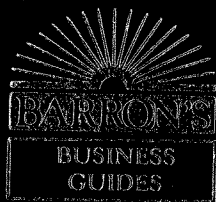


Exhibit Q



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Second Edition



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Dictionary Of Computer Terms

Second Edition

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DO

DO The keyword DO is used to identify loops in FORTRAN, PL/I, and Pascal. (See **loop**; **FORTRAN**; **PL/I**; **Pascal**; **FOR**.)

DOCUMENT A document is a file containing a text to be printed (e.g., a letter, term paper, or book chapter) or a drawing.

DOCUMENT MODE In WordStar and other word processors, document mode is the normal way of typing documents that are to be printed. The word processor includes codes that indicate hyphenation, page breaks, and the like, thereby producing a special word processing file rather than a text file. (See **nondocument mode**; **text file**.)

DOCUMENTATION A written description of a computer program is known as documentation. Documentation falls into several categories:

- 1 Internal documentation, consisting of comments, within the program. (See **comment**.) Internal documentation is addressed mostly to future programmers who may have to make corrections or other modifications.
- 2 On-line documentation, that is, information that is displayed as the program runs or that can be called up with a command such as HELP. The user should be able to control the amount of information displayed (more for beginners, and less as the user's experience increases). Also, HELP commands should be sensitive to the context in which they are invoked; for instance, typing HELP within an editor should call up information about the editor, not the whole operating system.
- 3 Reference cards, containing easily forgotten details for quick reference. A reference card assumes that the user is already familiar with the general principles of the program.
- 4 Reference manuals, setting out complete instructions for the program in a systematic way. Related information should be grouped together, and a good index should be provided.
- 5 Tutorials, serving as introductions for new users. Unlike a reference manual, a tutorial gives the information in the order in which the user will want to learn it; items are grouped by importance rather than by function or logical category.

DOPING Doping is the process of adding impurities to a silicon crystal to form either a P-type or an N-type semiconductor region. (See **semiconductor**.)

to see if another node is transmitting. If so, it waits its turn to transmit. If two nodes inadvertently transmit at the same time, the collision is detected and they retransmit one at a time.

Different Ethernet systems use different software protocols, including TCP/IP and DECNET.

EXCEL Excel is an integrated program produced by Microsoft for the Apple Macintosh that combines a spreadsheet, a data base manager, and a graphics program.

EXE FILE In MS-DOS (PC-DOS), OS/2, and VAX/VMS, an EXE (executable) file is a file that contains a relocatable machine code program and has a name ending with ".EXE". To execute the program, type the name of the file without the final ".EXE"; for example, to execute AAAA.EXE, type AAAA. In VAX/VMS, however, an .EXE file is executed by the RUN command (e.g., RUN AAAAA.EXE.)

Most application programs are distributed as EXE files. Most compilers translate source code into EXE files (see **compiler**).

EXECUTE To execute an instruction is to do what the instruction says to do. A computer alternates between a fetch cycle, when it locates the next instruction, and an execute cycle, when it carries the instruction out. (See **computer design**.)

EXP In many programming languages the function EXP(X) calculates the value of e^x . The letter e represents a special number approximately equal to 2.71828.

EXPANDED MEMORY Expanded memory is a method of equipping an IBM PC with many megabytes of memory. Ordinarily, the 8088 processor in the PC can address only one megabyte (1024K) of memory. The upper 384K of this is reserved for special purposes, leaving only 640K available for ordinary use. Expanded memory uses bank switching to swap many different sets of memory chips into a single block of addresses within this 640K region. The Lotus-Intel-Microsoft Expanded Memory Specification (LIM-EMS) specifies how this is done. Special software is required to take advantage of it.

By contrast, extended memory (on the PC AT and PS/2) is directly accessible at addresses higher than one megabyte. This requires an 80286 or 80386 processor and, under DOS, a different type of special software. The OS/2 and UNIX operating systems use extended memory automatically.

cal energy. It is made of a thin fiber of glass. Large amounts of data can be carried by a single fiber-optic cable.

FIELD A group of adjacent characters is called a field. For example, in a company payroll system the information about a single individual can be stored as one record. Each record will be divided into several fields. One field will contain the employee's name; another field, his Social Security number; a third field, his salary or rate per hour; and so on.

FIELD-EFFECT TRANSISTOR A field-effect transistor consists of two islands of N-type semiconductor inside a P-type region. One island is called the *source*, and the other is called the *drain*. A thin insulating layer of silicon dioxide is placed over the P-type region between the drain and the source, and a thin layer of metal, called the *gate*, is placed over this insulating material. Field-effect transistors can perform the same switching and amplification functions as bipolar transistors, and they can be packed more densely on a chip of silicon.

FIFTH-GENERATION COMPUTERS Fifth-generation computers, predicted by some to be available in the 1990s, will be capable of knowledge processing instead of merely data processing. These computers will be able to understand languages that are much closer to natural languages than are current programming languages. The advent of fifth-generation computers will require significant advancements in artificial intelligence and the development of enhanced supercomputers that perform logical operations many times faster than do the computers currently available. In 1981 Japan announced a concerted national effort directed toward producing fifth-generation computers by the 1990s. (See **artificial intelligence**.)

FILE A file is a collection of information stored as records. The information in a file is stored in such a way that the computer can read information from the file or write information to the file.

For example, the U.S. Census Bureau stores vast amounts of information. Suppose that the bureau is keeping information on a monthly sample of 130,000 people. The information on each person can be stored in one record. The entire set of information can be stored in a file containing 130,000 records. The file will be stored on a magnetic tape.

Microcomputers can store files on floppy disks. Here is an

example of storing information on a disk file in Microsoft BASIC. First, we must open the file with an OPEN command, such as:

```
10 OPEN "O",1,"HELLO"
```

The "O" means that the file will be an output file (in other words, the computer will be writing information out to the file). The number 1 means that this file will be referred to as file #1 in all subsequent statements. In this case "HELLO" will be the name of the file.

Now we can write information to the file:

```
20 A$ = "Hi! How are you doing today?"  
30 PRINT#1,A$
```

The command PRINT#1,A\$ tells the computer that the string variable A\$ is to be written to file #1. Now that we have finished writing output to the file, we must close the file:

```
40 CLOSE#1
```

To read information from the file, we must first open it again, but this time we will specify that we are opening it for input instead of output:

```
50 OPEN "I",3,"HELLO"
```

The "I" stands for input. This time we will open the file as #3. (You should check with your computer to find what numbers it allows for file numbers.)

Now we can read from the file.

```
60 INPUT#3,X$
```

The command INPUT#3,X\$ tells the computer to read the next item from file #3 and store the item it finds there under the name X\$. Now, if the computer finds the command

```
70 PRINT X$
```

The screen will display:

```
Hi! How are you doing today?
```

Now that we are done with the file we can close it:

```
80 CLOSE#3
```

These computers use the ASCII character set (see **ASCII**). In addition, they define printed representations for all character codes from 0 to 255, even those that are not defined by the ASCII standard. Some of these characters can never be printed because they are equivalent to codes such as Return or Line Feed.

Figure 32 shows special characters that can be printed on most IBM printers, along with their numeric codes. These characters are typed by holding down the Alt key and typing the appropriate number on the numeric keypad at the right side of the keyboard. For example, to type a shaded block, hold down Alt, type 1 7 8, and then release Alt.

An unusual characteristic of all IBM PCs, ATs, and PS/2s, but not of clones, is that if the machine is unable to load an operating system from disk, it calls up a BASIC interpreter that is stored on a ROM chip. This BASIC interpreter ("Cassette BASIC") was originally implemented so that low-budget computer hobbyists could use IBM PCs without disk drives, storing their programs on cassette tape. The same ROM code was included in later machines because it is used by the BASIC interpreter that runs under DOS. (See **BASICA**; **GWASIC**.)

IC See integrated circuit.

ICON An icon on a computer screen is a picture that represents a particular object or command. For example, on a Macintosh computer, the picture of a trash can stands for "delete." Use the mouse to move a file to the trash can, and it will be deleted. (See **mouse**.)

IDENTIFIER An identifier is a symbolic name used in a program and defined by the programmer. Most identifiers stand for variables (see **variable**); however, some languages allow the use of identifiers to represent constants, so that the value of a particular constant, wherever it occurs in the program, can be changed by changing the statement that defines the identifier. (See **constant**.)

IF In many programming languages the keyword **IF** is used to specify an action that is to be executed only if a specified condition is true. Here is an example of an **IF** statement in **BASIC**:

```
100 PRINT "INPUT PRICE"  
110 INPUT P
```

continued improvement. The number of components that can be placed on a single chip has been steadily rising.

The advantages of integrated circuits include the fact that they are very small (less than $\frac{1}{4}$ inch square), their internal connections are more reliable, they consume much less power, they generate much less heat, and they cost less than similar circuits made with separate components.

Integrated circuits are classified by their level of complexity. "Small-scale integration" refers to circuits containing fewer than 10 logic gates; "medium-scale integration," to circuits containing 10 to 100 gates; and "large-scale integration," to circuits with more than 100 gates.

The pattern of components to be placed in an integrated circuit is first mapped out by a computer. It is necessary to add impurities to the silicon-crystal to create either P-type or N-type regions. (See semiconductor.) An evaporated metal is engraved on the circuit by photographic techniques in the places where electrical conducting paths are needed. Integrated circuits are mass produced by making many identical circuits at the same time from a single wafer of silicon. Each circuit must be individually tested, however, because a single defect in the crystal can completely ruin the circuit.

The ultimate integrated circuit is the microprocessor, which is a single chip that contains the complete arithmetic and logic unit of a computer.

INTEGRATED SOFTWARE An integrated software package is a program that combines several functions in one program. For example, Lotus 1-2-3 is an integrated program that combines spreadsheet calculations, data management operations, and graphics. The advantage of an integrated program stems from the fact that the transfer of information from one application to another is easier than it would be if a separate program was used for each application.

INTEL Intel produces the 8088 microprocessor that is used in the IBM PC and other computers. The 8088 processor has 16-bit internal registers.

INTERACTIVE SYSTEM In an interactive computer system the user communicates with the computer through a keyboard and a CRT screen. The computer presents the results almost immedi-

ately after an instruction has been entered, and the user can type in new instructions after seeing the results of the previous ones. See, for contrast, **batch processing**.

INTERBLOCK GAP An interblock gap is a blank space on a magnetic tape between two adjacent blocks. The presence of the gap makes it easier to keep track of the locations of the blocks when the tape is started and stopped.

INTERNAL STORAGE The internal storage of a computer is the memory that is built in (see **memory**). For contrast, see **auxiliary storage**.

INTERNATIONAL BUSINESS MACHINES See **IBM**.

INTERPRETER An interpreter is a program that executes a source program by reading it one line at a time and doing the specified operations immediately. Most BASIC systems are interpreters. For contrast, see **compiler**.

INTERRUPT An interrupt is an instruction that tells a microprocessor to put aside what it is doing and call a specified routine. The processor resumes its original work when the *interrupt service routine* finishes.

Interrupts are used for two main purposes:

- 1 To deal with hardware events such as a key being pressed or a character arriving through a serial port. These events cannot be ignored; the incoming data must be either processed immediately or stored in a buffer.
- 2 To call subroutines that are provided by the hardware or operating system. On the IBM PC, most DOS and BIOS services are called through interrupts rather than through the ordinary instruction for calling a subroutine. OS/2 services, on the other hand, are called as ordinary subroutines.

These correspond to the two main ways of causing an interrupt: by receiving a signal from outside the microprocessor (a *hardware interrupt*) or by executing a machine instruction (a *software interrupt*).

INTERRUPT SERVICE ROUTINE See **interrupt**.

INVERTER (1) A NOT gate is often called an inverter. (See **NOT gate**.)

```

k := k * 2
UNTIL k > 1000
END.

```

MODULE A module is a part of a larger system. For example, a Lunar Module is a part of the Apollo rocket system. A module in a computer program is a part of the program that is written and tested separately and then is combined with other modules to form the complete program. (See **top-down programming**.)

MONADIC OPERATION A monadic operation requires only one operand. For example, negation (finding the negative of a number) is an operation that requires only one operand and is therefore monadic.

MONITOR (1) A monitor is a computer program that supervises the activity of other programs.

(2) A device similar to a television set that accepts video signals from a computer and displays information on its screen is known as a monitor. The monitor itself does no computing at all.

The first generation of personal computers used TV-type *composite video* monitors. The sharpness of the image on the screen depended on the *bandwidth*, or frequency response, of the monitor. Users were quick to note that color-TV monitors had much poorer bandwidth than black-and-white (monochrome) monitors.

The IBM PC popularized two new types of monitors. The IBM Monochrome Display, a *TTL monochrome monitor*, provides very sharp images and accepts the same input voltages as TTL integrated circuits.

The IBM Color Display, an *RGB color monitor*, produces a color image by accepting separate signals for red, green, and blue on separate wires. The result is much sharper than a color TV picture but still not really adequate for prolonged reading of text. A higher-resolution RGB monitor was introduced with the En

hanced Graphics Adapter (EGA). It offered the important ability to scan the screen at different rates in different modes. (See **video modes [IBM PC]**.)

Newer computers use *analog* color monitors that provide crisp text with an unlimited range of colors. Many present-day monitors have "multiscan" or "multisync" capability, which means that they automatically detect the scan frequencies used by the computer to which they are attached.

A terminal set to the wrong parity can often be recognized because about half of the characters are incorrect, while the rest are received normally.

(2) The memory of the IBM PC and PS/2 is parity checked. The message PARITY ERROR 1 or PARITY ERROR 2 means that a memory chip is defective.

PARK To park the head of a hard disk drive means to disengage it so that the disk will be protected from possible damage if the computer is moved.

PARSING Parsing is the analysis, by computer, of the structure of statements in a human or artificial language. For instance, MS-DOS (PC-DOS) has to parse the command

dir b: /p

to determine that "dir" is the name of the command, that "b:" specifies the files to be shown, and that "/p" is another parameter (in this case, it means "pause when the screen is full"). Compilers and interpreters have to parse statements in programming languages. (See **compiler**; **interpreter**.) Programs that accept natural-language input have to parse sentences in human languages.

