded and shifted only at data entry.
Asynchronous Transmission	Transmission in which each information character, or some times each word or small block, is individually synchronised, usually by the use of start and stop elements. The gap between each character (or word) is not of a necessarily fixed length. Asynchronous transmission is also called start-stop transmission. A form of transmission in which data is sent as it becomes available. The time of start of transmission is arbitrary but the rate of bits transmission is fixed.
Attenuation	A loss of amplitude in a signal as it is transmitted through a medium.
Audit Trail	A record (entry in audit trail) showing the occurrence of specified events (attempts of unauthorisecl reading or writing of data in a file) relevant to the security of the computer system.
Auxiliary Storage	This is memory external to the primary storage in CPU. It holds system software and application programs not being in primary storage. It also holds data files. Its capacity is very large compared to main memory. Any program or data required by CPU is fed from auxiliary storage into main memory. Updated record is again stored back in auxiliary memory. Auxiliary storage is in the form of magnetic disk or drum or magnetic tape.
Availability	The percentage of time a computer is operational
Back Calculation	It is the method used to prevent windup of upstream algorithms, and also to prevent bumps on transfer from one mode to another. It consists of passing inhibit flags and an output value from a downstream algorithm to an upstream algorithm.
Back up	Redundancy of computer hardware or stored data.
Backend Processor	A computer that serves as an interface between a larger CPU and data bases stored on direct access storage devices.
Backend	A program used to convert a general-purpose program into a specific form suitable for the connected output device. There would thus be different backend for each output device like CRT, plotter, trend recorder, graphics printer, etc.
Background	This term is used to describe programs which have to execute low priority tasks. On the other hand, foreground programs are used to execute high priority tasks in real time.

COMPUTER GLOSSARY

Background Programs	Programs with low priority (high-priority programs are called fore-ground programs). Background programs are placed in a background queue and executed when resources (mainstore, processor, etc) become available.
Backing Storage	It is a storage located outside the central processor but connected to it electrically, like tape, disk etc. Through backing storage the data can be transferred to and from the central processing unit.
Backing Store	Storage devices for bulk storage of data and instructions. Since the storage capacity of main memory is much smaller the data and instructions from backing store are copied into main store when required for execution.
Backplane	The connector blocks and wiring constituting most (or all) of the systems interconnecting circuits. Printed circuit modules which make up the system are mounted by plugging into the backplane.
Back up	A file device, or system that can be used as a substitute in the event of a loss of data, development of a fault, etc.
Band Printer	It consists of a steel band with characters embossed along its length. The band in the form of continuous loop rotates continuously at fast speed. A set of print hammers equal to number of characters in a line are provided and paper is inserted between band and hammers. As the appropriate character passes beneath a particular hammer, the hammer strikes and prints it in the required position on the line.
Band Width	The difference, expressed in Hertz, between the two boundaries, of a frequency range.
Bar Code	A pattern of printed lines in binary coding that can be read into computer by light pen scanning.
Barrel Printer	It involves a horizontal cylinder with rows of same characters embossed in one line, there being different characters around the periphery of rotating cylinder. The cylinder rotates continuously at high speed and one line is printed during each rotation. A set of print hammers are mounted against each character on the cylinder and paper is positioned between hammers and cylinder. During one rotation of the cylinder, all the characters of same sort are printed at a time by making the hammers at that position strike the cylinder.
Base baud	In the process of modulation, the frequency band occupied by the aggregate of the transmitted signals when first used to modulate a carrier.
Baseband Signalling	Transmission of a signal at its original frequencies, i.e. a signal not changed by modulation.
BASIC	Beginner's All Purpose Symbolic Instruction Code. A high level interactive programming language used with microcomputers, personal computers.

COMPUTER GLOSSARY

Batch Processing	In it the data to be processed is accumulated over a period of time and accumulated batch of transactions is processed periodically. Obviously, this method involves a processing delay. A method of organising work for a computer in which items of work are queued up, and the operating system takes one job (entirely self contained, needing no operator intervention) at a time from the queue and processes it.
Baud	It is a unit, of data transmission (which describes the rate of flow of data from one device to other). It is a unit of signalling speed equal to number of discrete conditions or signal events per second and this applies only to the actual signals on a communication line). If each signal event represents only one bit condition, baud is same as bit per second. When each signal event represents other than one bit (e.g. digit) baud does not necessarily equal to bit per second.
BCD (Binary Code Decimal Numbers)	It is a code in which decimal notation is preserved and each decimal digit is coded in binary form, using 4 bits (called as nibble) for each successive digit. For example, decimal number 293 in BCD code would be written as 0010 1001 0011.
Benchmark	A way of comparing the performance of computer systems (hardware and software). It is in the form a specially designed test or problem.
Binary	A numbering system using only the digits 0 and 1. Also called "base-2".
Binary Adder	A logic circuit that can add two binary numbers.
Binary System	System numbers with base 2; binary numbers consist only of the binary digits 0 and 1, the significance of each digit being given by the power of number 2. e.g. the decimal number 19 corresponds to $1 \times 2^4 + 0 \times 2^3 + 0 \times 2^2 + 1 \times 2^1 + 1 \times 2^0$.
Bipolar	Having two types of charge carriers, free electrons and holes.
Binary Code	A notation in which a decimal digit 'n' is represented by a pair of numerals, a and b, a being 0 or 1, b being 0, 1, 2, 3, or 4 and $(5a+b)$ being equal to n.
Bit	An acronym for Binary digit. It is the simplest possible information element. It is an entity which may have one of the two states, i.e. on or off represented by 1 or 0. It is the smallest unit of information in the binary numbering system.
Bit parallel and bit serial	These are the data transfer modes in which a number of bits are transferred, either in parallel (by using parallel lines, one for each bit), or consecutively over a single line.
Bit Rate	The rate at which binary digits, or pulses representing them pass a given point in a communication line.
Bit Switch	A switch that controls the logical state of only one bit used for data entry usually only in the simplest of the system.

COMPUTER GLOSSARY

Block	A group of records that a computer can treat as a single unit during transfer of data to or from backing store. It represents a (group of -consecutive characters) fixed size data area on mass storage device, which is the minimum sized addressable area. For the purpose of protected data transmission, block is an inseparable unit.
Block Length	A measure of the size of a block, usually specified in units such as computer words or characters.
Block Multiplexer	A type of data channel which multiplexes or overlaps the operation of a number of high speed I/O devices.
Block Storage	Storage of large-volume capacity used to supplement the high-speed storage which can be made addressable. such as disks or drums, or remain non addressable with magnetic tapes.
Blocking	Combining two or more records into one block.
Blocking Factor	The number of logical records in a single record or block.
Boolean Algebra	It provides a systematic method of representation and analyses of complex logics used in computers. It expresses and manipulates logic statements written as function of Boolean variables (which can take only two values, true or false).
Boolean Function	A system of mathematical logic often executed in circuits to provide digital computations such as "OR", "AND", "NOR", "NOT" etc.
BNF	Abbreviation for Backus Naur Form. A symbolic notation in which the syntax of a programming language can be expressed.
Bootstrap	When power supply to a computer using main memory as semiconductor memory fails, all its memory, is washed off. In order to restart, i.e. to enable it to work, it has to be programmed to accept instructions. This process is called bootstrap. A technique of enabling a system to bring itself into some desired state. It is a short program whose function is to load another longer program into a computer.
Bootstrap Storage	A time-saving device built in the main computer. It is programmed (wired) to fit the specialized needs of various computer users. The program and words in bootstrap memory can not be altered by the computer but can be manually changed when necessary. The purpose of the bootstrap storage is to provide for the automatic reading of new programs into the computer with protection against erasing its vital instructions.
Branch	Usually all instructions in a computer are executed in a strict consecutive sequence, but at a branch point in a program, this sequence is broken and computer follows the branch path depending upon the results of the preceding operation.
Branch Instruction	(Jump instruction) A machine instruction that controls the selection of one set of instructions from a number of alternative sets during the execution of a program.

COMPUTER GLOSSARY

Breadboard	A circuit board on which experimental arrangements of electronic components can be built and tried out, and modified for further experimentation.
Break Point	It represents a point in a program when normal continuous execution can be temporarily halted in order to check the system operation or examine the values of program variable on a stage by stage basis. Breakpoint may be conditional, i.e. execution pauses only if certain conditions are true.
Bubble Memory	Latest art in a memory device. When an external field is applied to a ferromagnetic specimen, the domains in which magnetisations are anti parallel gets converted into cylindrical domains known as bubble. The size of bubble is of the order of 1 to 100 microns.
Buffer Stores	Intermediate stores, which are used primarily to compensate for differences in the working speeds of different parts of a data processing or data transmission system. Also used in data protection with automatic reply.
Buffered Keypunch	A keypunch containing a buffer. In typical operation, data is keyed as rapidly as the operator can type into the buffer, and punched into the card from the buffer, thus allowing the operator to work at a pace somewhat faster than that imposed by the punch mechanism.
Buffers	A temporary storage site that compensates for differences In data flow rates during transfers of data. Also act as temporary memories. For example, it takes answers from ALU which works very fast and sends them to the typewriter or VDU at the appropriate speed at which these work. Buffer, is thus, a device used to interconnect two incompatible devices. It is used to describe various devices used to prevent Interactions, to match impedance, to supply additional drive capability, or to. change data rate. It is also used to describe an area of memory used for passing data between routines or from an input device to program.
Bug	Refers to fault resulting from a programming error. Sometimes it also refers to faults resulting from hardware design or construction errors.
Bulk Memory/Balk Storage	Refer Auxiliary memory.
Burst Mode	Transferring data between a single high speed I/O device and main memory via a selector channel.
Burster	A device to separate continuous stationery from printer into sheets. It also sorts them into stacks and removes the interleaved carbon. It trims the edges removing the ragged edges left by the perforations and the sprocket holes.

COMPUTER GLOSSARY

Bus	Bus is a digital highway or an electrical channel along which data can be sent and received. It interconnects various elements of a computer and conveys data, addresses, instructions and control signals between the registers, arithmetic and logic unit (ALU), control unit and memory. There may be separate buses for data and instruction or a common bus. These can be unidirectional or bidirectional.
Byte	A group of adjacent binary digits, sometimes, shorter than a computer's full length word, and processed as a unit. It usually represents 8 bits (plus sometimes 1 check-bit) which are processed- and addressed collectively as a unit. (Groups of 4 bits are called nibble and group of 16 bits a word). Word represents the maximum group of bits that can be used, processed and addressed collectively in the given processor.
Byte Multiplexing	A procedure in which time slots on a channel are assigned to individual slow input/output devices so that the bytes from one after another can be interlaced on the channel to or from main memory.
C	A programming language developed in the early 1970's at Bell Laboratories in USA for systems development, and in particular for writing the operating system UNIX in order to make it portable. C has the control structures usually found in high level languages but has features that make it suitable for writing systems software.
Cache Memory	A limited capacity, very fast semiconductor memory which can be used in combination with lower cost but slower larger capacity core memory, giving effect to a large and faster memory. Look-ahead procedures are required in the progress of the programs to affect locating and depositing the right information into the fast memory when it is required.
Cache Storage	Small storage having very fast access for use in holding very active data. Used mainly with very high speed, large computers.
CAD (Computer-Aided Design)	The application of computer technology to the design of a product. Designs can be created by computer using information fed in by experts and also acquired from other sources. During the design process the design itself is displayed on CRT screen and can be tested and modified by the technical designer. The process is totally interactive which enables development of best alternative.
CADMAT	Computer Aided Design Manufacturer and Testing
CAL (Computer Aided Learning)	Use of computers to aid or support the education and training of people. It can also maintain a progress record of performance of trainees.
Call	A transfer of program control to a subroutine.
CAM	Computer Aided Manufacturing
Card Punch	A device to record information in cards by punching holes in cards, to represent letters, digits and special characters.

COMPUTER GLOSSARY

Card Reader	A device which senses and translates the holes in punched cards into electrical form. Cassette A small self contained volume of magnetic tape used for data storage.
Catalog	An ordered compilation of item descriptions and sufficient information to afford access to its items.
Cathode Ray Tube Terminal	A device that presents data in visual form by means of controlled electron beams.
Cell	A location in memory or a register. It is usually capable of holding a single item of information in binary form such as an integer or instruction, but may hold only a single bit.
Chad	The piece of paper, plastic, etc. that is removed when and hole is punched in a data medium.
Chain Printer (line printer)	A printer in which the type slugs are carried by the links of a revolving chain. It produces a complete line of characters (go to 160) at a time. Complete line is first assembled in the computer's memory, and printing impression taken on the paper by rotation of cylinder. Two types are impact and non impact. Impact printers arc of barrel (drum) and band type. Nonimpact printers are of thermal type.
Chaining	An arrangement whereby one item in a sequence contains the means for locating the next item. In such case entries can be distributed randomly and file is organised such that each entry contains the address of the next entry in a sequence.
Chained List	A list (an ordered set of items) in which items may be dispersed but In which each item contains an identifier for locating the next item.
Channel	In data processing, channel refers to connections between CPU and peripheral devices, In telecommunications, channel refers to transmission link between two or more parties by wire or radio.
Character	One symbol of a set of elementary symbols such as single letter of alphabet, or a decimal numerical. Characters may be expressed in many binary codes.
Character Printer	A device that prints a single character at a time.
Character Storing	A string of alphanumeric characters.
Check Bit	Parity check.
Check Point	A place in a routine where a check or a recording of data for resultant process is performed. In the case of long programs a copy of data associated with active program is dumped after some time interval (such points or places are called checkpoints). These guard against system failure, so that execution can be continued after the checkpoint.

COMPUTER GLOSSARY

Chip	It is a tiny piece of semi-conductor material on which microscopic electronic components, viz, resistors, transistors, capacitors, diodes etc. are all created by photoetching at the same time in one chip of silicon to form one or more circuits. It is usually a few millimeter square in size and is encapsuled in rectangular plastic or ceramic package (usually 20 mm wide and 40 mm long). Electronic connections to the circuit are provided via legs along each side of package. It permits more capacity into a smaller space leading to miniaturization, eliminates wiring (which is usually unreliable) completely, increases reliability and becomes cheap in cost owing to the reduction in the amount of assembling and wiring involved. After connection leads and a case are added to the chip, it is called an IC (Integrated Circuit).
Chunking	Replacing longer strings of data with shorter ones.
CINP	Configuration input pointer, used in "soft wiring" algorithms. It specifies the location, type and bit numbers of the input word. Used to configure course of an input on a slot. Circuit A collection of electric or electronic components having wires or links between them. In the case of integrated circuits all the components and links are on a single silicon chip.
Circulating Storage	A storage device in which access to any given location is only possible at specific, equally spaced time, i.e. magnetic drums, delay lines, etc.
Checksum	In order to ensure that no bits are lost during or with the passage of time, it is usual to sum up the bits of a group or block the characters. This sum is called checksum.
Clear	It refers to the operation of clearing (erasing) the contents of a register of a memory location.
Clock	It is an electronic device (usually a quartz oscillator) which generates pulses at extremely regular intervals to control the timing of operation so that all operations are conducted in orderly fashion.
Clock Signal	A periodic signal used for synchronization.
Close	An instruction/micro instruction, common to many languages, whose function is to perform end-of-program activities on 'a given file and to return the physical device to the use of the system.
CMOS	Complementary Metal Oxide Semiconductor. This is an integrated circuit family, having high threshold logic and a technology which consumes very low power compared to other semiconductor technologies. It has moderate speed and high integrated device density.
Coaxial Cable	A type of cable having two conductors one of which forms a common axis since one of the insulated conductor completely surrounds the other. This cable neither generates nor is affected greatly by electrical noise. It is used to transmit high frequency electrical signals from one point to other in a system. It consists of two or more conducting paths, one conducting path, being surrounded by another but insulated from each other. Outer most cable is often earthed.

COMPUTER GLOSSARY

COBOL	Common Business Oriented Language (Programming language). A high level language developed for business data processing applications.
Code and Coding	Code refers to the symbols, letters, number of bit patterns used to represent and convey information in organized manner. Coding is the process of converting a detailed design into a machine readable language.
Cog	A small toothed wheel.
Collate	To combine items from two or more sequenced files into a single file.
Coil ding Sequence	A ordering of characters in a character set used within a computer.
Colour Graphics Terminal	A system which permits building video screen mimics of a process, bar charts, or any other appropriate display of a process which will allow interactive data to appear on the screen as the process changes.
COM	Computer Output on Microfilm. A technology that permits the output information produced by computers to be stored in micro film.
Comments	Verbal explanations added to a program for purposes of documentation. Part of program text that is ignored by the compiler because it is meant for the benefit of the programmer/reader.
Control Unit	It generates control signals (switching signals to control the sequencing of data flows and ALU operations.
Controlled Inverter	This circuit produces the 1's complement of the input word. It is sometimes called a programmed inverter.
Controller	Device which contains all the circuitry needed for receiving data from external devices, both analog and digital, processes the data according to pre- selected algorithms, then provides the results to external devices.
Cool Resident	Software which is permanently located in main memory.
Coprocessor	A microprocessor element designed to extend the capabilities of the main microprocessor in a microcomputer. It extends the set of instructions available to the programmer.
Core Memory	It is a device used to store information in ferrite cores. This is a non-volatile memory, i.e. the contents of the memory are not lost when power supply is off.
Core Store	Store built up from magnetic ring cores, with direct access, used in a data processing installation as a working store and data protection as a buffer store.
Corrupt	To alter the stored data accidentally, resulting into errors and loss of data integrity.
Counter	A device (e.g. a register) used to represent the number of occurrences of an event.

COMPUTER GLOSSARY

CPU	Central Processor Unit. It is the complete functional computing unit and it includes a control unit (which acts on the translated instructions to operate the ALU and fetches information from memory when required, decodes it and directs the various equipment units to perform specified functions), ALU (Arithmetic operations, comparisons and data manipulation), clock (to make sure that all operations are conducted in an orderly fashion), registers (computer's memory which acts as time savers for complicated tasks), main memory or internal memory (primary storage, usually containing a part of the operating system software, one or more application programs being executed and the data required by the programs), and a control console or control panel for operator use, and the input and output circuits (input! output channels, the peripheral devices being connected to input/output channels).
Crash	A term used when the computer breaks down at the time of programming. A malfunction In hardware or software that requires the computer to be reset or restarted, or needs operator intervention/maintenance to enable further operation of the system (bright character-sized rectangle or an underline flashing on and off.
Cross Assembler	An assembler that runs on one computer, producing an object program to run on a different computer. It is usually used to generate software for microcomputers whose memory is too small to support an assembler.
Cross Compiler	A compiler that runs on one computer producing an object program to run on a different computer. It is usually used to generate software for microcomputers whose memory is too small to support a compiler.
Cord Set	9 wire or 48 wire cables already dressed with connectors to eliminate the need for individual wiring between terminals, thus saving installation time and assuring correct wiring.
Cross Talk	Undesirable electrical signals imposed on a communication channel by the adjacent channels.
Cryptography	The protection of a message so as to make it unintelligible to anybody not authorised to receive it.
Cursor	It is a visual movable pointer (bright character-sized/rectangle or an underline flashing on and off) used on a CRT to indicate where an instruction is to be added and also for editing functions.
Cursor Keys	Keys (arrow keys) on a keyboard that can be used to more the cursor to a new position on a display screen.
Cybernetics	Science which seeks to integrates the theories and studies of communication and control In machines and living organism.
Cycle	A sequence of events that is repeated regularly and in the same order.

COMPUTER GLOSSARY

Cycle Redundancy Check (CRC)	An error detection scheme, usually hardware implemented, in which a check character is generated by taking the remainder after dividing all the serialised bits in a block of data by a predetermined binary number. This remainder is then appended to the transmitted data and recalculated and compared at the receiving point to verify data accuracy. This is the security code used on the data highway.
Cycle Stealing	Taking an occasional machine cycle from a CPU's regular activities in order to control such things as an input or output operation. Commonly used on minicomputers.
Cycle Time	Time which is needed to read a unit of information from a working store and to rewrite in the store.
Cylinder	All tracks on magnetic disks that are accessible by a single movement of the access mechanism.
Daisy Chain	A method of propagating signals along a bus, often used in applications in which devices are connected in series.
Daisy Wheel	A detachable print element used in printers. It carries the various character heads. Daisy Wheel Printer A type of impact printer that prints solid character at a time by mechanical impact. It consists of a rimless wheel with about 96 spokes extending radially from a central hub, and one hammer. The solid characters are embossed on the ends of each spoke. The print wheel is rotated at fast speed till the desired character is below the hammer, when it is strike to print out the desired character.
Data	A general term for any type of information (names, numbers, facts, anything needed to work out a problem). All kinds of information, which consists of a sequence of characters, can be represented by a code and can be processed by machine.
Data Acquisition	The function of obtaining data from sources external to a computer system, converting it to binary form, and processing it.
Data Bank	Basis for an information system. The data bank consists of files or stocks of data usually with main classification terms. A system to collect and make data available among a user community usually widespread. Access to data bank may be via videotex or some other form of network.
Data Base	A collection of logically related data elements that may be structured in various ways to meet the multiple processing and retrieval needs of individuals/organisation. A set of organised collection of related data that is defined and accessed by a set of programs (database management system). The records in a database are addressable and can be accessed in any order, and is therefore usually more complex than datafiles.

COMPUTER GLOSSARY

Data Base Management	Software, hardware and organisational techniques designed to manage a data base. Data Base Management System (DBMS). A collection of programs that handle and control all accesses to a database and maintain the integrity (correctness of the stored data). A good DBMS is characterised by the ease and speed with which complex searches and retrievals are carried out and the flexibility and power of the way databases are specified.
Data Communication	The means and methods whereby data are transferred between processing sites/locations.
Data Density	The number of characters that can be stored in a given physical space.
Data Dictionary	Providing information about the nature of the data-meaning, relationship with other data, format etc. and its use. An important tool in effective planning of a computer based system and in the overall control, storage, and use of data in the operational system.
Data Entry	Introducing data into a data processing or information processing system. The process by which an operator feeds data into a computer by means of an input device.
Data File	A file containing data (numbers, text, etc). upon which operations are performed by a computer. A data file is normally organised as a set of records.
Data Highway	A communication link between separate stations tied with a multidrop cable and/or optical connections. It eliminates a need for separate, independently wired data links. Each station on a highway can function independently.
Data Link	It refers to equipment (like transmitting cables and interface modules) which permits the transmission of information as per predefined protocol.
Data Management	A general term that collectively describes those functions of the control program that provide access to data sets, enforce data storage conventions, and regulate the use of input/output devices,
Data Medium	Any physical entity which, an external store, carries data to be processed by machine (e.g. punched tape, magnetic tape, documents which can be read by machine).
Data Preparation	The conversion of data into a coded form that can be read by a machine and hence fed into a computer e.g. encoding data on punch cards by a keypunch.
Data Preparation Equipment	Since computer understands only language in the form of bits, all programs and data must be converted into this form by data preparation equipment like card punch, key disk system, terminal (keyboard and CRT), magnetic ink inscriber, typewriter with optical fonts, etc.
Data Processing	Process of collecting all items of all (raw) data; evaluating, putting in order and placing in proper perspective to produce meaningful information.