Parsing is done by comparing the string to be parsed to a *grammar*, which defines possible structures. For example, Figure 60 shows the structure of the sentence "The dog chased the black cat." Figure 61 shows a small part of a grammar of English.

Parsing can be done either *top-down* or *bottom-up*. In top-down parsing, the computer starts by looking for a particular con-

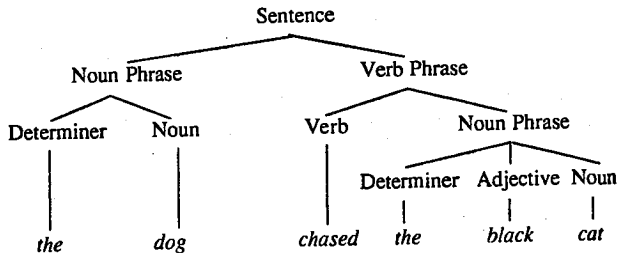


FIGURE 60. Structure of a Simple English Sentence.

(1)	Sentence	→	Noun Phrase + Verb Phrase
(2)	Noun Phrase	→	Determiner + Noun
(3)	Noun Phrase	→	Determiner + Adjective + Noun
(4)	Verb Phrase	→	Verb + Noun Phrase
(5)	Determiner	→	<i>the</i>
(6)	Noun	→	<i>dog</i>
(7)	Noun	→	<i>cat</i>
(8)	Adjective	→	<i>black</i>
(9)	Verb	→	<i>chased</i>

FIGURE 61. A Small Part of a Grammar of English. Each rule states that the constituent named on the left can consist of the constituents named on the right, in the specified order.

stituent. It consults the grammar to determine what this constituent consists of, then looks for those constituents instead, thus:

Look for Sentence

Rule 1: Sentence consists of Noun Phrase + Verb Phrase

Look for Noun Phrase

Rule 2: Noun Phrase consists of Determiner + Noun

Look for Determiner

Accept Determiner *the* from input string

Look for Noun

Accept Noun *dog* from input string

Look for Verb Phrase

(etc.)

The process is complete when the input string is empty and all of the elements of a sentence have been found.

In bottom-up parsing, the computer accepts elements from the input string and tries to put them together, thus:

Accept *the*, which is a Determiner

Accept *dog*, which is a Noun

Determiner + Noun make a Noun Phrase

Accept *chased*, which is a Verb

Accept *the*, which is a Determiner

Accept *black*, which is an Adjective

Accept *cat*, which is a Noun

Determiner + Adjective + Noun make a Noun Phrase

Verb + Noun Phrase make a Verb Phrase

Noun Phrase + Verb Phrase make a Sentence

Parsing algorithms must be able to *backtrack* (back up and try alternatives) because the grammar provides alternatives. For example, a noun phrase may or may not contain an adjective; and a word like *leaves* may be a verb or a noun. Further, parsing

algorithms usually use *recursion* to handle the recursive structure of human languages. For example, a noun phrase can contain a noun phrase, which can contain another noun phrase, as in *the discoverer of the solution to the problem*. (See **recursion**; **backtracking**; **natural language processing**.)

PASCAL Pascal, a programming language developed by Niklaus Wirth, is designed to encourage programmers to write modular and well-structured programs. Pascal has become one of the most popular languages for microcomputers, and there are several common versions. Here are some of its features:

- 1 The first word in a Pascal program is PROGRAM, followed by the program name. The first line also normally includes the words (INPUT,OUTPUT). The first part of the program is a declaration section for constants, variables, procedures, and functions. Every variable used in a Pascal program must be declared. The action part of the program starts with the word BEGIN, and the program concludes with the word END, followed by a period. Statements are separated from each other by semicolons.
- 2 Pascal provides four standard data types: real, integer, Boolean, and char. *Integer* variables can take on only values that are whole numbers or the negatives of whole numbers. *Real* variables can take on numerical values that include fractional parts, such as 23.432. *Boolean* variables are logic variables that can only have two possible values: true or false. *Char* variables can take on single character values.

Here is an example of a declaration section:

```
VAR
  count, total : INTEGER;
  average : REAL;
  error : BOOLEAN;
  c : CHAR;
```

- 3 An assignment statement in Pascal looks like this:

```
x := 3;
```

Note that a colon followed by an equal sign is the symbol used for assignment. This statement will cause the variable *x* to take on the value 3. For integers and real numbers, + means

Exhibit R

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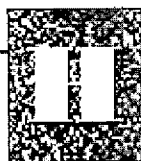
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ment occurs, the shorter (in bits) its corresponding code. Typically, the method is used for text, with the coding based on letter frequency.

The Huffman code was one of the earliest data compression codes and, with modifications, remains one of the most widely used for a large group of message types. The savings that can be realized by using Huffman coding (or other data compression techniques) to minimize the number of bits required to encode data can be significant, as when a large file is sent by modem over a long-distance telephone circuit.

huge model A memory model of the Intel 80x86 family of processors. The huge model allows both code and data to exceed 64 kilobytes (KB) in size, but in most cases the total of both must be less than 1 megabyte (MB). Individual data structures can exceed 64 KB in size. *See also* memory model.

human engineering The designing of machines and associated products to suit the needs of humans. *See also* ergonomics.

human-machine interface The boundary at which people make contact with and use machines, more typically known as the user interface when applied to programs and operating systems.

hybrid circuit Any circuit in which fundamentally different types of components are used to perform similar functions. For example, a stereo amplifier that uses both tubes and transistors as amplifiers is a hybrid circuit.

hybrid computer A computer that contains both digital and analog circuits. Digital circuits use discrete on/off signals to represent the 0's and 1's of binary numbers; they are found in almost all computers, including personal computers. Analog circuits use continuously variable physical quantities (such as voltage or current) to represent values; they are found in some specialized computers used in engineering and other fields.

hybrid microcircuit A microelectronic circuit that combines individual microminiaturized components and integrated components.

HyperCard Software designed for the Apple Macintosh that provides users with an information-management tool implementing many hypertext concepts. A HyperCard document consists of a

series of cards collected together in a stack; each card can contain text, graphical images, and sound. Stack authors and users can link items together in many ways: by implementing various types of text searches; by providing controls that permit traveling from card to card by clicking with the mouse on objects called buttons; and through scripts (programs and routines) coded in an object-oriented language called HyperTalk. Developers can program external code resources (XCMDs and XFCNs) and place them within a HyperCard stack or even within HyperCard itself, permitting the addition of features to HyperCard beyond the abilities of the product as it was released. *See also* hypertext, object-oriented programming, XCMD, XFCN.

hypermedia The integration of graphics, sound, video, or any combination into a primarily associative system of information storage and retrieval. Hypermedia, especially in an interactive format where choices are controlled by the user, is structured around the idea of offering a working and learning environment that parallels human thinking—that is, an environment that allows the user to make associations between topics rather than move sequentially from one to the next, as in an alphabetic list. Hypermedia topics are thus linked in a manner that allows the user to jump from subject to related subject in searching for information. For example, a hypermedia presentation on navigation might include links to such topics as astronomy, bird migration, geography, satellites, and radar. If the information is primarily in text form, the product is hypertext; if video, music, animation, or other elements are included, the product is hypermedia. *See also* hypertext.

HyperTalk The programming language used to manipulate HyperCard stacks.

hypertext A metaphor for presenting information in which text, images, sounds, and actions become linked together in a complex, nonsequential web of associations that permit the user to browse through related topics, regardless of the presented order of the topics. These links are often established both by the author of a hypertext document and by the user, depending on the intent of the hypertext document. For example, traveling among the links



See also word processor.

word processor An application program for manipulating text-based documents; the electronic equivalent of paper, pen, typewriter, eraser, and, most likely, dictionary and thesaurus. Word processors run the gamut from simple through complex, but all ease the tasks associated with editing documents (deleting, inserting, rewording, and so on). Depending on the program and the equipment in use, word processors can display documents either in text mode, using highlighting, underlining, or color to represent italics, boldfacing, and other such formatting, or in graphics mode, wherein formatting and, sometimes, a variety of fonts appear on the screen as they will on the printed page. All word processors offer at least limited facilities for document formatting, such as font changes, page layout, paragraph indentation, and the like. Some word processors can also check spelling, find synonyms, incorporate graphics created with another program, correctly align mathematical formulas, create and print form letters, perform calculations, display documents in multiple on-screen windows, and enable users to record macros that simplify difficult or repetitive operations. *Compare* editor, line editor.

wordwrap The ability of a word-processing program to break lines of text automatically to stay within the page margins of a document. Line breaks created by wordwrap are known as soft returns. *See also* hard return, soft return.

worksheet A term used to describe a data file created by and used with an electronic spreadsheet program. Also, an alternative name for a spreadsheet. *See also* spreadsheet program.

workstation In general, a combination of input, output, and computing hardware that can be used for work by an individual. More often, however, the term refers to a powerful stand-alone computer of the sort used in computer-aided design and other applications requiring a high-end, usually expensive, machine (\$10,000 to \$100,000) with considerable calculating or graphics capability. Sometimes, *workstation* is also used to refer to a microcomputer or terminal connected to a network.

worm A program that propagates itself across com-

puters, usually by spawning copies of itself in each computer's memory. A worm might duplicate itself in one computer so often that it causes the computer to crash. Sometimes written in separate "segments," a worm is introduced surreptitiously into a host system either for "fun" or with intent to damage or destroy information. The term comes from a science-fiction novel and has generally been superseded by the term *virus*. *See also* Trojan horse, virus.

WORM Acronym for "write once, read many." A type of optical disc that can be read and reread but cannot be altered after it has been recorded. WORMs are high-capacity storage devices. Because they cannot be erased and rerecorded, they are suited to storing archives and other large bodies of unchanging information.

WP *See* word processing.

wrap around To continue movement, as with the cursor or a search operation, to the beginning or to a new starting point rather than stopping when the end of a series is reached. For example, the screen cursor normally wraps around to the first column of the next line rather than stopping when it reaches the last column of the current line. Likewise, a program starting a search or replace operation in the middle of a document might be instructed to wrap around to the beginning rather than stop when it reaches the end of the document.

write To transfer information either to a storage device, such as a disk, or to an output device, such as the monitor or a printer. Writing is the means by which a computer provides the results of processing. Writing is almost synonymous with outputting, except that writing implies outputting to a medium such as a disk drive. The opposite is reading—gathering information from storage or an input device such as the keyboard. *Write* is used as either a noun or a verb. For example, a disk write means that information is transferred from memory to storage on disk. A computer can also be said to write to the screen when it displays information on the monitor. *Compare* read; *see also* output.

write error An error encountered while a computer is in the process of transferring information from memory to storage or to another output de-