COMPUTER GLOSSARY

Data Retrieval	The process of selecting and extracting data from a file/group of files, a data base, or some other area of memory.
Data Station	Terminal.
Data Structure	Way (array, record, file, string, trees, matrix) in which a collection of data items can be organised and held in a computer.
Data Tablet	See Digitising pad.
Data Transfer	Movement of data from one location (computer memory, or other storage medium) to other location.
Data Transparency	An attribute of a communication subsystem. A “transparent” system places no restrictions on the bit patterns which may be transmitted between terminals.’
Digitizing Pad	(Digitizing Tablet). A device (flat surface) which is used for the input of data to a computer graphics system with a pen like device. The position of pen on digitizing pad is accurately located in x and y coordinates and the digitised information about it is fed to computer by one or more switches/buttons on the pen. Any drawing can thus be easily digitised by placing the picture on the pad and moving the pen along the outlines.
Direct Access	Obtaining an item of information directly from a file in a storage device.
Direct Digital Control	A method of control in which all control outputs are generated by the computer directly, with no other intelligence between the central computer and the process being controlled.
Direct Memory Access	Transfer of data between main memory and peripheral device without involving CPU. with a view to transfer data at very high speed. This process is also known as cycle stealing.
Disassembler	A program to translate machine code back into assembly language.
Disjunction Operation	The Boolean operation whose result has the Boolean value 0 if and only if each operand has the Boolean value 0.
Disk	A flat circular plate with a magnetic surface on which data can be stored by selective magnetisation of portions of the flat surface.
Disk Cartridge	An exchangeable disk store, a module housing a single hard disk inside a protective plastic cover. After the cartridge is clamped to the rotation mechanism in the disk drive, the disk can rotate freely, and the read/write heads are positioned there a window in the cover.
Disk Drive (Disk Unit)	A device to rotate one or more disks at constant high speed. It also incorporates read/write heads and associated electronics. In fixed disk drives the disks and read/write heads are thematically sealed inside the device. The exchangeable hard disks have to be handled very carefully to avoid even slightest physical damage.
Disk Pack	An exchangeable disk store (consisting of identical magnetic disks (5 to 12) permanently mounted on a single spindle) used in specially designed disk drive, from which it can be removed and replaced by another pack of the same type

COMPUTER GLOSSARY

Disk Storage	A method • of high speed bulk storage of programs and data. A memory system which uses a revolving magnetic disk to store information. Data is written (stored) and read (retrieved) by fixed or moveable read/write heads positioned over data tracks on the surface of the disk. Addressable portions can be selected for read or write operation.
Diskette	A small floppy disk.
Display	To make information available on a screen.
Distributed Control	A system of dividing the plant or process control into several areas of responsibility, each managed by its own controller (processor), with the whole interconnected to form a single entity usually by communications buses of various kinds.
Distributed Data Processing	The processing of a logically related set of information processing functions through the use of multiple, geographically separated, commuting and communication devices.
DMA (Direct Memory Access)	Transfer of data between main store and other memories without being passed through the CPU, of course, under the control of CPU.
Document Reader	A device that reads the data directly from the documents and feeds it in coded form into computer. It may utilise (OCR) optical character recognition or MICR (Magnetic Ink Character Recognition) or OMR (optical mark reader).
Documentation	It refers to an orderly collection of recorded hardware and software data such as tables, listing, diagrams etc to provide reference information for computer application operation and maintenance. Manuals describing the operation, structure and all the essential information for the user. Software documentation provides a tutorial guide for beginner, explains the purpose, and information about error messages. Hardware specification includes a technical specification and a troubleshooting and maintenance engineers manuals.
Dot Matrix	A method for the display of information, in which characters are formed within a grid (matrix) by the activation of appropriate junctions as formed by the rows and columns that make up the grid. An electronic dot-matrix display, for example, may consist of an array (often 5 x 7) of ultraminiature LED's which, when appropriately excited, illuminate to form the desired character pattern.
Double Precision	Sometimes to increase the accuracy of results (increase the precision of arithmetic), two words are used for holding one number, thus doubling the magnitude of the number, to be held.
Down Load	Transfer of data from a central computer to remote terminal.
Down Time	The time when a computer system is not available for operation due to required maintenance.
Drain Wire	A uninsulated wire usually placed directly beneath and in electrical contact with a shield. it is used for making shield connections through terminal strips and to ground.

COMPUTER GLOSSARY

Drum	A right circular cylinder with a magnetic surface on which data can be stored by selective magnetisation of portions of the curved surface.
Dry Run	Checking of program to find errors and remove them before putting a program into productive use. So during dry run, the program is executed to check its behavior by comparing the results of execution with the expected results.
DTL (Diode Transistor Logic)	A family of integrated circuit logic formed by diode gates which are diode-coupled to the base of the output transistor. DTL logic is characterised by medium speed, low power dissipation, high drive capability and low cost.
Duct	It is a passage for wires with a removable cover.
Dumb Terminal	A terminal that can function only when linked to a computer.
Dump	It refers to en mass transferring of contents of memory and registers on a peripheral device. To copy contents of a storage device in order to safeguard against loss of data or some other purpose.
Duplex	A link that allows simultaneous two way communication.
Dynamic Memory	A type of semiconductor memory in which the presence or absence of a capacitive charge represents the state of a binary storage element. This charge must be periodically refreshed. Dynamic Storage. In such storage, the data are in constant motion (usually cyclically) with respect to the medium in which they are represented, such as delay-line memories.
Dynamic Storage Allocation	A storage allocation technique in which the location of computer program and data is determined by criteria applied at the moment of need.
EBCDIC	Extended Binary Coded Decimal Interchange Code.
Echo	When a data is received it is stored and also sent back to its point of origin.
Echo Check	Comparison of returned data with the original data for any errors.
Edge Connector	The male half of a plug and socket, provided at the edge of printed circuit board where a number of metallic conducting tracks meet.
Edge Trigger	Changing the output state of flip-flop on the rising or falling edge of a clock pulse.
Edit	it refers to the process of deliberately modifying a program in its source code form (initial form or program, written in assembly language or a high level language).
Editor	It is a computer program for editing the source code.
Electrical-Optical Isolator	A light source and detector package which provides electrical isolation between two circuits.
Electronic	Refers to equipment employing components like valves, transistors, etc to control the current.

COMPUTER GLOSSARY

Emulation	The imitation of all or part of one computer system by another computer system such that the imitating system executes the same programs, accepting the identical data and producing the identical results ; but not necessarily in the same way as the system. imitated. A particular emulation could be used as a replacement for all or part of the system being emulated.
Electrostatic Storage	The storage of data on a dielectric surface, such as the screen of a cathode ray tube, in the form of the presence or absence of spots bearing electrostatic charges that can persist for a short time after the electrostatic charging force is removed.
Embedded Computer System	Any system using computer to perform a fixed dedicated job as in programmable washing machine.
Emulator	Additional hardware (emulator attachment) used to achieve computer compatibility i.e. a stored logic program that permits one computer to execute the machine-language instruction of another computer of different design.
Enabling Signal	A signal that permits the occurrence of an event.
Encoder	A rotary feedback device which transmits a specific code for each position. A hardware or software to convert data into a coded form.
Environmental Constraints	Temperature and humidity limits that must be maintained for the proper operation of a computer.
EPROM (UV Erasable PROM)	An ultraviolet erasable PROM (Programmable Read Only Memory) which can be cleared by exposure to intense ultraviolet light and can be reprogrammed.
Equivalence Operation	The Boolean operation whose result has the Boolean value 1 if and only if the operands have the same Boolean value.
Error	A discrepancy between a computed, observed or measured value or condition and the true, specified or theoretically correct value or condition.
Error Detecting Code	A code in which each expression conforms to specific rules of construction so that if certain errors occur in an expression the resulting expression will not conform to the rules of construction and, thus the presence of errors is detected.
Even Parity	It means that a word has an even number of 1's, for example, 110001 has an odd parity because it contains three (odd) 1's.
Execute	To perform a specified operational sequence in a program.
Execution	The performance of a specific operation such as would be accomplished through processing one instruction, a series of instructions, or a complete program.
Exclusion Operation	The Boolean operation whose result has the Boolean value 1 if and only if the first operand has the Boolean value 1 and the second has the Boolean value 0.

COMPUTER GLOSSARY

Execution Time	It is the time taken to execute an instruction. An instruction is executed in several sequential steps like fetching it, fetching data, operation of ALU etc. Execution times are expressed in terms of number of machine cycles and depending upon the nature of the instruction and its addressing mode it may take 1 to 5 machine cycles.
Executive	A program which organises and monitors the execution of application programs. The executive system is the essential basic software which must be provided for the operation of a data processing installation, it is not designed for the solution of any particular problem, but contains the basic programs which control the running of every program, translation programs (assembler and compiler) and utility programs, which facilitate programming and testing and carry out routine work (e.g. movement of data, sorting, etc.).
Expansion Card (Expansion Board)	A printed circuit board that can be plugged into an existing printed circuit board within a microcomputer in order to improve the performance and capability of computer. Extended Arithmetic Certain arithmetic functions are inherent in computer's instruction set (total list of instructions which can be executed). Those external to it, like floating point arithmetic, multiple precision arithmetic are called extended arithmetic functions.
Fanout	The maximum number of TTL loads that a TTL device can drive reliably over the specified temperature range.
Fascimile	An exact copy.
Fascimile System	A system used to transmit pictures, text, maps, etc. between geographically repeated points. An image is scanned at a transmitting point and duplicated at a receiving point.
Fault	An accidental condition does not permit performance of a prescribed function of computer system.
Fault-tolerant System	A fault-tolerant system is capable of providing either a full or a reduced level of service in the event of a fault.
FET (Field Effect Transistor)	It is a three terminal unipolar solid state device in which current is controlled by an electric field.
Fetch	Operation of accessing memory and collecting an instruction and then decoding it in control unit.

COMPUTER GLOSSARY

Fibre Optic Cable	A data transmission medium made of tiny threads of glass or plastic that is able to transmit huge amounts of information at speed of light. This is a glass, silica, or plastic core cable claded with a material for protection, reinforcement, and optical insulation. Being optical, signals in this kind of cable are immune to electromagnetic radio frequencies, electric pulse interference, cross talk, ground loops, and does not radiate any signals or have noise emission problems. It is safe in flammable atmosphere. It can carry much more information than copper conductors. Light, instead of electricity is conducted or transmitted through this cable. It can be multimode (capable of propagating more than one mode of a given wavelength) or single mode (supports propagation of only one mode of a given wavelength).
Fibre Optics Transmission	Data transmission over optical fibre (special glass or plastic, very thin and flexible fibre through which light can travel with little loss through the walls):
Field	A group of related characters treated as a unit.
File	The file refers to a logical collection of data which is a unit occupying one or more blocks on a mass storage device (disk or mag tape). In other words, it is stock of data, section of data bank with its own classification criterion. It is usually referenced by a symbolic name.
File Archive	A collection of magnetic and tapes/disks containing rarely used files.
File Layout	The arrangement and structure of data or words in a file, including the order and size of the components of the file.
File Maintenance	The activity of keeping a file up to date by adding, changing, or deleting data. A software to maintain the integrity (correctness of data values) of files, and efficient internal organisation of files.
File Management	The overall management of files, usually done by a software, to include allocation of space on backing store, control over file access, writing of back up copies, movement of files to the file archive, maintenance of directories, etc.
File Organisation	The physical arrangement of record on a data storage device.
File Processing	Creating, utilising or maintaining files.
File Protection	Security of the contents of files (implemented by software). Protection of files is also concerned with mistaken or unauthorised access of information or execution of program.
File store	The portion of disk backing store used for storing permanent files, programs, data, etc. File Transfer Movement of entire file from one computer system to another, typically across a network.
Filter	Electrical device used to suppress undesirable electrical noise.
Firmware	It refers to a series of program instructions (like supporting algorithms, linearization and other "fixed" software functions) placed permanently into ROM and PROM by the manufacturer. These instructions are for internal operation and thus transparent to the user.

COMPUTER GLOSSARY

Flag	<p>One bit used to note the occurrence of an event. A signal device that alerts the operator or the system itself, on the occurrence of some desired or undesired event (often an interrupt). Flag Character</p> <p>An eight bit field used to indicate either the beginning or the end of a frame in a message on a highway.</p>
Flat Pack	<p>An integrated circuit package which has leads extending from the package in the same plane as the package so that leads can be spot welded to terminals on a substrate or soldered to a printed circuit board. The small size and low profile of the flat pack contributes to high density circuit packaging.</p>
Flip Flop	<p>A circuit that is always in one of a twostate and changes with the pulse (also called bistable multivibrator).</p>
Floating Point Data	<p>A numeration system in which each number equals one of the numerals times a power of an implicit fixed positive integer base where the power is equal to the implicit base raised to the exponent represented by the other numeral.</p>
Floating	<p>A numeration system in which a real number is represented by a pair of distinct numerals, the real number being the product of the fixed point part, one of the numerals, and a value obtained by raising the implicit floating-point base to a power denoted by the exponent in the floating-point representation, indicated by the second numeral.</p>
Floppy Disk	<p>Auxiliary memory storage device consisting of magnetic film coated on this flat plastic substrate.</p>
Flops (floating-point operations per second)	<p>Used as a measure of computer performance. Mega flop represents the number of arithmetic operations that can be performed on floating-point numbers in one second time. Flow Chart A graphical representation of the processing steps performed or the sequence of logic operations implemented in hardware, soft ware, firmware or manual procedures. It is a chart illustrating the logic sequence of events that must be performed to attain a predetermined aim.</p>
Foreground	<p>The partition in a multiprogramming system containing the high priority application program.</p>
Format	<p>The orderly structured arrangement of data elements (bits, characters, bytes and/or fields) to form a larger entity such as a list, table, record, file, or dictionary.</p>
FORTRAN	<p>An acronym for FORMula TRANslation, a scientific programming language used to perform mathematical computation.</p>
Fragmentation	<p>The presence of small increments of unused main memory space spread throughout main memory. The breaking up of disk files into a number of different sections scattered across a disk. Such a situation is encountered when files of different sizes are frequently deleted and written. Thus new file may be written in first gap and may be continued after some space into second gap.</p>

COMPUTER GLOSSARY

Framing	The process of selecting the bit groupings representing one or more characters from a continuous stream of bits.
Framing Bits	Non-information carrying bits used to make possible the separation of characters in a bitstream.
Frequency-Division Multiplex	A multiplex system in which the available transmission frequency range is divided into narrower bands, each used for a separate channel.
Frequency	Shift Signalling or Frequency-Shift Keying - Frequency modulation method in which the frequency is made to vary at the significant instants either by smooth transitions or by abrupt transitions. In the former method, the modulated wave and the change in frequency are continuous at the significant instants and in the latter method, the modulated wave is continuous but the frequency is discontinuous at the significant instants.
Front End	In a process control system, the input end at which raw signals are converted to digital information for further processing.
Front end Processor	A CPU programmed to function as an interface between a larger CPU and assorted peripheral devices. A mini/microcomputer used to relieve a main frame computer of some of the tasks associated with input/output. It may handle the control of communication lines, code conversion, error control, data validation, simple editing, echoing, routing, etc.
Full Duplex	A mode of data transmission that is the equivalent of two paths (in each direction) simultaneously. It can simultaneously and independently transmit and receive data. Function Byte This determines the nature of the alarming to be done in the case of digital status and alarm algorithm. And in the case of the time delay relay algorithm, it determines as to which function will be performed, and the units of time used.
Fusible Link	A type of programmable read-only memory integrated circuit in which circuits form bit patterns by being "biased" open (opening a circuit by a destructive current) or left closed intact.
Garbage	That stored data which is no longer required or valid.
Garbage Collection	Removal of superfluous data from store.
Gate	An electronic switching device. A logic element which has two or more inputs and one output. The state of the output is dependent upon the logic states of input signals. The relationship of input and output logic states is generally described in a "truth table".
General Purpose Computer	One that can store different programs and can be used in countless applications. General Register One of a specified number of internal addressable registers in a CPU which can be used for temporary storage, as an accumulator, an index register, a stack pointer or for any other general purpose function.
Generations of Computers	An informal way of classifying computers on the basis of advances in technology.

COMPUTER GLOSSARY

GIGO (Garbage in Garbage Out)	A term used to express.. the condition when program is not properly fed and no results being obtained.
Global Function Command	A command that has only one meaning, regardless of the situation in which it is used.
Global Message	A message addressed to all stations of a communication subsystem.
Global Network	The entire communication system, not just a portion.
Go Ahead Pointers	A register in a station that contains the address of the next station in the mastership sequence structure.
Gold Doping	A process sometimes used in the manufacture of integrated circuits in which gold is diffused into the semiconductor material, resulting in higher operating speeds.
Golf Ball	A small, removable metal sphere, or the surface of which the characters of type are arranged.
Golf Ball Printer	Impact character printer using a spherical print head with characters moulded on it. The head is rotated in both the directions to bring the desired character opposite the printing position, and is then struck against the inked ribbon and paper.
Graceful Degradation	A system attribute wherein when a piece of equipment fails, the system falls back to a degraded mode of operation rather than failing catastrophically and giving no response to the user
Graphic Display	A visual device that is used to project graphic images.
Grid Circuit	A tabular method of summarising the connections or relationships between two sets of factors in a matrix format.
Ground	A conducting connection, intentional or accidental between an electric circuit or equipment chassis and the earth ground.
Ground (Earth)	A secure connection to earth which is used to reference an entire system. Usually the connection is in the form of a rod driven on buried in the soil or a series of rods connected into a grid buried in the soil.
Ground Plane	A common ground electrical path for power and/or signals.
Group Display	A video view similar to looking at a panel board of traditional instruments. Hacker A person who can willingly spend hours on a computer.
Housekeeping	Actions performed within a computer system/program with a view to maintain orderliness, like backing up the filestore, deleting files not required, copying disks to reduce fragmentation.
Hung	A condition when the computer suddenly stops functioning.
Hybrid	Which incorporates both digital and analogue circuits on a single chip.
Hysteresis	The lagging in the response of a unit of a system behind an increase or a decrease in the strength of a signal; a phenomenon demonstrated by materials which make their behaviour a function of the history of the environment to which they have been subjected.
I/o	Abbreviation for Input / Output. Pertaining to the techniques, media & device, used to achieve human/machine communication.

COMPUTER GLOSSARY

I/O Board	A program or computer system which is restricted or limited in processing speed by its I/O devices.
I/O Electrical Isolation	Separation of the field wiring circuits from the logic level of the computer.
I/O Module	The printed circuit board that is the termination for field wiring of I/O devices.
IAR (Instruction Address Register) or Instruction Counter	A temporary location in the control unit from whose contents the address of the next machine instruction is derived.
IC (Integrated Circuit)	It looks like a printed circuit board, but all its components are contained in one material, viz., silicon, whereas in the printed circuit board they are in individual containers. In other words, it is an electronic circuit constructed in a semi-conductor chip, (single piece of pure silicon, typically about 3mm square and 1mm thick), i.e. several component systems being assembled and connected and accommodated in the smallest space in a single silicon crystal (monolith) by oxidation and diffusion, evaporation and photo-lithographic processes. An IC may be small scale, medium scale, large scale or very large scale depending upon the number of electronic components fabricated on the chip.
Identifier	A name or label (a string or one or more letters, digits or other characters) to identify some element in a program.
Identity Operation	The Boolean operation whose result has the Boolean value 1, if and only if all the operands have the same Boolean value.
Idle Time	Time when the CPU performs no useful function due to lesser loading.
If Then Else Statement	A simple conditional control structure to allow selection between two alternatives.
Illegal Character	A binary coded character which is not possible as per the character set of a particular computer or of a particular programming language.
Illegal Instruction	A machine instruction whose operation code can not be recognised by a particular computer and thus it can't be executed.
Immediate Addressing	In it the data needed as the operand for operation is actually held in the associated machine instruction. It thus provides a convenient and quick way of locating small numbers into a register or accumulator.
Impact Printer	A printer which forms characters by physically striking a ribbon and paper. Implication Operation. The Boolean operation whose result has the Boolean value 0 if and only if the first operand has the Boolean value 0 and the second has the Boolean value 1.
Index Register	A register that can be specified by machine Instructions using indexed addressing. Indexed Addressing. An addressing mode in which the address given in a machine instruction is modified by the contents of one or more index registers ; the contents of the index register are usually added to the address.
Indexed File	A data file in which records can be accessed by means of an index.

COMPUTER GLOSSARY

Indexed Sequential File	A file whose records are organised in such a way that they are written/read sequentially or by means of an index. The index is used to read data randomly or to skip over unwanted records in a sequential read. Such a file can be read in chunks or straight through, or specific information can be found using an alphabetical index.
Indirect Addressing	An addressing mode in which the address specified in a machine instruction identifies a storage location that itself holds an address.
Informatics	Meaning assigned to data by humans.
Information System	An information system collects the data from a self contained organisational unit into data bank, where it can be reached at any time from many positions as far as possible by direct access.
Inhibiting Signal	A signal that prevents the occurrence of an event.
Initialize	To set counters, contents of storage locations variables, etc. to an initial value which may be zero or some other specified value.
Ink-Jet Printer	Non-impact matrix printer in which fine drops of quick-drying ink are projected on to the paper to form the characters. The print head may consist of a column of nozzles, each ejecting a drop at a time and character formed by controlling these nozzles and moving print head. In another design, print head has only one nozzle and the jet of ink ejected is broken into droplets which are electrically charged and deflected.
Input	Data fed to computer and process of feeding it.
Input Device	These are used to read the machine-readable input prepared by data preparation equipment. These include card reader for punched cards, paper, tape reader for paper tape, magnetic ink character reader for documents, optional scanner for documents.
Instruction	It is the element of a program. It is a command or order that will cause computer to perform one certain prescribed operation. A critical instruction may include operation code (which states the kind of operation to be carried out), addressing mode (which gives addresses of store positions where the operand(s) necessary for execution of the instructions are stored), operand (with which a given operation is to be carried out). The user enters a combination of instructions into computer memory to form a unique application program.
Instruction Decoder	This element generates necessary signals for controlling the ALU operation whenever it receives instructions as an input.
Instruction Set	All the instructions available in a particular machine code or assembly language. Integrated Data Base. A data base whose parts are linked or otherwise integrated.
Integrated Circuit Diode Matrix Memory	An integrated circuit containing a matrix of diodes which may be individually open-circuited to represent program.
Integrity of Data	Correctness of data following processing, i.e. no accidental altering/destroying during processing by errors arising in hardware/software.

COMPUTER GLOSSARY

Intelligent Terminal	A terminal with some logical capability. An input/output device with built-in intelligence in the form of a microprocessor, and able to perform functions that would otherwise require the central computer's processing power. Sometimes called a standalone terminal.
Interactive System	One that permits direct communication and dialogue between system users and the operating program in the CPU. A device that gets response by the computer to instructions as they are input by user.
Interface	It is a device which makes two systems compatible so that both communicate with each other. It could be electronic circuits with buffers, adapters and special logic to look after communications and provide handshakes etc.
Interference	Any undesired electrical signal induced into a conductor by electrostatic or electromagnetic means.
Interleaving Storage	Two or more memory banks operating at a fraction of a cycle apart and significantly reducing cycle time and, therefore, improving storage speed.
Intermediate Storage	A type of "scratchpad" memory holding the computed data for, or in, excessive changes, i.e., data held in one program cycle for use in succeeding cycles.
Internal Storage	The addressable storage in a digital computer directly under the control of the CPU. Interpreter It is a program which resides permanently in the computer to convert high-level language instructions (in computer memory) into machine codes. It enables the programmer to develop program interactively.
Interrupt	It is a method to draw attention of the operator by creating a break in the execution of a program initiated by an event demanding immediate attention. After completing service routine execution, the interrupted program execution is restored at the point where it was interrupted.
Intrinsic Safety	A method to provide safe operation of electric process control instrumentation where hazardous atmospheres, exist. This method keeps the available electrical energy so low that ignition of the hazardous atmosphere can't occur.
Intrinsic Safety Barrier	A device inserted in wire between process control instrumentation and the point where the wire passes into the hazardous area. It limits the voltage and current on the wire to safe levels.
Inverter	A gate with only one input and one output. The output is always the complement of the input. Also known as a NOT gate.
IR (Instruction Register)	A temporary location in control unit, used for holding the machine instruction currently being performed or about to be performed. After execution of one instruction, control unit obtains the address of next instruction from IAR, fetches it from the main store and places the same in IR.