Exhibit S



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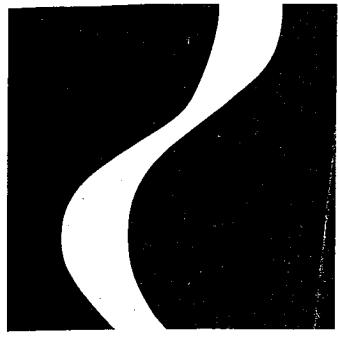
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- eminence or preference: SPECIFIC implies a quality or character distinguishing a kind or a species; PARTICULAR stresses the distinctness of something as an individual; INDIVIDUAL implies unequivocal reference to one of a class or group
- special** *n* (1867) **1**: something (as a television program) that is not part of a regular series **2**: one that is used for a special service or occasion (caught the commuter ~ to work)
- special assessment** *n* (1875): a specific tax levied on private property to meet the cost of public improvements that enhance the value of the property
- special delivery** *n* (1886): expedited messenger delivery of mail matter for an extra fee
- special district** *n* (1950): a political subdivision of a state established to provide a single public service (as water supply or sanitation) within a specific geographical area
- special drawing rights** *n* (1967): a means of exchange used by governments to settle their international indebtedness
- special education** *n* (1921): classes for students (as the handicapped) with special educational needs
- special effects** *n pl* (1937): visual or sound effects introduced into a motion picture or a taped television production during laboratory processing
- Special Forces** *n pl* (1962): a branch of the army composed of men specially trained in guerrilla warfare
- special handling** *n* (1928): the handling of parcel-post or fourth-class mail as first-class but not as special-delivery matter for an extra postal fee
- special interest** *n* (1910): a person or group seeking to influence legislative or government policy to further often narrowly defined interests; *esp*: LOBBY
- special-ism** \ˈspesh-ə-liz-əm/ *n* (1856) **1**: specialization in an occupation or branch of learning **2**: a field of specialization: SPECIALTY
- special-ist** \ˈspesh-ə-lɪst/ *n* (1856) **1**: one who devotes himself to a special occupation or branch of learning **2**: any of four enlisted ranks in the army corresponding to the grades of corporal through sergeant first class — **specialist** or **special-istic** \ˈspesh-ə-lis-tik/ *adj*
- special-ity** \ˈspesh-ē-əl-ət-ē/ *n, pl -ties* (15c) **1**: a special mark or quality **2**: a special object or class of objects **3 a**: a special aptitude or skill **b**: a particular occupation or branch of learning
- special-ization** \ˈspesh-ə-lə-zā-shən/ *n* (1843) **1**: a making or becoming specialized **2 a**: structural adaptation of a body part to a particular function or of an organism for life in a particular environment **b**: a body part or an organism adapted by specialization
- special-ize** \ˈspesh-ə-līz/ *vb -ized; -izing* *vt* (1613) **1**: to make particular mention of: PARTICULARIZE **2**: to apply or direct to a specific end or use (specialized his study) ~ *vi* **1**: to concentrate one's efforts in a special activity or field **2**: to undergo specialization; *esp*: to change adaptively
- specialized** *adj* (1853) **1**: designed or fitted for one particular purpose or occupation (< ~ personnel) **2**: characterized by or exhibiting biological specialization; *esp*: highly differentiated *esp.* in a particular direction or for a particular end
- special jury** *n* (1730): a jury chosen by the court on request from a list of better educated or presumably more intelligent prospective jurors for a case involving complicated issues of fact or serious felonies — called also *blue-ribbon jury*
- special pleading** *n* (1684) **1**: the allegation of special or new matter to offset the effect of matter pleaded by the opposite side and admitted, as distinguished from a direct denial of the matter pleaded **2**: misleading argument that presents one point or phase as if it covered the entire question at issue
- special theory of relativity** (1920): RELATIVITY 3a
- special-ty** \ˈspesh-əl-tē/ *n, pl -ties* [ME *specialite*, fr. MF *especialité*, fr. LL *specialitat*, *specialitas*, fr. L *specialis* special] (14c) **1**: a distinctive mark or quality **2 a**: a special object or class of objects: as (1): a legal agreement embodied in a sealed instrument (2): a product of a special kind or of special excellence (fried chicken was father's ~) **b**: the state of being special, distinctive, or peculiar **3**: something in which one specializes
- spec-i-a-tion** \ˈspē-s(h)ē-ā-shən/ *n* (1906): the process of biological species formation — **spec-i-ate** \ˈspē-s(h)ē-āt/ *vi* — **spec-i-a-tion-al** \ˈspē-s(h)ē-ā-shən-əl/ *adj*
- spec-i-e** \ˈspē-shē, -sē/ *n* [fr. in *specie*, fr. L, in kind] (1617): money in coin — in *specie*: in the same or like form or kind (ready to return insult in *specie*); *also*: in coin
- specie** *n* [back-formation fr. *species* (taken as a pl.)] *substanc* (1711): SPECIES
- spec-ies** \ˈspē-(s)hēz, -(s)ēz/ *n, pl species* [L, appearance, kind, species — more at SPY] (1551) **1 a**: a class of individuals having common attributes and designated by a common name: *specif*: a logical division of a genus or more comprehensive class **b**: KIND, SORT **c**: the human race: human beings — often used with *the* (survival of the ~ in the nuclear age) **d** (1): a category of biological classification ranking immediately below the genus or subgenus, comprising related organisms or populations potentially capable of interbreeding, and being designated by a binomial that consists of the name of a genus followed by a Latin or latinized uncanceled noun or adjective agreeing grammatically with the genus name (2): an individual or kind belonging to a biological species **e**: a particular kind of atomic nucleus, atom, molecule, or ion **2**: the consecrated eucharistic elements of the Roman Catholic or Eastern Orthodox Eucharist **3 a**: a mental image; *also*: a sensible object **b**: an object of thought correlative with a natural object
- species** *adj* (1899): belonging to a biological species as distinguished from a horticultural variety (a ~ rose)
- spec-ies-ism** \ˈspē-shē-ziz-əm, -sē-/ *n* [*species* + *-ism* (as in *racism*)] (1973): prejudice or discrimination based on species; *esp*: discrimination against animals
- spe-cif-ic** \spi-sif-ik/ *adj* [LL *specificus*, fr. L *species*] (1631) **1 a**: constituting or falling into a specific category **b**: sharing or being those properties of something that allow it to be referred to a particular category **2 a**: restricted to a particular individual, situation, relation, or effect (a disease ~ to horses) **b**: exerting a distinctive influence (as on a body part or a disease) (~ antibodies) **3**: free from ambiguity: ACCURATE (a ~ statement of faith) **4**: of, relating to, or constituting a species and *esp.* a biologic species **5 a**: being any of various arbitrary physical constants and *esp.* one relating a quantitative attribute to unit mass, volume, or area **b**: imposed at a fixed rate per unit (as of weight or count) (< ~ import duties) — compare AD VALOREM *syn* *see* SPECIAL, EXPLICIT — **spe-cif-i-cally** \i-k(ə)-lē/ *adv*
- specific** *n* (1661) **1 a**: something peculiarly adapted to a purpose or use **b**: a drug or remedy having a specific mitigating effect on a disease **2 a**: a characteristic quality or trait **b**: DETAILS, PARTICULARS — *usu.* used in pl. (haggling over the legal and financial ~s of independence — Time) *c pl*: SPECIFICATION 2a
- spec-i-fi-ca-tion** \ˈspes-(ə)-fā-ˈkā-shən/ *n* (1615) **1**: the act or process of specifying **2 a**: a detailed precise presentation of something or of a plan or proposal for something — *usu.* used in pl. **b**: a statement of legal particulars (as of charges or of contract terms); *also*: a single item of such statement **c**: a written description of an invention for which a patent is sought
- specific epithet** *n* (1906): the Latin or latinized noun or adjective that follows the genus name in a taxonomic binomial
- specific gravity** *n* (1666): the ratio of the density of a substance to the density of some substance (as pure water or hydrogen) taken as a standard when both densities are obtained by weighing in air
- specific heat** *n* (1832) **1**: the ratio of the quantity of heat required to raise the temperature of a body one degree to that required to raise the temperature of an equal mass of water one degree **2**: the heat in calories required to raise the temperature of one gram of a substance one degree Celsius
- specific impulse** *n* (1947): the thrust produced per unit rate of consumption of the propellant that is used, expressed in pounds of thrust per pound of propellant used per second and that is a measure of the efficiency of a rocket engine
- spec-i-fi-city** \ˈspes-ə-ˈfɪ-sət-ē/ *n* (1876): the quality or condition of being specific: as **a**: the condition of being peculiar to a particular individual or group of organisms (host ~ of a parasite) **b**: the condition of participating in or catalyzing only one or a few chemical reactions (the ~ of an enzyme)
- specific performance** *n* (1873) **1**: the performance of a legal contract strictly or substantially according to its terms **2**: an equitable remedy enjoining specific performance
- spec-i-fy** \ˈspes-ə-ˈfɪ/ *vt -fied; -fy-ing* [ME *specifien*, fr. MF *specifier*, fr. LL *specificare*, fr. *specificus*] (14c) **1**: to name or state explicitly or in detail **2**: to include as an item in a specification — **spec-i-fi-able** \i-ˈfɪ-ə-bəl/ *adj* — **spec-i-fi-er** \i-ˈfɪ-(ə)r/ *n*
- spec-i-men** \ˈspes-(ə)-mən/ *n* [L, fr. *specere* to look at, look — more at SPY] (1610) **1**: an item or part typical of a group or whole **2 a**: something that obviously belongs to a particular category but is noticed by reason of an individual distinguishing characteristic **b**: PERSON, INDIVIDUAL (he's a tough ~) *syn* *see* INSTANCE
- spe-ci-os-i-ty** \ˈspē-shē-ˈas-ət-ē/ *n* (1608): the quality or state of being specious: SPECIOUSNESS
- spec-i-ous** \ˈspē-shəs/ *adj* [ME, fr. L *speciosus* beautiful, plausible, fr. *species*] (15c) **1 obs**: SHOWY **2**: having deceptive attraction or allure **3**: having a false look of truth or genuineness: SOPHISTIC — **spe-ci-ous-ly** *adv* — **spe-ci-ous-ness** *n*
- speck** \ˈspek/ *n* [ME *specke*, fr. OE *specca*] (bef. 12c) **1**: a small discoloration or spot *esp.* from stain or decay **2**: a very small amount **3**: something marked or marred with specks — **specked** \ˈspekt/ *adj*
- speck** *vt* (1580): to produce specks on or in
- speck-le** \ˈspek-əl/ *n* [ME, akin to OE *specca*] (15c): a little speck (as of color)
- speckle** *vt* **speck-led; speck-ling** \-(ə)-lɪŋ/ (ca. 1570) **1**: to mark with specks (15c) **1**: to be distributed in or on like speckles
- speckled perch** *n* (1877): BLACK CRAPPIE
- speckled trout** *n* (1805) **1**: BROOK TROUT **2**: SPOTTED SEA TROUT
- specs** \ˈspeks/ *n pl* [contr. of *spectacles*] (1807): EYEGLASSES
- specs** *n pl* [by contr.] (1942): SPECIFICATIONS
- spec-ta-cle** \ˈspek-ti-kəl/ *also* -ˈtik-əl/ *n* [ME, fr. MF, fr. L *spectaculum*, fr. *spec-tare* to watch, fr. *spec-tus*, pp. of *specere* to look, look at — more at SPY] (14c) **1 a**: something exhibited to view as unusual, notable, or entertaining; *esp*: an eye-catching or dramatic public display **b**: an object of curiosity or contempt (made a ~ of herself) **2 pl**: GLASSES **3**: something (as natural markings on an animal) suggesting a pair of glasses
- spec-ta-cled** \-ti-kəld, -ˈtik-əld/ *adj* (1607) **1**: having or wearing spectacles **2**: having markings suggesting a pair of spectacles (a ~ alligator)
- spec-tac-u-lar** \ˈspek-ˈtak-yə-lər, spək-/ *adj* [L *spectaculum*] (1682): of, relating to, or constituting a spectacle: STRIKING, SENSATIONAL (a ~ display of fireworks) — **spec-tac-u-lar-ly** *adv*
- spectacular** *n* (1890): something that is spectacular
- spec-tate** \ˈspek-ˈtāt/ *vi* **spec-tat-ed; spec-tat-ing** [back-formation fr. *spectator*] (1709): to be present as a spectator (as at a sports event)
- spec-ta-tor** \ˈspek-ˈtāt-ər, spek-/ *n* [L, fr. *spectatus*, pp. of *spec-tare* to watch] (1586): one who looks on or watches — **spec-tator** *adj*
- spec-ter** or **spec-tre** \ˈspek-tər/ *n* [F *spectre*, fr. L *spectrum* appearance, specter, fr. *specere* to look, look at — more at SPY] (1605) **1**: a visible disembodied spirit: GHOST **2**: something that haunts or perturbs the mind: PHANTASM (< the ~ of hunger)
- spec-ti-no-my-cin** \ˈspek-tə-nō-ˈmɪs-ɪn/ *n* [NL, fr. *spectabilis* + *-in* + *-o-* + *-mycin*] (1964): a white crystalline broad-spectrum antibiotic C₁₄H₁₇N₅O₇ produced by a bacterium (*Streptomyces spectabilis*) that is used clinically *esp.* in the form of its hydrochloride to treat gonorrhea
- spec-tral** \ˈspek-trəl/ *adj* (1815) **1**: of, relating to, or treating a specter: GHOSTLY **2**: of, relating to, or made by a spectrum — **spec-trally** \ˈspek-trə-lē/ *adv*
- spectral line** *n* (1902): one of a series of linear images of the narrow slit of a spectrograph or similar instrument corresponding to a component of the spectrum of the radiation emitted by a particular source
- spectro-** *comb form* [NL *spectrum*]: spectrum (spectroscope)
- spec-tro-flu-o-rom-e-ter** \ˈspek-(t)trō-flū-ə-r-əm-ət-ər/ *also* **spec-tro-flu-o-ri-m-e-ter** \-ˈfɪm-ər/ *n* [spectr- + *fluorimeter*] (1957): a device for measuring and recording fluorescence spectra — **spec-tro-flu-o-ro-metric**

Exhibit T

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Edited by
Christopher Morris



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dispersion force or **dispersion attraction** *Physical Chemistry*. a general force of attraction between nearby atoms or molecules that arises from a temporary polarity between them, caused by the uneven distribution of electrons; independent of temperature and present in all types of matter, including the noble gases. Also, ATTRACTION FORCE.

dispersion formula *Physics*. a relationship giving the index of refraction of a particular substance as a function of the wavelength, as in the Cauchy dispersion formula or the Hartmann dispersion formula.

dispersion fuel *Nucleonics*. small particles of fissile and fertile fuel that are dispersed in a matrix in such a way that fission-fragment damage areas do not overlap, thereby providing good thermal conductivity while retaining the mechanical strength of the matrix.

dispersion interaction *Physical Chemistry*. a momentary shift in the symmetry of the electron-clouds of two nearby atoms or molecules, resulting in a force of attraction between them.

dispersion ladder *Ordnance*. a diagram showing the probable dispersion of a group of shots fired under identical conditions; it indicates the percentage of shots expected to fall in each of eight zones.

dispersion measure *Astrophysics*. a quantity that expresses the amount of dispersion that a radio signal suffers; it is proportional to both the number of electrons in the path and the path's length.

dispersion medium *Physical Chemistry*. the bulk substance in which another substance is dispersed; for example, the gas in an aerosol spray mixture. Also, CONTINUOUS PHASE.

dispersion mill *Mechanical Engineering*. a size-reduction machine used to break clusters of solids in the preparation of purees, food pastes, cosmetics, pulps, paints, and the like.

dispersion of a random variable *Statistics*. the scatter of values or measurements around the arithmetic mean or other measure of central tendency.

dispersion pattern *Geochemistry*. the pattern of distribution of chemical elements in rocks or surface material, such as soil, as a result of migration away from a source, such as an ore body.

dispersion relation *Physics*. an equation relating the wavenumber k to the radian angular frequency ω , usually expressed as a derivative $dk/d\omega$ equal to some function of ω .

dispersion relations *Nuclear Physics*. the set of analogous relations between the real and imaginary parts (for example, refractivity and index of refraction, respectively) of any response function, such as the cause-and-effect pairs of force and spatial displacement, electric field and polarization, or incident and scattered waves.

dispersion strengthening *Materials Science*. a method of strengthening a material by the even distribution of particles that are small (less than 0.1 micrometer) in a matrix at 1-15% vol. The matrix is the main load-bearing component. *Metallurgy*. specifically, the strengthening of a metal or alloy by incorporation in its structure of finely dispersed particles of a stable nonmetallic compound such as aluminum oxide. Also, dispersion hardening.

dispersion theory see BREIT-WIGNER THEORY.

dispersion zone *Ordnance*. the area over which shots spread apart and scatter when fired with the same sight setting.

dispersive Fourier transform spectrometry *Spectroscopy*. a spectroscopic technique in which the entire range of frequencies of interest is simultaneously passed through an interferometer whose output signal is analyzed by a Fourier transform.

dispersive FT-IR *Spectroscopy*. dispersive Fourier transform in which the frequency range of interest is that of the infrared band of the electromagnetic spectrum.

dispersive lens see DIVERGING LENS.

dispersive line *Electromagnetism*. a line that delays different frequencies by different amounts of time.

dispersive medium *Electromagnetism*. a medium in which the phase velocity of electromagnetic waves is a function of the frequency.

dispersive power *Optics*. a measure of the ability of a material to separate light into different colors.

dispersivity *Materials Science*. the degree of distribution of a finely divided solid in a liquid or a solid matrix; often used to describe the distribution of macromolecules in a sample of polymers.

dispersoid *Chemistry*. the product of a dispersion.

dispersed aggression *Psychology*. aggressive behavior directed at some person or object other than the original source of the hostility.

displaced ore body *Geology*. an ore body affected by displacement or disruption that occurred after its initial deposition.

displaced outcrop *Geology*. an outcrop that has moved downhill due to a landslide or soil creep.

displacement a movement away from the original position; specific uses include: *Fluid Mechanics*. 1. the weight of fluid that is displaced by a floating body, equal to the weight of the body plus its contents. 2. in general, the volume of fluid displaced by any floating body. *Mechanics*.

1. any movement of a particle or body from one position in space to a new position. 2. a description of this motion, involving the linear distance moved and the direction of the path taken. *Mechanical Engineering*. 1. the volume through which a piston travels during a single stroke in an engine, pump, or similar mechanism. 2. the total volume displaced by all the pistons of an engine. *Chemistry*. a chemical reaction in which one element releases another element from a compound and replaces it in the compound. *Geology*. the relative movement of rock on opposite sides of a fault, measured in any specified direction, or the magnitude of such movement. Also, DISLOCATION. *Psychology*. the shift of an emotion or impulse from the person, object, or situation toward which it was originally directed to a more acceptable substitute. *Cartography*. a shift in the position of an image on a photograph that does not alter the perspective characteristics of the photograph. *Computer Programming*. the quantity that, when added to the contents of the base register, produces the machine language address of an operand or an instruction.

displacement angle *Electricity*. the change that occurs in the phase of an alternator's terminal voltage when a load is applied.

displacement behavior *Behavior*. a behavior pattern that is seemingly irrelevant to the present situation, usually arising from conflict. Also, displacement activity.

displacement chromatography *Analytical Chemistry*. a separation technique using elution chromatography in which the solvent is adsorbed to a packed column (stationary phase) and the freed sample migrates down the column.

displacement compressor *Mechanical Engineering*. a compressor that relies on the displacement of a volume of air by a piston moving in a cylinder.

displacement current *Electromagnetism*. a hypothetical current used in Maxwell's equations to account for the apparent current through the space between the plates of a capacitor; it exists in the presence of a time-varying electric field.

displacement curve *Naval Architecture*. a design curve showing how a vessel's draft increases as its displacement is increased.

displacement engine see PISTON ENGINE.

displacement gyroscope *Engineering*. a gyroscope that senses, measures, and transmits angular displacement data.

displacement law see WIEN'S DISPLACEMENT LAW.

displacement length *Materials Science*. the distance between the free ends of a coiled chain polymer; an important parameter in describing the dimensions of the chain.

displacement loop see D LOOP.

displacement manometer *Engineering*. a differential manometer that measures pressure difference across a solid or liquid partition being displaced by force.

displacement meter *Engineering*. a meter that measures water flow by recording the number of times a vessel of known size and capacity is filled and emptied.

displacement parameters *Crystallography*. a description of the displacement of atoms in a crystal structure; atomic vibrations are displacements from equilibrium positions with periods that are typically smaller than 10^{-12} seconds. Because static displacements of a given atom are random from unit cell to unit cell, they will stimulate atomic vibrations.

displacement plane see DEFORMATION PLANE.

displacement pump *Mechanical Engineering*. a pump in which non-return valves prevent the return flow of displaced liquid during the retracting phase of the pump cycle, thus creating a pulsing action characterized by alternate filling and emptying of an enclosed volume.

displacement series see ACTIVITY SERIES.

displacement vessel *Naval Architecture*. any ship or boat that is supported in the water by displacement of its weight, as opposed to a hydrofoil or surface skimmer.

displacer-type meter *Engineering*. a specific gravity measuring device in which the liquid being measured flows continuously through a chamber containing a submerged, gas-filled cylinder whose buoyancy is recorded.

display *Electronics*. any visual presentation of the output of a unit or system, as on a cathode-ray tube or in readable characters of a digital display. *Computer Science*. in an activation record, an array of pointers to the activation records of surrounding blocks, used to access variables defined in those blocks. *Behavior*. see DISPLAY BEHAVIOR.

Fijivirus *Plant Pathology*. a type subgroup of Phytorevirus that causes the sugarcane Fijivirus, a disease in which white to brown swellings occur on the undersides of the sugarcane leaves, and stunting and death of the plant follow.

filament a very slender thread or threadlike structure; specific uses include: *Biology*. a strand of cells in a long row. *Botany*. the stalk of an anther-bearing stamen. *Electricity*. a thread of tungsten, carbon, or similar material that emits light when heated by an electric current. *Electronics*. also, **filamentary cathode**. in an electron tube, a cathode that is heated when an electric current flows through it; usually a wire or ribbon. *Metallurgy*. a fiber of virtually infinite length. *Astronomy*. a solar prominence seen in projection on the sun's disk.

filament current *Electronics*. the flow of electrons that heat the filament in an electron tube.

filament drawing *Metallurgy*. drawing of wires of extremely small diameters.

filament emission *Electronics*. the electrons that are emitted when a filament is heated.

filamentous *Science*. having the shape of a filament; long and slender.

filamentous bacteria *Microbiology*. colonies made up of long threadlike microorganisms, often interwoven.

filamentous phage *Virology*. any phage of the family Inoviridae; an inovirus.

filament saturation see TEMPERATURE SATURATION.

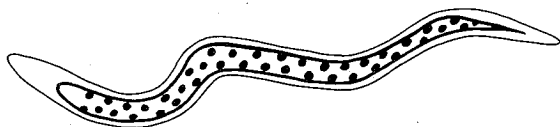
filament transformer *Electronics*. a device that supplies the filament in an electron tube with current or voltage.

filament winding *Electronics*. in a transformer that provides several voltages for the operation of a vacuum tube circuit, the winding that provides the filament current. *Engineering*. a method of fabricating a composite structure in which continuous fiber reinforcement is wound tightly over a rotating core.

filamin *Biochemistry*. a protein that binds to F-actin, to crosslink microfilaments, thus inducing gel formation.

filaree see ALFILARIA.

Filaria *Invertebrate Zoology*. the type genus of nematode worm causing elephantiasis and filariasis in humans; adults parasitize the blood and tissue of mammals, while larvae are found in biting insects.



Filaria

filariasis see ELEPHANTIASIS.

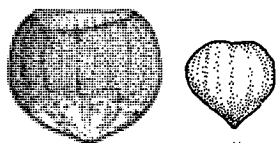
filariform larva *Invertebrate Zoology*. a larval nematode resembling a filaria, with a long body and a long esophagus that is a delicate capillary tube of uniform diameter.

Filarioidea *Invertebrate Zoology*. threadlike nematode worms in the order Spirurida, parasites in birds and mammals; larvae are found in bloodsucking insects.

filar micrometer *Mechanical Devices*. an instrument mounted on a telescope or microscope consisting of a parallel set of wires, a stationary wire and a movable wire, both of which can be adjusted by a finely threaded screw to measure small distances in the focal plane.

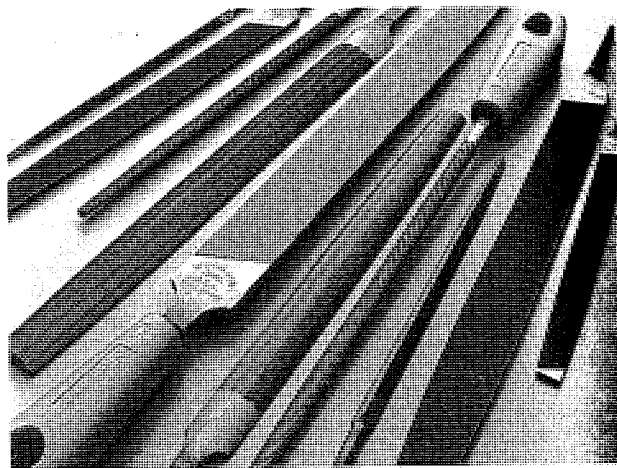
filature *Textiles*. 1. the process of forming a material into threads. 2. the process of reeling raw silk from a cocoon. 3. a reel designed for this purpose.

filbert *Botany*. 1. the common name for plants of the genus *Corylus*. 2. the fruit of the *Corylus*.



filbert

file *Mechanical Devices*. any of various steel hand tools having diagonally oriented teeth incised into its face; designed to smooth metal, wood, or plastic surfaces by means of fine, parallel cutting edges. *Computer Programming*. 1. a collection of items with certain common aspects, organized for a specific purpose and stored or processed as a unit. 2. any collection of data that is stored and manipulated as a named unit by a file-management system. Used to form many compound terms, such as **file backup**, **file catalog**, **file layout**, **file maintenance**, **file printout**, **file processing**, **file separator**, **file transfer**, and so on.



files

file band *Mechanical Devices*. an endless steel band used to hold numerous steel files in a series on a band mill or saw.

file conversion *Computer Programming*. the process of translating a file from one system of file conventions, e.g., character set, to another or of transferring a file from one medium to another.

file directory *Computer Programming*. a list of names and other relevant information relating to files associated with a particular user or application.

file-drawer problem *Psychology*. the tendency of psychological research to be biased toward confirmation of a thesis, because positive results are publicized while negative results are "filed" or disregarded.

filed waveguide *Electromagnetism*. a single insulated wire used to guide an electromagnetic wave.

file event *Computer Programming*. a single read or write access operation with a storage device.

file hardness *Engineering*. the relative hardness of a material, usually determined by attempts to cut the material with a file of standardized hardness.

file label *Computer Technology*. information found at the beginning of a disk or tape file that indicates characteristics of the file, such as name, block size, recording density, date written, and edition number. Also, **HEADER LABEL**.

file locking *Computer Programming*. the process of preventing access to a file by other users during file update; a method of ensuring data integrity and consistency for all users.

file-management system *Computer Programming*. system software that provides access to and allocation of storage devices, and allows users to share, create, change, and delete files.

file mark *Computer Programming*. an end-of-file mark recorded on magnetic tape.

file name *Computer Programming*. a user-supplied alphanumeric character label that uniquely identifies a set of data.

file-name extension *Computer Programming*. a code added to a file name, usually separated from the name by a period, that describes the type of file; for example, the extension .DBF may indicate a database file, or .PIC may be appended to a graphic file name. Also, **EXTENSION**.

file organization *Computer Programming*. the physical arrangement of records on a storage medium. Also, **PHYSICAL FILE STRUCTURE**.

file-oriented system *Computer Technology*. 1. a computer system that is used primarily for processing multiple large files. 2. a system in which secondary storage and the operating system are organized in terms of files.

identification division *Computer Programming*. one of the four main parts of a COBOL program, in which the programmer identifies the source and object programs.

identifier *Computer Programming*. a symbol used to name, identify, or specify a program or portion of data.

identifier word *Computer Programming*. a computer word that is stored in a special register and is used in a search-read sequence; each word read is compared with the identifier word stored in the register.

identity *Science*. the state of remaining the same under varying conditions. *Psychology*. a person's concept of self; the aggregate of characteristics by which a person is recognized by him- or herself and others. *Mathematics*. 1. see IDENTITY ELEMENT. 2. an equation that is satisfied for all possible values of the variables. 3. an equation relating operators, mappings, or other higher-order mathematical objects without reference to their operands.

identity crisis *Psychology*. a conflict in which an individual loses his sense of self and cannot accept or adopt the role he believes society has placed on him; typically expressed by withdrawal, rebelliousness, or negativity; often triggered by rapid social or technological changes.

identity element *Crystallography*. a symmetry element whose operation leaves unchanged anything on which it operates. *Mathematics*. a two-sided identity element for an algebraic operation $*$ is an element e of the object A (such as a group, ring, etc.) on which $*$ is defined, such that $e * a = a * e = a$ for every element a of A . If it is only true that $e * a = a$ (or $a * e = a$), then e is called a left identity (or right identity). By convention, a (two-sided) identity element for (ring, field, etc.) addition is denoted by 0, and the identity element for (ring, field, etc.) multiplication, if it exists, is denoted by 1 or by 1_A .

identity function *Mathematics*. any function f for which $f(x) = x$ for all x in the domain of definition. Denoted Id or I . Also, **identity map**, **identity operator**.

identity functor *Mathematics*. the functor from a category C that assigns each object of C to itself and each morphism of C to itself. Also, COVARIANT IDENTITY FUNCTOR.

identity matrix *Mathematics*. the $n \times n$ identity matrix is the matrix with 1 in every main diagonal position and 0 elsewhere.

identity stage *Psychology*. the fifth of Erik Erikson's eight stages of human development, during the adolescent years, when the person develops a characterization of himself or herself as a unique individual with a sense of purpose and direction. Also, **identity formation**.

identity unit *Computer Technology*. a logic circuit with several binary input signals and a single binary output signal such that, when all the input signals are the same (0 or 1), the output signal represents 1.

identity vs diffusion *Psychology*. the conflict or stress that can arise during the identity stage of development, if a person cannot form a sense of being a unique individual. Also, **identity vs (role) confusion**.

ideo- a combining form meaning "idea," as in *ideogram*.

ideofact *Archaeology*. an object whose function is to express or symbolize the beliefs of a people rather than to serve practical or social needs.

ideofunction *Archaeology*. the use of an object for ideological purposes; for example, the wearing of a certain special garment as part of a religious ceremony.

ideofunctional *Archaeology*. of or relating to ideofunction; used in a ceremonial way. Also, IDEOTECHNIC.