COMPUTER GLOSSARY

ISAM (Index Sequential Access Method)	A method whereby records organised in a sequential order can be referenced directly through the use of an index based on some key or characteristic.
Item	The smallest unit of data addressable to via the Data Highway.
Iteration	Any process in which a sequence is performed either a predetermined number of times or until some condition is satisfied.
Job	A collection of specific tasks (set of programs and data) constituting a unit of work for a computer.
Job Control Language (JCL)	A language that permits communication between programmers and an operating system. A job-control program written in this language can be translated into requests for action that can be executed by the computer.
Joystick	A lever by which the movement of a cursor can be controlled on a video screen. A device for generating signals that can cause the cursor or some other symbol to be moved rapidly on a display.
Jump	A technique used in programming to direct computer control from one section of the program to another. It enables fetching the next instruction to be executed from a location other than the next sequential location.
Jumper	A short length of conductor used to make a connection between terminals, around a break in a circuit, or around an instrument.
Karnaugh Map	A graphical display of the fundamental products in a truth table. A rectangular diagram of a logic function of variables drawn with overlapping sub-rectangles such that each intersection of overlapping rectangles represents a unique combination of the logic variables and such that an intersection is shown for all combinations.
Key	One or more characters within an item of data that are used to identify it or control its use.
Keyboard	A type of input device operated by depressing alpha-numeric keys.
Keypad	A small keyboard with only a few keys. It may be hand-held or part of a larger keyboard.
Kilo (K)	It denotes 1024 (which is the nearest power of 2, i.e. 2^{10}). K-byte: 1024 bytes - k-byte: 1000 bytes.
Label	One or more characters used to identify a statement or an item of data in a computer program.
Lag	Refers to delay, and is expressed in seconds or minutes. Lag is caused by conditions such as capacitance, inertia, resistance and dead time, either separately or in combination.
LAN (Local Area Network)	A relatively cheap and simple high-speed data communication system linking a number of personal computers within a defined and small locality to enable sharing of single and/or expensive resources.

COMPUTER GLOSSARY

Language	A means of conveying information (data) between people and machines. A programmer's language is a precise set of representations, conventions, a set of symbols, and rules for stating the sequence of operations required to perform a task. The languages connected with computer are high level language, assembly language and machine language.
Large Scale Integration (LSI)	It represents high-density integrated circuit for complex logic functions having more than 100 equivalent gates manufactured simultaneously on a single slice of semi-conductor material. Laser. (Light Amplification by Stimulated Emmission of Radiation). A system of tuning light waves so that they form a very strong and narrow beam of light.
Laser-Emulsion Storage	A specific storage device or medium for digital data with a controlled laser beam exposing very small areas on photosensitive surfaces, and in which a kerr effect is used to interrupt the laser beam, producing desired information patterns.
Laser Printer	A quiet printer to produce variety of letters/typesets, graphs and diagrams by a pattern of very fine dots by the action of a laser beam. The laser beam writes the image on the surface of a drum or band in the form of a pattern of electric charge.
Latch	The simplest type of flip flop, consisting of two cross coupled NAND or NOR latches.
LCD (Liquid Crystal Display)	A device to display numbers, letters and other characters, formed from a group of segments or dots containing a liquid which is usually transparent but can be dark.ned (blackened) by applying an electric field. LCDs do not emit lights and need less power than LEDs. LCD screen can display all characters available on VDVs.
Least Significant Digit	It is the digit which represents the smallest value.
LED (Light Emitting Diode)	A semiconductor diode, the junction of which emits light when energised passing a current in the forward (junction ON) direction]. It is used in the construction of display indicators.
LED Display	A device used to display numbers and letters formed from a groups of segments. The segments are smalls electronic components called light emitting diodes, emitting red light. These consume more power than LCDs.
Lexical Analyses	The initial phase in the compilation of a program during which the program is split up into meaningful units.
Library	A collection of programs or modules which are grouped together and are available for use to all.
Library Routine	A tested routine maintained in a library of programs.

COMPUTER GLOSSARY

Light Pen	A hand-held pen shaped device which emits electronic pulses and can sense light. It is used to point at spots on a video screen. It is also used for inputting graphics and reading bar codes. It is held perpendicular and close to the screen. Computer can identify the position of the pen. It points to a small area of the screen (character or a small graphical object) and can be used to indicate a selection from a menu. It is also used to draw shapes on the screen.
Line Printer	A high-speed printing device which prints an entire line of information at a time. Linear Programming. A mathematical method for allocating the resources of a firm to achieve some optimum result.
Linearity	The degree to which the calibration curve of a device matches a straight line. The linearity error is generally the greatest departure from the best straight line that can be drawn through the measured calibration points.
Link Turnaround	The reversing of information flow on a link, the sending station becomes the receiver and vice versa.
Linkage	In programming, coding that connects two separately coded routines.
Linkage Editor	A utility program that combines a number of user written or library routines into a single executable program.
List	One form in which a collection of data items can be held in computer memory.
List Processing	A method of processing data in the form of list (an ordered set of items).
Literal	A character or a group of characters that stands for itself, rather than being a name for something else.
Loader	A software program that transfers data and other information from off-line memory to on-line memory.
Local Reference	A copper bar mounted on the cabinets of a sub system which becomes the signal reference point for the entire subsystem. All power commons and signal commons of a subsystem are tied to the local reference. Each local reference is tied to the master reference, by a separate wire.
Location	A single addressable element or storage position within a memory usually one word or byte.
Logic	A mathematical treatment of statements. It provides a means of solving complex problems through the repeated use of simple functions. Basic functions are AND, OR, NOT etc. Logic Circuit A circuit whose input and output signals are two state, either high or low voltages.
Logic Diagram	A drawing which represents the basic logic functions.
Logic Level or Logic State	A logic state is either true or false, represented by 1 and 0.

COMPUTER GLOSSARY

Logical Channel	A logical channel is that entity which takes care of the communication between the external unit or device and the memory of a given processor. It is also defined as the set of all physical connections by which an external unit or device can be reached.
Logical Status Word	The 'word' that describes the status of mode, alarm, etc. of an input pointer of a slot.
Loop	A series of instructions which are executed interactively.
Low Level Programming Language	It is a language which is close to the binary system.
Machine Code or Machine Language	The binary coded instructions directly understood by the computer. Any other language has to be converted into machine language by an assembler, compiler or interpreter,
Machine Cycle	It is the fundamental cycle controlling the steps in a computer and is determined by the control unit's clock frequency.
Machine Language	The language with which a computer works directly. The most important parts are the machine InstrUctions, which in their entirety form instruction set.
Machine Level Program	A computer program in binary form capable of being executed on a computer.
Macro	A named sequence of instructions in an assembly-language program that is inserted into the source code by the assembler each time the name is encountered.
Macro Assembler	A program which assembles strings of instructions to Implement single source code macro Instructions.
Macro Instruction	An instruction which defines a complete operation requiring more than one computer instruction execution. It is an instruction element in a programming language which corresponds to a sequence of several instructions in the machine language.
Magnetic Card	Flexible, magnetic oxide coated cards, wrapped around a revolving drum for reading and writing, and then stored in magazines.
Magnetic Core Memory	it is a device used to store information in ferrite cores. Each ferrite core may be magnetised in either polarity (represented by 0 or 1).
Magnetic Disk	A form of memory in which data is stored in a magnetic oxide that coats a plastic or metal disk. The data is recorded, (written) and played back (read) by magnetic heads, which traverse the rotating disk under program control.
Magnetic-Film Storage	Magnetic material is coated on standard or special type of motion picture type film as a base, and the presence or absence of magnetic spots determines codes.
Magnetic Storage	Utilising the magnetic properties of materials to store data on such devices and media as disks, drums, cards, ccores, tapes, chips, and films.

COMPUTER GLOSSARY

Magnetic Ink Character Recognition (MICR)	An input technique that uses the magnetic qualities of the ink in which the characters are printed.
Magnetic Tape	It is a plastic tape coated with magnetic material, used to store information.
Mainframe	A large computer.
Main-Machine Interface	The input/output device with supporting software enabling communication between a user and a computer system.
MAR (Memory Address Register)	A temporary location in the CPU used for holding the address of the next location in mainstore to be accessed.
Mark Sensing	Process of data entry into computer by sensing pencil marks on a document. The pencil marks being electrically conductive can be sensed by electrical methods.
Main Memory/Main Storage	The general purpose storage of a computer.
Mask	It is binary work in which bits are so arranged that it can be used for extracting, setting or clearing selected bits from other words. A pattern of bits that is stored in a register and is used to modify or identify parts of a byte, word etc.
Mass Storage	Any very large capacity memory device.
Master File	A file containing relatively permanent data. This file is often updated by records in a transaction file. A data file that is subject to frequent requests for data and frequent updating of the values stored.
Matrix	A two-dimensional array of circuit elements, such as wires, diodes, etc. which can transform a digital code from one type to another.
Matrix Printer	A printer which forms characters by printing a pattern of dots.
Matrix Storage	A type of storage in which elements are arranged in a matrix so that access to any location requires the use of two or more coordinates, i.e. cathode ray tube storage, core storage, etc., which use coincident current selection.
MDR (Memory Data Register)	A temporary location used for holding all instructions and data items as they are transferred between main store and central processor.
Medium Scale Integration (MSI)	Any integrated circuit (IC) having 12-100 equivalent gates. A medium density integrated circuit, containing logic functions more complex than small scale integration but less complex than large-scale integration. Most 4-bit counters, latches, and data multiplexers are considered MSI devices.

COMPUTER GLOSSARY

Memory	A place where information coded in the form of binary characters can be stored and from which it can be withdrawn. Computer's main memory is location addressable. Information in the 3e is stored in different places (on a chip) and any one of these places can be reached in the same amount of time which is of the order of nanosecond (access time). Memory may be RAM (Random Access Memory) in which case all information is equally accessible in a very short space of time. The contents of RAM can be modified whenever required; ROM (Read Only Memory) whose contents are fed during manufacture and these can't be altered subsequently, PROM (Programmable Read Only Memory)—it can be programmed once after manufacture; EPROM (Erasable Programmable Read Only Memory).—it can be erased and reprogrammed. EPROMs use FAMOS (Floating Avalanche Metal Oxide Semiconductor) technology.
Memory Data Resister (MDR)	A special register which holds all data instructions temporarily as they pass in and out of main memory.
Memory Hierarchies	Memory system innovations have arisen because of speed mismatch between various types of memories. Splitting memories into sections, and then interleaving the accessing to alternate section is a procedure for cutting down the speed mismatch between logic and core memories.
Memory Interleaving	A process of splitting the memory into two sections with two paths to the central processor to speed processing. Core memory access takes longer than logic or arithmetic operation but a second word can be read during the half-cycle when the previously read word is being written back into li: memory.
Memory Management	The allocation of main memory space on a multiprogramming system.
Memory Map	A diagrammatic summary of the apportioning of space in the main memory for systems software and user programs.
Memory Mapping	A technique allowing a processor to access more memory than it is ordinarily capable of addressing.
Memory Protection	An arrangement for preventing access to storage for either reading, or writing, or both.
Menu	A list of options, usually displayed on VDU, from which user can select his choice.
Message	A set of bits conforming to the protocol which has meaning to the sending and receiving stations. A message may change its physical representation and may acquire and discard routing and error handling bits but it retains its identity as it transits the link.
Message Byte	The base address to specify the message "word" in the group graphic dioplày of a digital algorithm. The overview word is equal to the message byte plus the offset.
Message Code	Integer value representing the desired message to be displayed on the CRT.