ideogram *Archaeology*. a symbol that represents a concept or object, as in the picture-writing systems of the ancient Mideast.

ideology *Anthropology*. the belief system of a society that includes values, philosophies, religions, and sciences and that may be expressed in a number of institutions such as school, church, family, and so on.

ideomotor *Physiology*. of or related to involuntary muscular action produced by mental energy. Also, IDEOKINETIC.

ideomotor apraxia *Medicine*. the inability to perform complex body movements due to an interruption between the ideation center and the limb center. Also, LIMB-KINETIC APYXIA, TRANSCORTICAL APYXIA.

ideophobia *Psychology*. an irrational fear of ideas.

ideotype *Systematics*. a specimen that is determined by the original author of that taxa to belong within that taxon, but not collected from the type locality. Also, IDIOTYPE.

idigbo *Materials*. the light yellow wood of the *Terminalia worenensis* tree of Africa; used in the construction of furniture and joinery.

idio- a combining form meaning: 1. personal or peculiar, as in *idiosyncrasy*. 2. spontaneously or self-produced, as in *idiomuscular*.

idioblast *Geology*. a mineral constituent in a metamorphic rock that is formed by recrystallization and bounded by its own crystal faces.

idioblastic series see CRYSTALLOBLASTIC SERIES.

idiochromatic *Mineralogy*. of or relating to a mineral whose characteristic color is a result of its chemical composition.

idiochromatin *Cell Biology*. the chromatin of a cell that is concerned with reproductive function, as opposed to strict metabolic function.

idiocy *Psychology*. the fact or condition of being an idiot.

idiogenous see SYNGENEIC.

idioglossia *Psychology*. 1. the development of a private language not intelligible to others, by a child or by a pair of children in close contact, such as twins. 2. any unintelligible or invented speech. Also, **idiolalia**.

idiogram *Genetics*. a diagrammatic representation of a karyotype, based on a measurement of the chromosomes of a number of cells.

idiographic *Psychology*. relating to psychological studies or techniques that focus on a certain individual person, as opposed to people in general. Thus, **idiographic goals**, **idiographic emphasis**.

idiomorphic see AUTOMORPHIC.

idiomorphism *Materials Science*. a condition in which igneous rock minerals are bounded by their own crystal faces. Also, AUTOMORPHISM.

idiomuscular *Physiology*. of or related to the muscular tissue apart from neural stimulation; applied to certain muscular contractions that occur only in degenerated muscles.

idiopathic *Immunology*. referring to a disease that is of unknown cause.

idiopathic colitis *Medicine*. a primary inflammation of the colon.

idiopathic eunuchoidism *Medicine*. male hypogonadism, a primary condition marked by the presence of nonfunctioning testes.

idiopathic familial jaundice *Medicine*. a form of obstructive jaundice in which the ability to excrete conjugated bilirubin into the bile duct is decreased.

idiopathic hypercholesterolemia *Medicine*. the presence of an abnormally large amount of cholesterol in the cells and plasma of the blood, without any known cause.

idiopathic megacolon *Medicine*. the extreme enlargement and hypertrophy of the colon; often associated with constipation.

idiopathic multiple pigmented hemorrhagic sarcoma see KAPOSI'S SARCOMA.

idiopathic pulmonary hemisiderosis *Medicine*. a condition, of unknown cause, marked by hemorrhaging from pulmonary capillaries.

idiopathic thrombocytopenic purpura *Medicine*. a systemic illness marked by hemorrhages from mucous membranes, extensive ecchymoses, deficiencies in platelet count, anemia, and prostration, and often accompanied by a serum antiplatelet factor.

idiopathic ulcerative colitis *Medicine*. a primary disease marked by ulceration and bleeding of the colon and rectum, mucosal crypt abscesses, and inflammatory pseudopolyps; often leads to anemia, hypoproteinemia, and electrolyte imbalance, and is sometimes made more severe by perforation or carcinoma of the colon.

idiopathy *Medicine*. a primary disease; an illness with a spontaneous, unknown origin.

idiophase *Biotechnology*. a phase in culture production in which the biosynthetic pathways are altered and products other than the primary metabolites are formed.

idiosome *Cell Biology*. any of a number of specialized organelles or regions of a cell, such as the centrosome.

idiospasm *Neurology*. a spasm limited to a certain area of the body.

idiospermaceae *Botany*. a monospecific family of dicotyledonous evergreen trees belonging to the order Laurales, characterized by scattered spherical cells containing volatile oils, opposite and simple leaves, large perfect flowers, and a large poisonous seed; native to Australia.

Idiostolidae *Invertebrate Zoology*. a small family of true bugs, hemipteran insects in the superfamily Pentatomorpha; found in South America and Australia.

idiosyncrasy *Medicine*. a mental, behavioral, or physical characteristic unique to an individual. *Immunology*. an individual's unique abnormal response to a drug, food, treatment, or environmental condition.

idiot *Psychology*. 1. a term formerly used to describe a severely retarded person having a mental age of less than two years and an IQ of less than 25. 2. in historic use, a general term used to describe a person regarded as mentally deficient; applied to various conditions of mental retardation, mental illness, autism, and the like.

idiotope *Immunology*. a determinant region of an antigen that is characteristic of one individual antigen.

idiotroph *Biotechnology*. a microorganism with a mutation in its biosynthetic pathways, making it unable to produce the valuable products for which it is being cultured.

idiot savant see SAVANT.

local sidereal time *Astronomy*. the right ascension of the point in the sky that is crossing the observer's meridian at any given moment. *Navigation*. the location of the vernal equinox west of the local meridian, expressed in time through 24 hours.

local solidification time *Materials Science*. the time required for a particular location in a casting to solidify.

local solution *Mathematics*. a function which satisfies a system of functional equations only in a neighborhood of some fixed point.

local standard of rest *Astrophysics*. a frame of reference centered on the sun in which the space velocities of all stars within about 150 light-years average out to zero.

local storage *Computer Technology*. the small set of storage registers that provide high-speed addressable program or data storage.

local storm *Meteorology*. any weather phenomenon of mesometeorological scale, such as a thunderstorm, squall, or tornado.

local structural discontinuity *Mechanics*. the effect of a void, inclusion, dislocation, etc. on stress flow.

Local Supercluster *Astrophysics*. an immense collection of clusters of galaxies, including the Local Group and the Virgo-Coma cluster, that extends for perhaps 100 million light-years.

local thermodynamic equilibrium *Astrophysics*. an assumption that the matter at a given point in a star is in balance with the radiation flowing through the point.

local traffic *Transportation Engineering*. vehicle traffic that is involved in short trips within a local area, as opposed to traffic making longer trips along arterials. Traffic flow is frequently improved by segregating local traffic from through traffic. *Aviation*. aircraft that operate entirely within sight of one airport's control tower, as in touch-and-go landing practice.

local transformation *Mathematics*. given a vector field V on a manifold, a local transformation of a neighborhood U maps each point of U to a point that lies a fixed value along the integral curves of V .

local trunk *Telecommunications*. a trunk between private exchange and local switchboards or switching systems, or a trunk between long-distance and local switchboards or switching systems.

local variable *Computer Programming*. a variable that can be referenced in only the program block in which it is defined.

local vertical *Geodesy*. at any point on the earth's surface, the direction of the acceleration of gravity, which, because of the deflection of the vertical, may or may not conform to a straight line perpendicular to the reference surface at the same point. *Navigation*. the vertical line, from the center of the earth to the zenith, at any given geographical location.

local war *Military Science*. see LIMITED WAR.

local wind *Meteorology*. any wind differing from winds that are appropriate to the general pressure distribution in an area, usually developing as a result of local thermal or topographic effects on an air mass.

locant *Organic Chemistry*. the number or letter immediately preceding a chemical symbol, as in 2H, indicating the position of an atom or group in a molecule.

locate mode *Computer Programming*. a method of providing access to data for input/output control routines by transferring the data addresses rather than the data themselves.

locating *Mechanical Engineering*. a term for the process of bringing together the appropriate contact points between a workpiece and a tooling device.

locating back *Photogrammetry*. a flat surface in an aerial camera against which the film is held, either by means of a vacuum or air pressure, so that the emulsion lies exactly in the focal plane. A locating back that uses a vacuum is a vacuum back, and one that uses air pressure is a pressure back.

locating hole *Mechanical Engineering*. a hole used for accurately positioning a part in relation to a cutting tool or to other parts.

locating surface *Design Engineering*. an area on a part used for setting alignment with other parts. *Mechanical Engineering*. specifically, a surface used by automated manufacturing and assembly machines for indexing or positioning parts.

location *Computer Programming*. a term for any addressable place in memory where an instruction or data item is stored.

location constancy *Psychology*. the autonomic modification by the perceptual system of objects and their distance, depending on the individual's location or the change in the position of the object.

location constant *Computer Programming*. an explicit value that identifies an instruction in a computer program; used to reference the instruction from other parts of the program, such as in a branch instruction. Also, LABEL CONSTANT.

location counter *Computer Programming*. any counter maintained by a compiler or assembler to indicate the current location at which instructions or data are being placed.

location dimension *Design Engineering*. a measurement that specifies the distance of one feature of an object with respect to another.

location fit *Design Engineering*. the assembling of parts by mating one piece with another into a precise position between the two.

location notice *Mining Engineering*. a written sign visibly displayed on a claim, indicating the locator's name and describing the claim's extent and boundaries.

location parameter *Statistics*. a parameter whose variation causes translation in a probability distribution.

location plan *Mining Engineering*. a scale map of a projected mine development that indicates proposed shafts, works in relation to existing surface features, etc.

location work *Mining Engineering*. any labor required by law in order to establish ownership.

locator a person or thing that locates; specific uses include: *Engineering*. any instrument or process by which the location of an object is determined, such as a radar system that locates airborne aircraft. *Mining Engineering*. a person who locates a mining claim.

Loc. dol. to the painful spot. (From Latin *loco dolenti*.)

locellus *Botany*. a compartment in the ovary of some legumes or in pollen sac.

lochial *Medicine*. the vaginal discharge of mucus, blood, and tissue debris during the first week or two following childbirth.

loci the plural of *locus*.

location *Ecology*. a ranked category used in the classification of vegetation.

lock a mechanical device for fastening and securing something, or the process of operating such a device; specific uses include: *Mechanical Devices*. a door, lid, or cabinet fastening device with a cylinder and a movable bolt accessed by turning a key in the cylinder to secure or open the assembly to which it is a part. *Ordnance*. 1. the position of the safety mechanism that prevents a loaded weapon from being fired. 2. to set the safety mechanism in such a position. 3. see GUNLOCK. *Computer Science*. 1. to set a lock variable to prevent other processes from accessing shared data during a critical region. 2. see LOCK VARIABLE. *Electronics*. to latch onto and automatically track a target, using a radar beam. *Metallurgy*. in forging, the condition in which the line on which the flash formed is not in a single plane. *Hydrology*. a section of a waterway in which the level of the water can be raised or lowered.



locks

lockalloy *Metallurgy*. the trade name of a noncommercial alloy for aerospace application, based on beryllium.

lock bolt *Engineering*. 1. the bolt portion of a lock. 2. a bolt that is used with a locking collar rather than a nut. 3. a bolt used to adjust machine parts.

lock chamber *Civil Engineering*. the enclosed section of a canal or river where the level can be altered to account for the change in elevation and through which ships or barges may pass.

Exhibit U

On the cover: Photomicrograph of crystals of vitamin B.
(Dennis Kunkel, University of Hawaii)

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within the body or transferred from one part of the body to another. { 'od-ō, in'fek-shən }

autoinjection See autoinjection. { 'od-ō, in'jek-shən }

autoinoculation [MED] 1. Spread of a disease from one part of the body to another. 2. Injection of an autovaccine. { 'od-ō, in, āk-yə'lä-shən }

autointoxication [MED] Poisoning by metabolic products elaborated within the body; generally, toxemia of pathologic states. { 'od-ō, in, tāk-sə'kā-shən }

autointrusion [GEOL] A process wherein the residual liquid of a differentiating magma is drawn into rifts formed in the crystal mesh at a late stage by deformation of unspecified origin. Also known as autoinjection. { 'od-ō, in'trī-zhən }

autoionization [ATOM PHYS] The radiationless transition of an electron in an atom from a discrete electronic level to an ionized continuum level of the same energy. Also known as preionization. { 'od-ō, ī-ə-nə'zā-shən }

autolith [PETR] 1. A fragment of igneous rock enclosed in another igneous rock of later consolidation, each being regarded as a derivative from a common parent magma. 2. A round, oval, or elongated accumulation of iron-magnesium minerals of uncertain origin in granitoid rock. { 'od-ō, lith }

autolithography [GRAPHICS] A lithographic process in which the artist makes a drawing onto the printing surface directly. { 'od-ō, lith'āgr-ə-fē }

autologous [BIOL] Derived from or produced by the individual in question, such as an autologous protein or an autologous graft. { ō'täl-ə-gəs }

autoluminescence [ATOM PHYS] Luminescence of a material (such as a radioactive substance) resulting from energy originating within the material itself. { 'od-ō, lū-mə'nes-əns }

autolysis [GEOCHEM] Return of a substance to solution, as of phosphate removed from seawater by plankton and returned when these organisms die and decay. [PATH] Self-digestion by body cells following somatic or organ death or ischemic injury. { ō'täl-ə-səs }

autolysosome See autophagic vacuole. { 'od-ō, lī-sə, sōm }

autolytic enzyme [BIOCHEM] A bacterial enzyme, located in the cell wall, that causes disintegration of the cell following injury or death. { 'od-ō, lī-tīk 'en, zīm }

Autolytinae [INV ZOO] A subfamily of errantian polychaetes in the family Syllidae. { 'od-ō, lī-d-ə-nē }

automannual system [CIV ENG] A railroad signal system in which signals are set manually but are activated automatically to return to the danger position by a passing train. { 'od-ō, man-yə-wəl 'sīs-təm }

automata theory [MATH] A theory concerned with models used to simulate objects and processes such as computers, digital circuits, nervous systems, cellular growth and reproduction. { ō'tām-əd-ə 'thē-ə-rē }

automated guided vehicle [IND ENG] In a flexible manufacturing system, a driverless computer-controlled vehicle equipped with guidance and collision-avoidance systems and used to transport workpieces and tools between work stations. Abbreviated AGV. { 'od-ō, mād-əd 'gīd-əd 'vē-ə-kəl }

automated guided vehicle system [CONT SYS] A computer-controlled system that uses pallets and other interface equipment to transport workpieces to numerically controlled machine tools and other equipment in a flexible manufacturing system, moving in a predetermined pattern to ensure automatic, accurate, and rapid work-machine contact. { 'od-ō, mād-əd 'gīd-əd 'vē-ə-kəl 'sīs-təm }

automated identification system [COMPUT SCI] In a data processing system, the use of a technology such as bar coding, image recognition, or voice recognition instead of keyboarding for data entry. { 'od-ō, mād-əd ī, den-tə-fē'kā-shən 'sīs-təm }

automated radar plotting aid [NAV] A marine computer-based anticollision system that automatically processes time coordinates of radar echo signals into space coordinates in digital form, determines consecutive coordinates and motion parameters of targets, calculates the predicted closest point of approach and time to closest point of approach and presents them in graphic or alphanumeric form on the radar display, and switches on alarms if there is a danger of collision. { 'od-ō, mād-əd 'rā, dār 'plād-īŋ, ād }

automated radar terminal system [NAV] A system for carrying out air-traffic control in the vicinity of airports which uses both airport surveillance radar and the air-traffic radar beacon system; radar video, representing aircraft targets, is presented

on the air-traffic controllers' displays, and the automation system automatically tracks controlled aircraft and presents alpha numeric information adjacent to their targets. Abbreviated ARTS. { 'od-ō, mād-əd 'rā, dār 'tarm-ən-əl 'sīs-təm }

automated tape library [COMPUT SCI] A computer storage system consisting of several thousand magnetic tapes and equipment under computer control which automatically brings the tapes from storage, mounts them on tape drives, dismounts the tapes when the job is completed, and returns them to storage. { 'od-ō, mād-əd 'tāp, lī, brer-ē }

automatic [ENG] Having a self-acting mechanism that performs a required act at a predetermined time or in response to certain conditions. [ORD] See automatic weapon. { 'od-ō, mād-ik }

automatic abstracting [COMPUT SCI] Techniques whereby, on the basis of statistical properties, a subset of the sentences in a document is selected as representative of the general content of that document. { 'od-ō, mād-ik 'ab, strakt-īŋ }

automatic alarm receiver [ELECTR] A complete receiving, selecting, and warning device capable of being actuated automatically by intercepted radio-frequency waves forming the international automatic alarm signal. Also known as autoalarm. { 'od-ō, mād-ik ə'lārm rī, sē-vər }

automatic-alarm-signal keying device [COMMUN] A device capable of automatically keying the radiotelegraph transmitter on board a vessel to transmit the international automatic alarm signal, or to respond to receipt of an internationally agreed-upon distress signal and wake up the radio operator on ships not having a 24-hour radio watch. { 'od-ō, mād-ik ə'lārm 'sīgnəl 'kē-īŋ dī, vīs }

automatic back bias [ELECTR] Radar technique which consists of one or more automatic gain control loops to prevent overloading of a receiver by large signals, whether jamming or actual radar echoes. { 'od-ō, mād-ik 'bak, br-əs }

automatic background control See automatic brightness control. { 'od-ō, mād-ik 'bak, graīnd kən, trōl }

automatic balance [ENG] A balance capable of performing weighing procedures without the intervention of an operator. { 'od-ō, mād-ik 'bal-əns }

automatic bass compensation [ELECTR] A circuit related to the volume control in some radio receivers and audio amplifiers to make bass notes sound properly balanced, in the audio spectrum, at low volume-control settings. { 'od-ō, mād-ik 'bās kām-pən'sā-shən }

automatic batcher [MECH ENG] A batcher for concrete which is actuated by a single starter switch, opens automatically at the start of the weighing operations of each material, and closes automatically when the designated weight of each material has been reached. { 'od-ō, mād-ik 'batch-ər }

automatic bias [ELECTR] A method of obtaining the correct bias for a vacuum tube or transistor through use of a resistor usually in the cathode or emitter circuit. { 'od-ō, mād-ik 'br-ās }

automatic brazing [MET] Brazing by the use of either portable or stationary equipment which does not require constant supervision by the operator. { 'od-ō, mād-ik 'brāz-īŋ }

automatic breech mechanism [ORD] A device that utilizes the energy of recoil, or the pressure of the powder gases, to open the breech, withdraw the fired cartridge case, insert a new cartridge, and close the breech. { 'od-ō, mād-ik 'brēč, mek-ə-nīz-əm }

automatic brightness control [ELECTR] A circuit used in television receiver to keep the average brightness of the reproduced image essentially constant. Abbreviated ABC. Also known as automatic background control. { 'od-ō, mād-ik 'brī-t-nes kən, trōl }

automatic calibration [ENG] A process in which an electronic device automatically performs the recalibration of a measuring range of a weighing instrument, for example an electronic balance. { 'od-ō, mād-ik, kal-ə'brā-shən }

automatic calling unit [COMPUT SCI] A device that enables a business machine or computer to automatically dial calls on a communications network. { 'od-ō, mād-ik 'kōl-īŋ, yū-nī-t }
automatic call origination See autocal. { 'od-ō, mād-ik 'kōl-īŋ ə'nā-shən }

automatic carriage [COMPUT SCI] Any mechanism designed to feed continuous paper or plastic forms through a printing writing device, often using sprockets to engage holes in the paper. { 'od-ō, mād-ik 'kar-ij }

automatic casing hanger [PETRO ENG] Unitized hanger

AUTOLYTINAE



Procerastea of the Syllidae (Autolytinae); dorsal view.

[NAV ARCH] Any ship or boat which operates at relatively lower speeds than others, which plane on the surface of the water. { di'splā-mənt ,bōt }

displacement chromatography [ANALY CHEM] Variation of elution chromatography in which the sample components are displaced strongly than the sample components; they move down the column, pushed by the displacer. { di'splā-mənt ,krō-mə-tāgrə-fē }

displacement reaction [NUCLEO] The collision of an energetic particle with an atom in a solid resulting in the atom being displaced from its original site. { di'splā-mənt ,rɪ-ak-shən }

displacement compressor [MECH ENG] A type of compressor in which the displacement of a volume of air by a piston is accomplished by the displacement of a volume of liquid. { di'splā-mənt kəm-pres-ər }

displacement current [ELECTROMAG] The rate of change of the displacement vector, which must be added to the conduction current to satisfy Ampère's law in the case of time-varying electric fields. Also known as displacement current. { di'splā-mənt ,kə-rənt }

displacement diagram [NAV ARCH] A graph of the displacement versus time; it is a curve of form. { di'splā-mənt ,daɪ-ə-gram }

displacement efficiency [PETRO ENG] In a gas condensate reservoir, the ratio of the volume of wet hydrocarbons swept out by the gas to the total volume of the reservoir. { di'splā-mənt ə'fɪ-shən }

displacement engine See piston engine. { di'splā-mənt ,en-dʒɪn }

displacement fluid [MATER] A fluid material, usually drilling mud, that is pumped into a well after the cement is placed around the casing and into the annulus. { di'splā-mənt ,flʊɪd }

displacement gyroscope [ENG] A gyroscope that senses, and outputs, angular displacement data. { di'splā-mənt ,dʒaɪ-ə-skəp }

displacement law [NUCLEO] In nuclear reactor theory, a law that states that the rate of change of a quantity depends only on the distance from the source, such as the diffusion kernel or slowing-down length. { di'splā-mənt ,lɔː } See radioactive displacement law; Wien's displacement law.

displacement law See radioactive displacement law; Wien's displacement law.

displacement coefficient [NAV ARCH] The displacement of a ship divided by the length over the waterline. { di'splā-mənt ,kə-ɪ-'fɪ-shən }

displacement loop [MOL BIO] In circular deoxyribonucleic acid, a region in which ribonucleic acid is paired with the DNA, effectively displacing the other DNA strand. { di'splā-mənt ,lʊp }

displacement manometer [ENG] A differential manometer that measures the pressure difference across a solid or liquid that can be displaced against a restoring force. { di'splā-mənt ,mən-ə-mi-tər }

displacement meter [ENG] A water meter that measures the volume of water flowing by recording the number of times a float is filled and emptied. { di'splā-mənt ,mi-tər }

displacement operator [MATH] A difference operator, denoted by E , defined by the equation $Ef(x) = f(x + h)$, where h is the difference between successive points of the function. Also known as forward shift operator. { di'splā-mənt ,ɒ-pə-rə-tər }

displacement pump [MECH ENG] A pump that develops its pressure by alternate filling and emptying of an enclosed chamber in a cylinder construction. { di'splā-mənt ,pʌmp }

displacement volume [PETRO ENG] In oil well cementing, the volume of cement slurry or mud injected into a wellbore. { di'splā-mənt ,vɒ-ljʊm }

displacement series [CHEM] The elements in decreasing order of their standard electrode potentials. Also known as constant potential series; Volta series. { di'splā-mənt ,sɪ-ri-ɪz }

displacement region [NUCLEO] A region in a solid in which atoms are permanently moved from their original locations by the action of energetic particle bombardment. { di'splā-mənt ,rɪ-ʒən }

displacement sensor [ENG] Apparatus to detect liquid level

or gas density by measuring the effect of the fluid (gas or liquid) on the buoyancy of a displacer unit immersed within the fluid. { di'splā-s-ər ,fɪp ,mɛd-ər }

display [ELECTR] 1. A visible representation of information, in words, numbers, or drawings, as on the cathode-ray tube screen of a radar set, navigation system, or computer console. 2. The device on which the information is projected. Also known as display device. 3. The image of the information. { di'splā }

display adapter See video display board. { di'splā ə,dapt-ər }

display console [COMPUT SCI] A cathode-ray tube or other display unit on which data being processed or stored in a computer can be presented in graphical or character form; sometimes equipped with a light pen with which the user can alter the information displayed. { di'splā kən-səl }

display control [COMPUT SCI] A unit in a computer system consisting of channels and associated control circuitry that connect a number of visual display units with a central processor. { di'splā kən-trɒl }

display cycle [COMPUT SCI] In computer graphics, the sequence of operations carried out to display an image. { di'splā ,saɪ-kəl }

display device See display. { di'splā di,vɪs }

display element [COMPUT SCI] In computer graphics, a basic component of a display, such as a circle, line, or dot. { di'splā ,el-ə-mənt }

display entity [COMPUT SCI] In computer graphics, a group of display elements that can be manipulated as a unit. { di'splā ,en-təd-ē }

display frame [COMPUT SCI] In computer graphics, one of a sequence of frames making up a computer-generated animation. { di'splā ,frām }

display information processor [COMPUT SCI] Computer used to generate situation displays in a combat operations center. { di'splā in-fər'mā-shən ,prɒs-es-ər }

display list [COMPUT SCI] In computer graphics, a set of vectors that form an image stored in vectors graphics format. { di'splā ,list }

display loss See visibility factor. { di'splā ,lɔːs }

display packing [COMPUT SCI] An efficient means of transmitting the x and y coordinates of a point packed in a single word to halve the time required to refresh the spot on a cathode-ray tube display. { di'splā ,pak-ɪŋ }

display primary [COMMUN] One of the primary colors produced in a television receiver that, when mixed in proper proportions, serve to produce the other desired colors. Also known as receiver primary. { di'splā 'prɪ-mer-ē }

display processor [COMPUT SCI] A section of a computer, or a minicomputer which handles the routines required to display an output on a cathode-ray tube. { di'splā ,prɒs-es-ər }

display screen See video monitor. { di'splā ,skrɛn }

display storage tube See direct-view storage tube. { di'splā ,stɔːrɪj ,tʊb }

display system [COMPUT SCI] The total system, combining hardware and software, needed to achieve a visible representation of information in a data-processing system. { di'splā ,sɪs-təm }

display terminal [COMPUT SCI] A computer output device in which characters, and sometimes graphic information, appear on the screen of a cathode-ray tube. Also known as display unit; video display terminal (VDT). { di'splā ,tɜːmɪ-nəl }

display tube [ELECTR] A cathode-ray tube used to provide a visual display. Also known as visual display unit. { di'splā ,tʊb }

display type [GRAPHICS] In composition, type which is larger in size than the regular text type. { di'splā ,tɪp }

display unit See display terminal. { di'splā ,yʊnɪt }

display window [COMMUN] Width of the portion of the frequency spectrum presented on panoramic presentation; expressed in frequency units, usually megahertz. { di'splā ,wɪn-də }

disposable [ENG] Within a manufacturing system, designed to be discarded after use and replaced by an identical item, such as a filter element. { dɪ'spəʊ-zə-bəl }

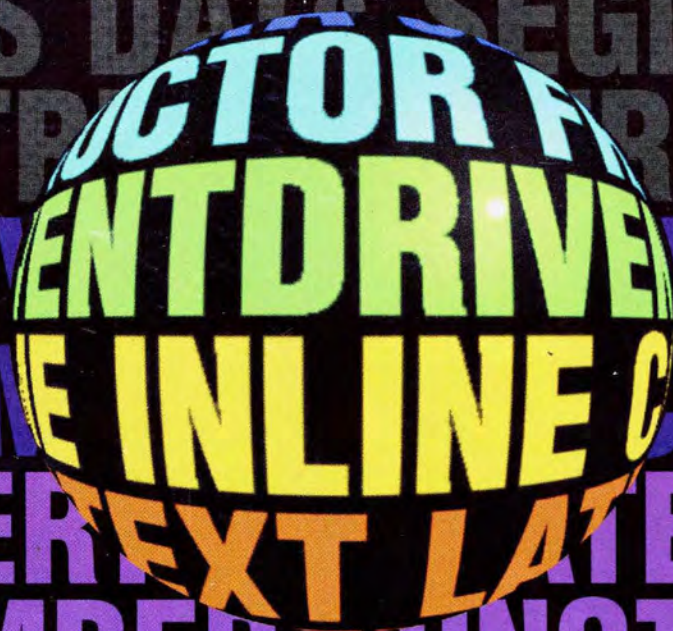
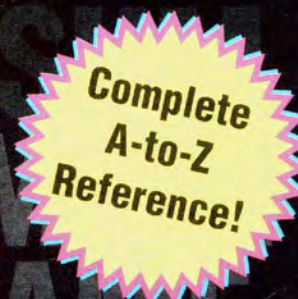
disposal area [NAV] On U.S. Coast and Geodetic Survey charts, an area established or approved by the Corps of Engineers for depositing dredged material where existing depths indicate that the intent is not to cause sufficient shoaling to create

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display adapter

A circuit board providing the video signal required to display or generate text and graphics on a screen. Other names for display adapter include graphics adapter, graphics card, video adapter, video card, video board, and video controller.