COMPUTER GLOSSARY

Message Switching	The technique of receiving a message, storing it until the proper outgoing link is available, and then retransmitting. No direct connection between the incoming and outgoing links is set up as in link switching.
Metal-Oxide-Semi-Conductor (MOS)	An electronic circuit in which the active region is a metal- oxide-semiconductor sandwich. The oxide acts as the dielectric insulator between the metal gate and the conducting channel. A field-effect transistor (FET) characterised by extremely high input resistance.
Metastable State (in a trigger circuit)	A state in which the circuit remains for a finite period of time at the end of which it returns to a stable state without the application of a pulse.
Microcomputer	Microprocessor on a single chip in which are incorporated all the functions of a central processor unit. Memories are also available now-a-days on chips. When various types of memory chips are connected to a microprocessor, it forms microcomputer to which input and output devices alone have to be connected.
Micro Electronics	Circuits built from miniaturised components (like IC, chips etc.).
Micro-Instruction	A very primitive instruction which directly operates the computer hardware but does not perform a complete arithmetic or logic function. A micro program is used to implement the complete function.
Micro-processor	It is a central processor unit fabricated as a large-scale-integrated circuit (complex circuit containing several thousand discrete transistors entirely fabricated on one piece of silicon) on a single chip. It contains arithmetic, logic, register, control and memory functions.
Micro Program	A sequence of micro instructions, held permanently in ROM, that describe all the steps involved in a particular computer operation, and which implements a complete operation internally without using the external memory.
Mill	Another word for a processor.
Mini Computer	A computer, sizewise, in between a micro and mainframe types.
Management Information System (MIS)	A computer-based information system designed to supply organisational managers with the necessary information needed to plan, organise, staff, direct, and control the operations of the organisation.
Mix Value	Characteristic value, which can be calculated by representative “mixing” of instructions. for the processing speeds of central processor units.
Mnemonic	Abbreviations used for machine code instructions. An easy to remember coding device usually “plain English” entries.
Model	Mathematical or symbolic representation of a system.

COMPUTER GLOSSARY

Modem	Acronym for data set (Modulator/Demodulator).. Modulator/Demodulator circuit used for transmission of data over telephone lines converts the DC signals on the terminal devices into audio-frequency signals for transmission (and vice versa). A device that converts signals in one form to another form compatible with another kind of equipment.
NAND Gate	Equivalent to an AND gate followed by an inverter. All inputs must be low to get a high output.
Narrow Band Width Channels	Communication channels that can only transmit data at slow speeds e.g. telegraph channels.
National Electrical Code	A set of regulations governing construction and insulation of electrical wiring and apparatus, established by National Fire Protection Association (NFPA).
Negative Logic	Negative logic means that 1 stands for the negative of the two voltage levels.
NEMA Standards	Consensus standards for electrical equipment approved by the majority of the members of the National Electrical Manufacturers Association.
Nesting	The enclosure of one program or program segment within another.
Network	A system linking a lot of different computers and parts of computers, enabling them to communicate with each other by following agreed procedures (protocols).
Nibble	A unit of four bits. Half a byte.
Node	Point in a computer network where communication lines are interconnected. Points within the program's flow chart at which alternative paths may be taken, or an end point of a branch in a network.
Noise	Meaningless extraneous stray signals; any disturbance, which causes interference with the desired signal or operation.
Noise Immunity	The ability of a circuit to reject unwanted noise signals. A device's ability to discern valid data in the presence of noise.
Noise Spike	Voltage or current surge produced in the industrial operating environment.
Non-impact Printer	A printer which forms images through electrostatic or other non-impact means.
Non-Volatile Memory	Non-volatile memory holds the data for long periods of time until tempered with intentionally. This memory also does not lose its information in the event of failure of power supply. Magnetic core read/write memory systems are typically non-volatile.
No-op Instruction	Seeing this instruction, computer proceeds to next instruction to be executed and no action is taken for this.
Normal Memory	A set of main memory locations which are contiguous and specifically located for storage of programs, data, data sets, and most often organised in a logical or subject order or sequence.

COMPUTER GLOSSARY

Normalisation (in a Floating Point Representation System)	To make an adjustment to the fixed-point part and the corresponding adjustment to the exponent in a floating point representation to ensure that the fixed point part lies within some prescribed range, the real number represented remaining unchanged.
Notation	A set of symbols, and the roles for their use, for the representation of data.
Number Cruncher	When very complicated computations have to be handled. Any powerful computer designed or used mainly for numerical and mathematical work, usually of scientific/technical nature.
Numeric	Representation of an information Consisting only of figures.
Numeric Control (NC)	A system for controlling machinery by feeding a series of numbers.
Object Program	It is the machine code program understood by the computer and is prepared by translating the source program by an assembler or a compiler.
OCR (Optical Character Recognition)	Figures and special characters in easily changed form, more easily identifiable by optical text readers.
Octal Numbering System	It uses a base eight using digits 0 through 7.
Odd-Even Interleaving	With the splitting of memory into several sections and independent paths, the odd-even addresses are in alternate sections. This allows even further segmenting than normal memory interleaving of the read/write memory cycle.
OEI	Optical electrical interface; a two-way converter that repeats and reconstructs signals between optical and electrical transmitting media.
Off Line And On Line	An on-line computer is one which is operating in real time and it has to control the process being controlled immediately. It has to actively monitor and control the process or operation. Off-line computer system is one in which there is no immediate requirement from the process or operation and it can do computations leisurely.
On-Line Storage	Storage under direct control of the central processing unit.
Onward Transmission	Retransmission of received data; store-and-forward.
Open	An instruction or microinstruction common to many languages whos, function is to prepare a specific physical device and/or file for I/O.
Operand	It refers to the entity operated upon. The operand of an instruction is the part of the Instruction which, depending upon the addressing mode, is either the data itself or specifies where the data is.
Operating System (Executive System)	Programs usually written by computer manufacturers to control the overall operations of a computer. These are in-built into computer and used to govern th. control of the computer hardware components.
Operation Code	The part of an instruction which defines the action to be taken, such as ADD, SUBTRACT, JUMP, BRANCH, etc.

COMPUTER GLOSSARY

Operator Station	Serves as the interface between the operator and other devices on the data highway.
Optimisation	Theoretical analysis of a system, including all of the characteristics of the process, such as thermal lags, capacity of tanks or towers, length and size of pipes, etc.
Optical Character Recognition (OCR)	An input technique based on the process of light scanning stylised characters.
Output	The results given by a computer after processing.
Over Flow	It refers to a condition when the number of bits to be held in an accumulator or register (after some arithmetic or logical operation) are more than its capacity. ALU can detect such a condition and sets the overflow bit to provide indication of such a condition.
Overlapped Processing	An approach that permits the computer to work on several programs instead of one.
P-Channel (MOS)	A type of metal oxide silicon field effect transistor using holes to conduct current in the semiconductor channel. The channel has a predominantly positive charge.
Packaged Software	Programs that can be purchased and which are written, tested and modified for specific configurations of computer equipment.
Pad	A pad or key pad, an array of switches for feeding the data. A digitiser pad is a writing tablet for feeding/writing lines into the computer.
Page	A sub-division of computer memory of some given size; often, a block of information that fills such a page, and which can be transferred as a unit where needed. The unit of interchange between mainstore and a backing storage device used for swapping.
Page Printer	A printer (like laser printer) which produces a complete page at a time.
Paging	Breaking a program into fixed-length increment.
Parallel Operation	Types of information transfer whereby all digits of a word are handled simultaneously Parallel Output Simultaneous availability of two or more bits, channel or digits.
Parallel Storage	Devices which store characters, words, and digits simultaneously and equally available in space, without time being one of the coordinates.
Parity	The concept of parity is a check on the accuracy of data. "Even parity" is defined to mean that the number of binary 1's in a digital word is an even number; "odd parity" means that the number of 1's is an odd number.
Parity Bit	In order to check loss of a bit, a parity bit of 1 or 0 is added at the end of the binary number so as to make the number of 1's in the number always even (in case of even parity check) or always odd (in the case of an odd parity check).

COMPUTER GLOSSARY

Parity Check	A check that tests whether the number of “is” in an array of binary digits is odd or even. It is a protection method in general application. When characters are represented in a code, an even (or odd) number of bits of the same polarity is always established by means of an additional check-bit.
Parity Generator	A circuit that produces either an odd or even parity bit to go along with the data. Parse It is the operation of Splitting up a command or source code line into its elemental components with a view to interpret it.
Pascal	A popular high-level language that facilitates the use of structured programming techniques.
Pass Ward	A code to enable only authorised persons to temper with the programs.
Password	A means of verifying the identify of someone wishing to gain access to a computer system.
Patch	To modify a program quickly by checking the binary code rather than the source code.
Peek	To examine the contents of a storage location in main store using high-level language. Peripheral Devices like bulk storage of data or programs, printers, devices for entry of information to computer, connected to a computer with a data transfer link are called peripherals. Photo-Isolator A solid state device which allows complete electrical isolation between the field wiring and the computer.
PID (Personal Identification Device)	A device (card, badge, key) issued to an authorised user of a computer system and containing a machine-readable sequence of characters that identifies that person. In many cases PID is used in conjunction with a PIN (Personal Identification Number) to gain access to computer.
Pin Diode	A semiconductor sensitive to light which is used as a detector of the output of an LED, forming an optical to electrical conversion of transmitted signals.
Pixel	The smallest element of a VDU with graphics capability. An element in a large array that is holding pictorial information. It contains data representing the brightness, the colour, or some other property of a small region of an image.
PLA (Programmed Logic Array)	An array of logic AND and logic OR functions which are interconnected to implement a specific overall function.
PL/I (Programming Language I)	A high level language designed to process both scientific and file processing applications.
Plasma Panel Display	A device in which electrical discharges through a gas lead to the production c’f characters or pictorial Information on the panel; which is flat, smaller and more rugged than CRT display devices.
Plated Wire Memory	A memory consisting of wires which are coated with a magnetic material which may be magnetised in either of two directions to represent ones and zeros.
Plotter	A device that converts computer output into a graphic, hard copy form.

COMPUTER GLOSSARY

Pointer	A word containing an address and used to point to data in a list. By incrementing (process of changing an address to that of the succeeding location) and decrementing this pointer, data can be conveniently accessed in a sequential manner
Poke	To modify the contents of a storage location in main store using high-level language.
Polling	A method of determining what tasks are awaiting execution. In this method, the events merely set flags and processor examines these flags by scanning them in sequence.
Port	A signal input (access) or output (egress) point, often a connector. A point at which connection can be made between an input/output device and the CPf1' allowing data to be passed.
Positional Representation System/Positional Notation	Any numeration system in which a real number is represented by an ordered set of characters in such a way that the value contributed by a character depends upon its position as well as upon its value.
Positive Logic	Positive logic means that I stands for the more positive of the two voltage levels.
Precision	A measure of the ability to distinguish between nearly equal values.
Primary Storage Section	(Internal storage or main memory)—It holds program instructions, input data, intermediate results, and the output information produced during processing.
Printed Circuit Board	The electronic components are mounted on one side of the insulating board and the circuit is printed on the other side of the board.
Printer	A device to print out the information output from a computer. A wide range of impact and nonimpact printers are available.
Processor	The part of the computer in which processing is done. If it is on a single chip, it is called microprocessor.
Program	A list of instructions defining the sequential activities or operation to be performed by a computer to solve a problem.
Program Counter	A register within the CPU which holds the address of the memory location containing the next instruction to be executed.
Program Library	Classified collection of programs and routines on one data medium (e.g. magnetic tape) which can be amended and added to with the data-processing installation.
Program Scan	The time required to execute all instructions in the program once. The program scan repeats continuously.
Programmable Controller (PC)	A solid state control system which has a user programmable memory for storage of instructions to implement specific functions such as I/O control logic, timing, counting, arithmetic, and data manipulation. PC consists of central processor, I/O interface, memory and programmable devices which typically uses relay-equivalent symbols.