This device typically contains additional memory that is reserved for video use. A program can access the memory and associated video circuitry either directly or through a device driver program. Data stored in video memory is converted into signals that appear on the screen. Display adapters produce two kinds of output, depending on the type of system: digital output, such as monochrome, CGA, and EGA, and analog output, such as VGA, Super VGA, and XGA.

See also *EGA* and *VGA*.

distributed database

A database regarded conceptually as a single collection of data, but physically stored in multiple locations under the local control of different computers. Those local computers are often connected in a network, so that any user can access any record regardless of where it is stored.

See also *client-server architecture* and *distributed processing*.

distributed processing

Implementation of a single application system on multiple computer configurations in different locations, often under different operating platforms and usually connected in a network.

The goals of distributed processing are to optimize the cost, responsiveness, availability, and reliability of application systems that have users at workstations at multiple sites. In a successful implementation, a system appears to the user as a unified whole, and the user is unaware of the coordination and data transmissions taking place behind the scenes.

See also *client-server architecture* and *distributed database*.

parity

An extra bit appended to a byte, a word, or a record, representing the number of 1-bits modulo 2 (or the exclusive or of the bits). Parity bits are used to detect errors in data transmission, input-output (I/O) operations, or internal machine operations.

Depending on the device or transmission protocol, a convention may call either for even parity or odd parity. With odd parity, the parity bit is the complement of the 1-bit count modulo 2. For example, for a single byte, odd parity would generate a ninth bit as follows:

<i>Byte Configuration</i>	<i>Parity Bit</i>	<i>Decimal Value</i>
1 0 0 0 0 0 0 0	0	128
1 1 0 0 0 0 0 0	1	192
0 0 0 1 0 1 1 1	0	23
0 0 1 0 0 0 1 0	1	34

Although you can manipulate parity bits in software, most computers, modems, and input-output (I/O) devices both generate and check parity through hardware circuitry. Whenever the hardware detects a parity error, it causes an interrupt or turns on an indicator.

parse

To decompose an expression and categorize its components.

The term can apply to natural languages such as English, to programming languages, and to any other structured input data. For example, a compiler usually begins by parsing the source code.

See also *decomposition* and *syntax*.

partition table

An area of a fixed disk that defines how the disk is separated into separately addressable portions.

You can create or modify a partition table in MS-DOS with the FDISK command. You then refer to the resulting partitions as if they were separate disk drives, such as C, D, and E.

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separate different colors of light by refraction as measured by the difference in refractivity for two specified widely differing wavelengths divided by the refractivity at some specified intermediate wavelength

dis-per-soid \dɪs-ɔɪd\ n-s [dɪspɪrɪs + -ɔɪd] 1: matter in a form produced by dispersion: DISPERSE SYSTEM; COLLOID lb 2: DISPERSED PHASE

dis-personify \dɪs-ˈpɜrnsɪfaɪ\ vt [dɪs- + personify]: to consider or call impersonal

dis-petal \dɪs-ˈpɛtəl\ vt [dɪs- + petal (n.)]: to remove petals from: deprive of petals

dis-pharynx \dɪs-ˈfærɪŋks\ n [NL, fr. dɪs- + pharynx]: a genus of spirurid nematodes including destructive parasites of the proventriculus and gizzard of gallinaceous birds and usu. having intermediate stages in sow bugs

di-sphenoid \dɪ-ˈsfi-nɔɪd\ n [di- + sphenoid] 1: a wedge-shaped crystal form of the tetragonal or orthorhombic system having four like triangular faces that correspond in position to alternate faces of the tetragonal or orthorhombic pyramidal and being symmetrical about each of three mutually perpendicular diad axes of symmetry in all classes except the tetragonal-disphenoidal in which the form is generated by the tetragonal-triad axis of symmetry 2: a form of crystal bounded by eight scalene triangles arranged in pairs: the tetragonal scalenohedron ~ **di-sphenoidal** (dɪ-ˈsfi-nɔɪd) adj

dis-pholid-i-dus \dɪs-ˈfɒlɪd-ɪ-dʊz\ n, cap [NL, fr. dɪs- + pholidus (fr. Gk pholíd-, pholis scale of a reptile) — more at PHOLID-] 1: a genus of boigid snakes that includes the boomslang

di-spireme also **di-spi-rem** \dɪ-ˈsɪr-ɪ-mə\ n [di- + spireme] 1: a supposed late phase in mitotic division characterized by association of each set of daughter chromosomes into a spireme and now usu. considered an observational artifact

di-spirit \dɪ-ˈsɪr-ɪ-t\ vt [di- + spirit (n.)] 1: to take away the vigor or force from 2: to deprive of sagging spirits: DEPRESS, DISCOURAGE (~ed by their futile efforts —C.H. Grandgent) (a sparsely settled community laid out on ~ing flat lands —*Amer. Guide Series: N.Y. City*) SYN see DISCOURAGE

dispirited adj 1: marked by gloom of spirit, by a sense of personal defeat, or by a pessimistic outlook: DISCOURAGED, DEPRESSED, DOWNCAST (had never seen a more ~ man than he when he lost the election) 2 a: lacking independent vigor or forcefulness: flaccid in moral quality (the weakness doesn't lie in the pessimism of the younger writers so much as it lies in their rather ~ correctness and conformity —Malcolm Cowley) b: lacking an essential spirit: FLAT; LIFELESS (the black sunny ~ air —R.F. Warren) SYN see DOWNCAST

di-spirit-ed-ly adv 1: in a dispirited manner (working ~ at a job he would never finish)

di-spir-it-ed-ness n: the quality or state of being dispirited: DEJECTION, DEPRESSION

dispiriting adj: acting to dispirit: DISCOURAGING, DISHEARTENING, CHEERLESS (one person whose struggle for existence was more hopeless and ~ than his —Erskine Caldwell) (no ~ rows of tenements are to be seen —Ellery Sedgwick) SYN see DISMAL

di-spir-it-ing-ly adv 1: in a dispiriting manner

di-spir-it-ment \-mənt\ n-s 1: the state of being dispirited or disheartened: DISCOURAGEMENT

dis-pit-e-ous \dɪs-ˈpɪt-ɪ-əs\ adj [dis- + pit(eous) of despit(eous)] archaic: CRUEL, SPITEFUL, PITILESS ~ **dis-pit-e-ous-ly** adv

dis-place \dɪs-ˈplɑːs\ vt [prob. fr. MF *desplacér*, fr. *des-* + *place* — more at PLACE] 1 a: to remove from the usual or proper place: put out of place; *specif*: to expel or force to flee from home or homeland (the war has displaced thousands of people) b: to remove from an office or position of dignity: DISCHARGE, DEPOSE c *obs*: to drive away: BANISH d: to shift or redirect from a previous or usual objective or form of outlet (in every society there are hatreds and frustrations which the movement of events ~s on chosen victims —Max Lerner) 2 a: to crowd out: take the place of; by force move from place by occupying the space: SUPPLANT (the Bishop's Bible that immediately displaced the Great Bible as the ecclesiastical version in use in the churches —I.M. Price) (today, when barns have been displaced by garages —*Amer. Guide Series: Minn.*); *specif*: to set free from chemical combination by taking the place of (zinc ~s the hydrogen of dilute acids) 3: to put (an object) in place of another; substitute (one thing) for another (an effort ... to ~ the American shoe with the English boot —*Encyc. Americana*) 4: to subject to percolation SYN see REPLACE

dis-place-able \-ə-bəl\ adj: that can be displaced

dis-placed person n: a person expelled, deported, or impelled to flee from his country of nationality or habitual residence by the forces or consequences of war or oppression —abbr. *DP*

displaced speech n: the use of a word to refer to something that is not present

dis-placement \-mənt\ n 1 a: the act or process of displacing or the state of being displaced (sideward ~ of the foundation of a house by earth pressure) (the final ~ of an ancient and unjust law) (the uneven ~ of population and consequent disorganization of tribal village life —Tom Marvel) b: DEPOSITION (the ultimate ~ of the autocratic ruler); *usage*: LOCATION (the ~ of a knee joint) c: PERCOLATION 1 d 2: the quantity in which or to which something is displaced: as a: the volume or weight of a fluid (as water) displaced by a floating body (as a ship) of equal weight b: the difference between the initial position of a geologic body and its later position along a geologic fault c: the distance from a neutral or equilibrium point to any specified point of a path in vibratory motion d: PISTON DISPLACEMENT 3 a: the electric intensity in a dielectric medium under electric influence multiplied by the dielectric constant of the medium b: the product of this multiplication divided by 4π 4: a vector drawn from the initial position of a material particle to any subsequent position 5: a: REDIRECTION of an emotion or impulse from its original object (as an idea or person) to something that is more acceptable b: SUBLIMATION lb

displacement angle n: angular phase change in the terminal voltage of an alternator when the orig. open external circuit is closed upon a load

displacement current n: a limited shifting of electric components that occurs within a dielectric when a voltage is applied to or removed from it (as in charging or discharging a capacitor) and that corresponds to the current in the circuit supplying the voltage

displacement law n: any of three statements in physics or chemistry: (1) WERNER'S DISPLACEMENT LAW or (2) the emission of an alpha particle by an atom reduces the atomic number by two while the emission of a beta particle increases it by one or (3) ionization of an element causes both its spectrum and its chemical properties to resemble those of the element whose atomic number is less by one, two, or more according as the ionization is single, double, or higher

displacement pump n: a pump (as an air lift or pulsometer) that raises or transfers a fluid by direct displacement with no transformation of the kinetic energy due to the fluid's motion into potential energy due to pressure

displacement theory n: WEGENER'S HYPOTHESIS

dis-pla-ment-er \-mənt-ɪ-ər\ n-s [ML *displacenta*, alter. of L *displacenta*, fr. *displacēre*, *displacēre* (pres. part. of *displacēre* to displease) + *-ia* -y — more at DISPLEASE] archaic: DISLIKE, DISSATISFACTION, DISPLEASURE

dis-placer \dɪs-ˈplɑːs-ər\ n: one that displaces; *specif*: PERCOLATOR

dis-pla-cive \dɪs-ˈplɑːs-ɪv\ adj, of a crystal: affected by, resulting from, or causing displacement

displant \dɪs-ˈplɑːnt\ vt [MF *desplānter*, fr. *des-* + *plānter* to plant, fr. LL *plantare*] 1: to take (a plant) out of the ground 2: to deprive (as a town or settlement) of inhabitants: destroy the essential character of (as a town or settlement) b: to remove from a place (as of habitation or a colony or a settlement): root out: DISPLACE; also: SUPPLANT

dis-play \dɪs-ˈplɛɪ\ vt [dis- + play] 1: to spread or stretch out wide: UNFOLD b: DEPLOY 1 2 a: to spread before the view: exhibit to the sight or mind: give evidence of: SHOW, MANIFEST, DISCLOSE (~ed the flag for all to see) (~ a map on the table) (~ one's appreciation) (~ criminal ten-

dencies); *specif*: to put on exhibition (these reproductions have been ~ed throughout Canada —*Report: (Canadian) Royal Commission on Nat'l Development*) (two model houses were ~ed for a week) b: to exhibit conspicuously (~ a gift for ham acting) c: to set forth (as in representation or narrative): DESCRIBE, DEPICT (~ the canvases ~ed shabby acrobats —*Time*) d: to set in display in printing 3: to discover, length or width 1: to make a display: act as one making a show or demonstration 2: to present or advertise something by means of display SYN see SHOW

display \dɪs-ˈplɛɪ\ vt [dis- + play] 1: to present by representation or narrative: DESCRIPTION 2 a: an exhibiting or showing of something: an unfolding or opening out to view: EXHIBITION, MANIFESTATION (want no ~ of emotion —Henry Adams); *specif*: the means by which radar echoes or other information is given to an operator in visual form in communications b: ostentatious show: exhibition for effect (the Church of the Brethren or the Mennonite Church, neither of which countenances worldly ~ —*Amer. Guide Series: Pa.*) (making a displaying ~ in front of company) c: composition designed to catch the eye (as in the use of lines of uneven length or different type sizes or styles) and typically used in titles, pages, advertising brochures, and magazine covers (~ composition) (~ typefaces); also: printed matter so composed (the local press gave top ~ to the murder story) d: an often artistic conspicuous eye-catching construction or assemblage by which something (as merchandise or collector's items) is exhibited or advertised (his pictures are on ~ at the art gallery); also: the use of such constructions or assemblages (~ is the key to self-service sales —*Printers Ink*) 3: a stereotypic pattern of behavior exhibited esp. by male birds in the breeding season that serves to initiate specific responses in another individual (as a possible breeding partner or potential territorial rival) (the males congregate on a low knoll serving as a ~ ground —J.M. Flager)