COMPUTER GLOSSARY

Programmable Read Only Memory (PROM)	A read-only memory which can be programmed after manufacture by external equipment. PROM's are generally integrated circuits, with each memory cell connected to assert a logic 1. The fusible link connecting a cell can be disconnected (burned open) to produce a logic 0
Programmer	One who designs, writes tests, and maintains computer programs.
Programming	Giving instructions to a computer before it begins to work. It tells what work is to be done and how it is to be done. Basically computers are assemblies and switches and they work in the binary system, i.e. 'on' or 'off' condition represented by 1 or 0. To give instructions at this level (machine code) is time consuming. Different languages have been developed which simplify programming and are automatically translated into machine code by the microprocessor.
Programming Analysis	Process of breaking down the design specifications into the specific input/output, calculation, logic/comparison, and storage/retrieval operations required to satisfy the study goals.
Programming Language	A special language, in which a program is written such that computer can understand it.
Protocol	<p>An agreement that governs the procedures used to exchange information between entities in a computer network. A protocol governs the way in which information is encoded, checked, flow control of information and actions to be taken in the event of errors.</p> <p>A formal definition that describes how data is to be formatted, what the control signals mean and what they do, the pin numbers for specific functions, how error checking is done, the order and priority of various messages etc. There are a number of protocols in use, like IEEE 488 (or Hewlett / Packard interface) and CAMAC (IEEE 583, 595, and 596) which use parallel interfaces to interconnect instrumentation (CAMAC also cores serial interfaces) ASCII, which covers a bit serial protocol for computer/computer and computer/peripheral communications ; SDLC, which covers bit-serial bit-oriented protocols for computer/computer communications.</p>
Pseudocode	A programming analysis tool. Counterfeit and abbreviated versions of actual computer Instructions that are Written in ordinary natural language. A program-like but informal notation consisting of text in natural language and used to describe the functioning of a procedure or a program.
Pull	The operation of taking an item from a stack. Instructions which pull items from the stack automatically adjust a stack pointer to point to the next item in the stack, after the item is read.
Push	The operation of placing an item on to a stack. Instructions which push items on to the stack, automatically adjust a stack pointer to point to the next stack location prior to writing the item on to the stack.

COMPUTER GLOSSARY

Punched Card	A piece of light weight card-board on which information is represented by holes punched in specific positions. This is the earliest method of feeding data into a computer.
Punched Tape	A strip of paper on which characters are represented by combination of holes.
Purging	Elimination of an undesirable gas or material from an enclosure by means of displacing the undesired material with an acceptable gas or material.
Push down List	A list that is constructed and maintained so that the item to be retrieved is the most recently stored item still in the list, that is, last in, first out.
Push up List	A list that is constructed and maintained so that the next item to be retrieved is the earliest stored item still in the list, that is, first in, first out.
Quantization	It is the operation of dividing the range of a variable into a finite number of non-overlapping intervals that are not necessarily of equal width, and to designate each interval by an assigned value within the interval.
Radix	The base number in a number system e.g. the radix in decimal system is 10 and in binary system it is 2.
Radix Numeration System/Radix Notation	A positional representation system in which the ratio of the weight of any one digit place to the weight of the digit place with the next lower weight is a positive integer.
Random Access Memory (RAM)	Unlike sequential memory, any contents of information in RAM can be approached abruptly. It is used for temporary storage of data, instructions and results. Its contents can thus be changed as required.
Raster Graphics	A method of producing pictorial images on CRT in which the desired shape is built up line by line. Each line is composed of closely spaced elements that can be any one of a number of colours or shades.
Raster scan	The generating of images on a screen by focusing an electronic beam on phosphor coated screen.
Rational Number	A real number that is the quotient of an integer divided by an integer other than zero.
Read	The accessing of information from a storage device such as a semiconductor memory, tape, etc; also the transfer of information between devices, such as between a computer and a peripheral, particularly from external (secondary) storage to internal (primary) storage.
Read-Write Cycle	The sequence of operations required to read and write (restore) memory data. Read Write Memory Usually a random access memory.
Real Time	The actual time during which some event takes place ; the actual time of occurrence of an event.
Real-Time Clock	A timing device used to derive elapsed time between events and to control processing of time-initiated event data.

COMPUTER GLOSSARY

Read Only Memory (ROM)	The memory which contains a permanent store of instructions for the computer.
Realtime Processing	In this case each transaction is processed as soon as received, without any waiting to accumulate a batch of transactions. This mode is used for real time processes like fast changing processes, instant reservation, etc.
Reboot	To reuse a bootstrap program in a computer. Rebooting loads a new copy of the operating system from backing system and allows the system a fresh start.
Record	A collection of related items of data treated as a unit.
Redundancy	The provision of additional components in a system, over and above the minimum requirement to increase the availability of system.
Redundancy check	An automatic or programmed check based on the systematic insertion of components or characters used especially for checking purposes.
Reentrant	A word used to describe subroutines which can be used simultaneously by several programs.
Refresh	To restore information that would otherwise be lost, so as to maintain its presence where desired.
Relocatable Program	A software program so written that it can be moved to and executed from many different areas of memory.
Register	It is a memory device for holding one word and it can be accessed far more quickly and easily than external memory. These may be used either for general purpose (such as scratch pad area for temporarily holding data) or for specific purposes (like accumulator, program counter, index register, etc.)
Regenerative Storage	Storage whose contents gradually vanish unless they are periodically regenerated; REM (Short for REMARK) A programming statement which is not processed by the computer, but is used by the programmer to make it clear to the operator what the program is doing.
Remote Access	Relating to communication with a computer facility by a station far away from the computer.
Report Generator	A program to read the file, extract the desired information, and output it in the desired format.
Reserved Word	A word that has a specific role in a programming language and hence it can't be used as identifier.
Reset (Restore)	To cause a device to take up an earlier position or initial condition.
Resolution	A measure of the smallest possible increment of change in the variable output of a device. It expresses how precisely the details can be incorporated in the display. For instance, number of lines of text that can be displayed, or number of pixels (picture elements) available in horizontal and vertical directions of the screen. In A/D's, resolution is usually principally limited by the number of bits used to quantise the input signal, a 13-bit A/D, for example, can resolve to one part in 8192.

COMPUTER GLOSSARY

Resource	Facilities available in computer system required by a processing activity. For example, processors, main store and backing store, input/output devices, program instructions and data files.
Resource Allocation	The sharing of the resources of a computer system between various processing tasks.
Return Key (Enter Key)	A key or keyboard to send a carriage return character to the computer. It is often used to signal that the current line of typing is complete and may be processed.
Reverse Video (Inverse Video)	A type of presentation on VDU screen to draw the attention of operator. Normally characters are displayed as bright with dark surroundings, but in reverse video the character will be a dark character within a bright character-sized rectangle.
Ribbon Cable	An electric cable in the shape of ribbon, carrying electrical wires placed side by side in a flat plastic strip and electrically insulated from each other.
Robot	A machine to perform the movements of a person. It moves tools and objects according to programmed instructions.
Robustness	The ability of a system (hardware/software) to recover from conditions caused by errors (which may be external to the system or within the system).
Rounding	The deletion or omission of one or more of the least significant digits in a positional representation and adjustment of the part retained in accordance with some specified rule. The purpose of rounding is usually to limit the precision of the numeral, or to reduce the number of characters in the numeral, or both. The most common arithmetic forms of rounding are rounding down, rounding up, and rounding off.
Routine	A program, or a part of a program, which is separately identified as identifiable in that it perform a complete function or a particular process. A program may consist of one or more routines.
R S-232-C	An EIA standard, originally introduced by the Bell system, for the transmission of data over a cable less than 15 meter in length; it defines pin assignments, signal levels, etc. for receiving and transmitting devices.
Run	To execute a program
Run time	The time required to complete a single, continuous, execution of an object program.
Run Time Error (execution error)	An error in taking more time for execution of a program. Sometimes such error may be fatal and program may be terminated. Sometimes it is non-fatal.
Safety Ground	A connection between metal structures, cabinets, cases, etc. which is required to prevent electrical shock hazard to personnel. Safety ground is not a signal reference point.
Scaling	To change the representation of a quantity, expressing it in other units, so that its range is brought within a specified range.

COMPUTER GLOSSARY

Scan Time	The time necessary to completely execute the entire program at one time.
Scheduler	A program whose task is to allocate CPU time, memory and peripherals to programs which are running in a multi-tasking environment.
Scheduling	Allocation of time of processor.
Schmitt Trigger	A digital circuit that produces a rectangular output from any Input large enough to drive the Schmitt trigger. The input waveform may be sinusoidal, triangular, distorted, or anything but output is always rectangular. It is used to clean up ragged looking pulses that have been transmitted during transmission.
Scratch Pad	An area of memory or a set of registers used for temporarily noting intermediate data.
Screen	The front surface of a VDU or monitor on which computer text or graphics can be displayed.
Screen Dump	Transferring the entire graphical or textual contents of a VDU screen to a printer video hard copy unit.
Script Reader	It serves to read clear text for direct input into the computer, without the intermediary of manual code conversion.
Scroll	To move the information displayed on a screen towards top or bottom of the screen.
Scrolling	The vertical movement on a CRT screen, caused by the dropping of one line of displayed information for each new line added; the movement appears as an upwards rolling if the new line is added at the bottom of the screen, and vice versa.
Searching	The process of locating information held in file.
Secondary Storage	Refer Auxiliary storage.
Security	Prevention of protection against access of information to unauthorised users and also from unauthorised alteration or destruction of that information.
Self-Diagnostic	The hardware and firmware within a computer which allows it to continuously monitor its own status and indicate any fault which might occur within it.
Semantics	Part of the description of a programming language, concerned with specifying the meaning of various constructs (statements, control structures, etc). These constructs must conform to the syntax or grammar of the language.
Semiconductor Storage	A memory device whose storage elements are formed as solid-state electronic components on an integrated circuit chip.
Sequential Circuit	A logic device whose output values, at a given instant, depend upon its input values and internal state at that instant, and whose internal state depends upon the immediately preceding input values and the preceding internal state.
Sequential Operation	A processing mode in which two or more operations are performed one after the other.

COMPUTER GLOSSARY

Serial	In reference to digital data, the. presentation of data as a time-sequential bit stream, one bit after another. A great advantage of serial data is that it lends itself to transmission over simple twisted pairs, such as telephone cables.
Storage	The synonymous with memory.
String	A series on group of characters (either letters or digits) written one after another—like a word or a sentence which is processed by a computer.
Structured Programming	An approach or discipline used in the design and coding of computer programs using basic coding structures and top-down concepts, it decomposes main functions into lower-level components for modular coding purposes.
Sub-Program	A program, which is run though as part of a more extensive main program. In general, sub-programs are used for solving common problems which occur repeatedly.
Sub-routine	A frequently required routine or program segment. Such program segment instead of being re-written at several points within a program, is Written just once as a routine that can be entered from each of these points. The stack is used to note the point at which the main program was left and hence provide a means for returning to the correct point when the subroutine has been executed.
Super Computer	Computer systems characterised by their very large size and very high processing speeds, Surge A transient variation in the current and/or potential at some point in the circuit.
Symbolic Addressing	Practice of expressing an address not in terms of its absolute numerical location, but rather in term of symbols convenient to the programmer.
Symbolic Logic	The discipline in which valid argument and operations are dealt with using an artificial language designed to avoid the ambiguities and logical inadequacies and natural languages.
Synchronous	A method of transferring serial binary data between computer systems or between a computer system and a peripheral device; binary data is transmitted at a fixed rate, with the transmitter and receiver synchronised. Synchronisation characters are located at the beginning of each message or block of data to synchronise the flow.
Synchronous Shift Register	Shift register which uses a clock for timing of a system operation and where only one stage change per clock pulse occurs.
Syntax	The way in which different parts of a language are put together.
System Analysis	A detailed step-by-step investigation of related procedures to find out the best way of doing it.
System Analyst	One who studies the activities, methods, procedures, and techniques and organisational systems in order to determine what actions need to be taken and how these can be best accomplished.

COMPUTER GLOSSARY

System Design	Process of creating alternative solutions to satisfy the study goals, evaluating the choices, then drawing up the specifications for the chosen alternative.
System Flowchart	A diagram that shows a broad overview of the data flow and sequence of operations in a system.
System Monitors	A class of station on a data highway such as Host Computer Interface and operator stations, that monitor token passing (changing of mastership) to ensure correct and continued operation, even though malfunction of some station (s).
System Simulation	Duplicating the essence of a system in a way that allows an investigator to study and work with it.
System Software	It is that program which tells the computer how to function. It is normally supplied by the computer manufacturers. It consists of computer programs and computer routines for standard tasks which facilitate the operation of the computer by the user installation. These may be meant for tasks like for sorting data records, organising and maintaining files, translating programs written in a symbolic language into machine language instructions, etc. Operating system is also system software, and it directs and manages the execution of jobs by the computer.
Systems Software Packages	These support the running of other programs and coordinate the computer system. They communicate with peripheral devices, support the development of other type of software, monitor the use of the machine's resources and manage storage space efficiently.
Tape Reader	A unit capable of sensing data from punched tape.
Telecommunications	The communication through telephone, telegraph, radio etc.
Telematique	A French term for computing and telecommunication.
Teletex	Linking of TV and telephone so that the information dialled on telephone can be read on TV screen.
Temporary Storage	Memory locations or registers reserved for immediate and partial results obtained during the execution of a program.
Teriflinal	A device used for sending or receiving data to or from a computer.
Utility Routine	Software used to perform some frequently required process in the operation of a computer system e.g. sorting, merging, etc.
U.V. Erasable PROM	An ultraviolet erasable PROM (Programmable Read Only Memory) which can be cleared by exposure to intense ultraviolet light and can be reprogrammed.
Variable	An entity whose value may be indeterminate, or indeterminate between known limits, until an actual value is assigned to it in a given application.
Very Large Scale Integration (VLSI)	Present stage of ICs—having millions of gates on a single chip.
Vectored Interrupt	An interrupt method in which each interrupt automatically calls its own service routine, instead of setting a flag which has then to be found by a polling routine.

COMPUTER GLOSSARY

Veitch Diagram	A means of representing Boolean functions in which the number of variables determines the number of squares in the diagram, the number of squares needed is the number of possible states, that is twos raised to a power determined by the number of variables.
Venn Diagram	A diagram in which sets are represented by regions drawn on a surface.
Video Tex	Transmission and presentation of text and graphics.
Virtual Memory	For storage efficiency some computers are designed so that parts of programs and data are scattered through main memory and auxiliary storage. Various pointers of lists of pointers automatically keep track of the location of these program portions. The user of computers so designed may be unaware of this scattering procedure and most often operates his computing procedures as though he were using normal memory.
Virtual Storage	A technique that permits the user to treat secondary (disk) storage as an extension of core memory, thus giving the "virtual" appearance of a larger core memory to the programmer. Descriptive of the capability to use online secondary storage devices and specialised software to divide programs into smaller segments for transmission to and from internal storage in order to significantly increase the effective size of the available internal storage.
Visual Display Unit (VDU)	A TV like screen on which information from computer can be displayed.
Voice Grade Channels	Medium-speed data transmission channels that use telephone communications facilities.
Volatile Memory	A memory that loses its information when electric power supply is turned off.
Wand	A light pen attached to a point of scale unit. Used for reading barcodes.
Weight	Significance Of a digit place in a positional representation, the factor by which the value represented by a character in the digit place is multiplied to obtain its additive contribution in the representation of a real number.
Word	A grouping or a number of bits in a sequence that is treated as a unit and is stored in one memory location. A string of bits that represent a coded instruction or data.
Word Length	The number of bits in a word.
Word Processing	A procedure for storing, editing and manipulating text using an electronic keyboard, computer and printer.
Word Processor	A special purpose computer used in routine office works.
Write	The process of loading information into memory.
Write After Read	Writing (restoring) previously read data into a core memory following completion of the read cycle.
XOR Gate - Exclusive OR gate	It is ideal for testing the parity of a word. XOR gates recognise words with an odd number of 1's.

COMPUTER GLOSSARY

XNOR Gate - Exclusive-NOR gate	It is logically equivalent to an XOR gate followed by an inverter. Zone Bits. Used in different combinations with numeric bits to represent alphanumeric characters.
ABC	Atanasoff Berry Computer
ACIA	Asynchronous Communications Interface Adapter
ACU	Automatic Calling Unit
ADC	Analog to Digital Converter
ADCCP	Advanced Data Communication Control Procedure
ADP	Automatic Data Processing
AED	Alogal Extended for Design
AFL	Abstract Family of Languages
AHPL	A Hardware Programming Language
AI	Artificial Intelligence
ALGOL	Algorithmic Language
ALU	Arithmetic/Logic Unit
AM	Amplitude Modulation
AMT	Active Memory Technology
ANSI	American National Standards Institution
APL	A Programming Language
APSE	Ada Programming Support Environment
APT	Automatically Programmed Tools
ARMA	Auto Regressive Moving Average
ASCC	Automatic Sequence Controlled Calculator
ASCII	American Standard Code for Information Interchange
ATL	Automated Tape Library
AU	Arithmetic Unit
BASIC	Beginners All-purpose Symbolic Instruction Code
BCD	Binary Coded Decimal
BISYNC	Binary Synchronous Communication
BNF	Backus Normal Form
BOTM	Beginning Of Tape Marker
BSC	Binary Synmetric Channel
C	A systems programming language
CAD	Computer Aided Design
CAI	Computer Aided Instruction
CAL	Computer Aided Learning
CAM	Content Addressable Memory (Also Compute Aided Machining)
CASS	Computer Assisted Stereotaxic Surgery
CAT	Computer Aided Testing (Also Computer Axial Tomography)
CBL	Computer Based Learning
CCD	Charge Coupled Device
CDAC	Centre for Development of Advanced Computing
CDL	Computer Description Language
CHDL	Computer Hardware Description Language

COMPUTER GLOSSARY

CIM	Computer Input Microfilm
CIR	Current Instruction Register
CISC	Complex Instruction Set Computing
CIS-COBOL	Compact Interactive Standard COBOL
CMI	Computer Managed Instruction
CMOS	Complementary Metal Oxide Semiconductor
CNF	Conjunctive Normal form
COBOL	Common Business Oriented Language
CODEC	Coder Decoder
COM	Computer Output Microfilm
COMAL	Common Algorithmic Language
CORAL	Class Oriented Ring Associated Language
CP	Central Processor
CPL	Combined Programming Language
CPU	Central Processing Unit
CPM	Control Program for Microprocessor (Critical Path Method)
CRC	Cyclic Redundancy Check
CRT	Cathode Ray Tube
CSI	Computer Society of India
CSMA	Carrier Sense Multiple Access
CU	Control Unit
DAC	Digital to Analog Converter
DAP	Distributed Array of Processors
DASD	Direct Access Storage Device
DBMS	Data Base Management System
DCE	Data Communication Equipment
DD/D	Data Dictionary/Director
DDC	Direct Digital Control
DDE	Direct Data Entry
DDL	Data Definition Language or Data Description Language
DES	Data Encryption Standard
DIL or DIP	Dual-In-Line Package
DPMI	DOS Protected Mode interface
DMA	Direct Memory Access
DME	Direct Machine Environment
DML	Data Manipulation Language
DOS	Disk Operating System
DPCM	Differential Pulse Code Modulation
DPM	Data Processing Manager
DPU	Display Processing Unit
DRO	Destructive Read Out
DTE	Data Terminal Equipment
DTP	Desk Top Publishing

COMPUTER GLOSSARY

DTL	Diode Transistor Logic
EAROM	Electrically Alterable Read Only Memory
EBCDIC	Extended Binary Coded Decimal Interchange Code
EBNF	Extended Backus Normal Form
ECG	Echo Cardiograph
ECL	Emitter Coupled Logic
EDA	Exploratory Data Analysis
EDP	Electronic Data Processing
EDS	Exchangeable Disk Store
EDSAC	Electronic Delay Storage Automatic Calculator
EDVAC	Electronic Discrete Variable Automatic Computer
BEG	Electro Encephalography
EBROM	Electrically Erasable ROM V
EFTS	Electronic Funds Transfer System
EISA	Extended Industry Standard Architecture
ENIAC	Electronic Numerical Integrator and Calculator
BOB	End Of Block
EOD	End Of Data
EOF	End Of File
EOJ V	End Of Job
FOR	End Of Record
EOT	End Of Transmission
EPROM	Erasable Programmable Read Only Memory
EVFU	Electronic Vertical Format Unit V
FAT	File Allocation Table
FDM	Frequency Division Multiplexing
FET	Field Effect Transistor (First Fourier Transforms)
FF	Flip Flop
FIFO	First-In-First Out
FM	Frequency Modulation V
FORTRAN	Formula Translator Language
FPLA	Field Programmable Logic Array
FSA	Finite State Automation
FSK	Frequency Shift Keying
OCR	Group Code Recording
GIGO	Garbage In Garbage Out
GINO	Graphical Input Output
GPIB	General Purpose Interface Bus
GKS	Graphics Kernel System
HDLC	High-Level Data Link Control
HMOS	High Speed MOS
HPF	Highest Priority First
IAL	International Algorithmic Language

COMPUTER GLOSSARY

IAS	Immediate Access Storage
IBG	Inter Block Gap
IC	Integrated Circuit
IDP	Integrated Data Processing
IDPN	Integrated Digital Packet Network
IH	Interrupt Handler
IIL	Integrated Injection Logic
IMP	Interface Message Processor
IP	Internet Protocol
I/O	Input/Output
IOP Processor	Also Information processing Language
ISDN	Integrated Services Digital Network V.:
ISFET	Ion Selective Field Effect Transistor V
ISR	Information Storage and Retrieval
IT	Information Technology
JCL	Job Control Language
JOSS	Johnniac Open Shop System
JOVIAL	Joules' Own Version of International Algorithm Language
K	Kilo (1024 or 210)
LAN	Local Area Network
LAP	Link Access Protocol
LBA	Linear Bounded Automation
LCD	Liquid Crystal Display
LED	Light Emitting Diode
LIFO	Last In First Out
WSP	List Processing
LRC	Longitudinal Redundancy Check
LSI	Large Scale Integration
LSB	Least Significant Bit
LSD	Least Significant Digit
TIP	Terminal Interface Processor
TLU	Table Look Up
TOPS	Terminal Operating System
TTL	Transistor-Transistor Logic
UART	Universal Asynchronous Receiver/Transmitter
ULA	Uncommitted Logic Array
UNIVAC	Universal Automatic Computer
UPC	Universal Product Code
UVEPROM	Ultra Violet-Light Erasable Programmable Read Only Memory
VCPI	Virtual Control Program Interface
VDU	Visual Display Unit
VESDA	Very Early Smoke Detection Apparatus
VFU	Vertical Formal Unit

COMPUTER GLOSSARY

VLSI	Very Large Scale Integration
VM/CMS	Virtual Machine, Conversational Monitor System
YACC	Yet Another Complex. Compiler
VSAM	Virtual Storage Access Method
WAN	Wide Area Network
WCS	Writable Control Store