SYN PARADE, ARRAY, POMP: DISPLAY may suggest a spectacular spreading out in or as if in exhibition to impress by extent, detail, beauty, number, or lavishness (the display of political partisanship on the part of the Hamilton-Jefferson faction —J.C. Fitzpatrick) (fine editions that make an impressive display in an oilman's library —Green Peyton) (a fine display of camellias in bloom —*Amer. Guide Series: La.*) (an imitation of the jousts of the middle ages, providing displays of horsemanship —*Amer. Guide Series: N.C.*) PARADE may indicate ostentatious flaunting, usu. sustained, to impress or dazzle, or awe another (he does not make the least parade of his wealth or his gentility —I.C. Sneath) (in the ritornello, with its parade of themes, one immediately recognizes the orchestral opulence and virtuosity of the incomparable Toscanini —Abram Chasins) ARRAY may suggest order and brilliancy in display of or as if of marshaled ranks of soldiers (we look up at this facade and see a magnificent array of saints, all ordered in their appropriate niches; we recognize Homer, Dante, Shakespeare and several others —Herbert Read) (today's motorists come in all seasons to revel in such an array of splendors as few other roads of the state can offer —Maynard Leahey) POMP, once often used of a ceremonial process or ostentation often accomplished with vain or lofty punctiliousness (a pomp of flaming colors —F.D. Ommanney) (the pomp of nations that pretend to be sovereign —C.W. Ferguson)

display advertising n: advertising not under classified headings in a newspaper or magazine; *esp*: advertising that utilizes various kinds of display techniques or devices (as large print, colorful makeup, or a large spread)

display artist n: one who prepares advertising displays for windows or interiors of business concerns

displayed adj [ME, fr. past part. of *displayen*]: having wings spread out — used of a heraldic representation of a bird of prey, *esp*, an eagle

display key n [display (room)]: a key generally used in hotel rooms to prevent any unwarranted entrance and that when used to operate a given lock of a master-keyed lock system prevents the lock from being opened by any other key except an emergency key

display line n: matter set in one line in nontext often ornamental type

dis-play-man \dɪs-ˈplɛɪ-mən, -ˈmæn\ n, pl **displaymen**: DISPLAY ARTIST

display pipe n: a pipe forming part of an organ case; *some-times*: an organ

displays pres 3d sing of DISPLAY, pl of DISPLAY

display window n: a large window usu. in the front of a store for the display of merchandise

disple vt -ED/-ING/-S [ME *displēyn*, alter. of *disciplinēre*] *obs*: DISCIPLINE

displeasant adj [ME *displeasant*, fr. MF *desplaisant*, pres. part. of *desplaire*, *desplaisir*] 1: *obs*: DISPLEASING 2: *obs*: DISPLEASING

dis-pleas- \dɪs-ˈplɛz\ vb [ME *displezen*, fr. MF *desplais-*, stem of *desplaisir*, *desplaire*, fr. (assumed) VL *displacēre*, alter. of L *displacēre*, fr. *dis-* + *placēre* (fr. *placere* to please) — more at PLEASE] vt 1: to incur the disapproval of; *esp*, as accompanied by annoyance, aversion, or dislike (a rich man can discharge anyone in his employment who ~s him —G.B. Shaw) (the verdict displeased the judge) 2: to arouse unpleasant feelings in; to be offensive to (the colors of the picture displeased her the most) ~ vi 1: to give displeasure or offense (it is best to avoid displeasing if it can be decently avoided)

dis-pleas-ed-ly \-z(ə)dɪ-ˈli\ adv: in a manner that shows one's displeasure

displeasing adj [ME *displeysing*, fr. pres. part. of *displezen* to displease] 1: causing displeasure (~ behavior) 2: lacking in pleasing quality or effect (~ voice)

dis-pleas-ing-ly \-z(ə)dɪ-ˈli\ adv: in a displeasing manner (making ~ cutting remarks about one's friends)

dis-pleas-ing-ness n: the quality or state of being displeasing

dis-pleas-ure \dɪs-ˈplɛ-zhər\ n [ME *displezure*, alter. (influenced by *pleasure*, *pleisire* pleasure) of *displeisre*, fr. MF *desplaisir*, fr. *des-* + *plaisir* pleasure — more at PLEASURE] 1: the feeling of one that is displeased: DISAPPROVAL, DISLIKE, DISFAVOR, INDIGNATION (not anxious to incur further government ~ —H.C. Attyeo) 2 a: DISCOMFORT, UNEASINESS b: PAIN, SORROW, UNHAPPINESS (pleasure and ~ are intensive quantities —Lucius Carvin) 3 archaic: something that displeases: cause of irritation or annoyance; OFFENSE, INJURY

dis-pleas-ure \-z(ə)dɪ-ˈli\ n, archaic: DISPLEASE

dis-ple-nish \dɪs-ˈplɛn-ɪʃ\ vt [dis- + plēnish] *Scot*: to divest or strip (as a house or farm) of contents and equipment: DEPLENISH

displenishing sale n, *Scot*: a disposal sale esp. of farm or household goods

dis-plen-ty \dɪs-ˈplɛn-ti\ n-s [L *displēntia*] *obs*: DISPLENENCY

dis-pli-en-cy \dɪs-ˈplɪ-ən-si\ n-s [L *displēntia* — more at DISPLACENCY] archaic: DISSATISFACTION, AVERSION, DISCONTENT

dis-plode \dɪs-ˈplɒd\ vb -ED/-ING/-S [L *displodere*, fr. *dis-* + *plodere* to plaudere to clap, beat, applaud] — more at DIS- 1: to discharge explosively: EXPLODE — **dis-plod-ion** \-ʒən\ n

dis-plume \dɪs-ˈplʊm\ vt [dis- + plume (n.)]: DEPLUME

dis-pone \dɪs-ˈpɒn\ vt -ED/-ING/-S [ME *disponere* to set in order, arrange, dispose, fr. L *disponere* — more at DISPOSE] *Scots law*: to dispose of, grant, or transfer (real or personal property) legally — **dis-pone-er** \-nər\ n-s

dis-pone-er \dɪ-ˈspɒn-ɪ-ər, dɪs-ˈpɒn-ɪ-ər\ n-s [disponere + -er] *Scots law*: one to whom property is disposed

dis-pone-ible \dɪs-ˈpɒn-ə-bəl\ adj: capable of being placed, arranged, or disposed of as one wishes + AVAILABLE

dis-pone-ment \-mənt\ n [dis- + ponere] 1: [dis- + ponere] to dispose from the office of pope

dis-por-ous \dɪ-ˈpɔr-əs\ adj [di- + sporous]: having two spores

dis-port \dɪs-ˈpɔrt\ n-s [ME, fr. MF *desport*, fr. *desporter*] 1 a: PLAY, SPORT, DIVERSION b: a pastime or game 2 archaic: MIRTH, AMUSEMENT, DELIGHT SYN see PLAY

dis-port \dɪs-ˈpɔrt-ɪ-ər\ n-s [ME *disportien*, fr. MF *desporter*, fr. *des-* + *portare* to carry — more at PORT (to carry)] vt 1: DIVERT, AMUSE, ENTERTAIN (converted one of the stables ... into a billiard room and here the youths ~ed themselves to their hearts' content —Thomas Wall) (sea lions bark and ~

themselves before a gallery of enthusiasts —*Amer. Guide Series: N.Y. City*) 2: to make a fine display of (the town ~ed three bright shiny new hacks with rumberling wheels —W.A. White) (gave the ... critics an opportunity to ~ their innocence of Christian knowledge or culture —*Time*) 3: to conduct or behave (oneself): DEPORT (~ed himself like the high-bred virtuoso he is —*Musical Digest*) (equip a man to ~ himself gracefully in the domain of American speech —*Saturday Rev.*) ~ vi 1: to amuse or divert oneself esp. in a light, frolicsome, lively, or wanton way (do you dig in the garden, ride horses, ~ at dude ranches, or amble around the countryside? —*Better Homes & Gardens*) (in this den he would ~ among books, radios, tape recorders —Murray Schumach) SYN see PLAY

di-spor-tive \dɪs-ˈpɔr-tɪv\ adj, archaic: SPORTIVE

di-spo-ri-um \dɪs-ˈpɔr-ɪ-əm\ n [NL, fr. di- + -sporium (fr. Gk *sporos* seed) — more at SPORE] 1: cap: a small genus of herbs of the family Liliaceae with leafy branching stems, small terminal greenish, yellow, or purplish flowers, and oval berries 2: **di-spo-ri-a** \-rɪ-ə\ or **di-sporisms** \-rɪ-zəmz\ n: a plant of the genus *Disporum*

dis-pos-abil-ity \dɪs-ˈpɒz-ə-bɪl-ə-ti\ n [di- + -abil- + -ity] n-s: the quality or state of being disposable (the ~ of paper napkins is their great recommendation)

dis-pos-able \dɪs-ˈpɒz-ə-bəl\ adj [dispose + -able] 1: free to be used as occasion requires; not assigned to any special use (needs all ~ air-combat units for the Mediterranean front —*New Republic*) 2: capable of being disposed of easily; *esp*: designed to be thrown away after use with only negligible loss (fabrics from which are made napkins, towels, and diapers —S. Hunt) 3: **dis-pos-able-ness** n

dis-pos-able in-come n: the personal income that is left after the deduction of personal taxes and that is available for consumption and savings

disposable weight n: all weights on an aircraft other than the fixed weight

dis-pos-al \dɪs-ˈpɒz-əl\ n-s [dispose + -al] 1: the act or process of disposing: as a: orderly or systematic placement, distribution, or arrangement (the ~ of troops along the ridge) (the pitching of the tent and the ~ of the gear under cover) b: the regulation of the fate or condition of something: ADMINISTRATION, DISPENSATION c: the transference of something into new hands or to a new purpose: BESTOWAL (the ~ of political office) (the ~ of an offering) (worrying about the ultimate fate of one's property) d: a discarding or throwing away (the ~ of the dirty paper napkins) (the ~ of all the rubbish on the desk) e: DESTRUCTION (the ~ of all enemy aircraft by concentrated flak); *esp*: the discarding or destroying of garbage or sewage or its transformation into something useful (as fertilizer) or innocuous (as by incineration) 2: the power or authority to dispose of or use at one's convenience: discretionary use, command, or control — used esp. in the phrase at the disposal of (a plane was always at the ~ of the president) (Congress had at its ~ the means of allaying the high cost of living —*Current Biog.*) (the shortness of the period at our ~ —D.C. Buchanan) (the effectiveness of the central organization depended in the last resort on the amount of money it had at its ~ —H.J. Hanham)

disposal \-əl\ or **disposal unit** n-s [garbage-disposal (unit)]: DISPOSER c

disposal field n: an area of ground under whose surface the overflow from a septic tank is distributed in drain tile to be absorbed in the soil

dis-pose \dɪs-ˈpɒz\ vb -ED/-ING/-S [ME *disposen*, fr. MF *disposer*, modif. (influenced by *posere* to put, place) of L *disponere* to set in order, arrange (perfect stem *dispos-*), fr. *dis-* + *ponere* to put, place] vt 1: to put, place, more at POSITION, POSE] vt 1 a: to give tendency to (night air was thought to ~ one to sickness); to put in a frame of mind or feeling that is favorable (as to an act or a condition) (the remark disposed him to like the man immediately) b: to put into a condition (as for a particular action): make ready: PREPARE (troops disposed for immediate withdrawal) 2 a: to put in place or order: distribute and arrange esp. for greatest effectiveness, economy, ease, or conformity to a pattern (she carried an armful of books; these she disposed within reach —Elmer Wylie) (branches and leaves were disposed, not as combinations of color in leaves, but as designs in line —Laurance Binyon) (the general who disposed his forces so as to counteract a greater force —W.E. Channing) b *obs*: REGULATE, DETERMINE, ORDER, MANAGE c archaic: deal out: assign to a use: bestow for a purpose: dispose of d *obs*: to assign to a particular place or position ~ vi 1: to arrange or settle a matter finally or definitively: make disposition; *esp*: to regulate the fate or condition finally or definitively (man proposes but God ~s) 2: *obs*: BARGAIN SYN see SET

dis-pose of 1 a: to place, distribute, or arrange esp. in an orderly or systematic way (as according to a pattern) (the men disposed of the weapons in convenient places) (he quickly disposed of the matter in conversation or all-out (as in particular purposes) freely or as one sees fit (she has been allowed to dispose of her time in the most idle and frivolous manner —Jane Austen) 2 a: to transfer into new hands or to the control of someone else (as by selling or bargaining away): RELINQUISH, BESTOW (dispose of some property to a man all too anxious to buy) (dispose of public offices to all his political friends) b (1): to get rid of; throw away: DISCARD (dispose of a lot of old clothes by burning them) (dispose of the trash in several barrels) (2): to treat or handle (something) with the result of finishing or finishing with (the article disposed of the matter in two paragraphs) (the ability of supervisors and employees to dispose of differences —*Annual Report Pa. Railroad*): COMPLETE, DISPATCH (they had quickly disposed of the meal) c: DESTROY (disposed of three enemy planes in an afternoon)

dis-pose n-s 1: *obs*: the disposal or the power or right of disposal 2: *obs*: DISPOSITION; also: DEMEANOR

dis-pose-ly \-z(ə)dɪ-ˈli\ adv [ME, fr. past part. of *disposen*] 1: having a particular temperament, disposition, or tendency or being of a particular frame of mind or condition of bodily health (a dog that is ~ to bite) (a man generally ~ to love his fellow men) (a man well ~ in all physical qualities) (a young boy already criminally ~) (those ~ to violate or evade the decrees of the sovereign —M.R. Cohen) 2: *obs*: MERRY, JOLLY, MIRTHFUL, HAPPY

dis-pose-er-ly \-z(ə)dɪ-ˈli\ adv: in a dignified manner (a stout man moving ~ along the promenade)

dis-pose-er \-z(ə)r-ɪ\ n-s: one that disposes: as a archaic: MANAGER, DIRECTOR b archaic: DISPENSER c: an electrical device that forms part of a sink drain and disposes of garbage by grinding it up to be flushed through the house drainpipes

dis-pose-ment \-mənt\ n, archaic: DISPOSAL

dis-po-si-tion \dɪs-ˈpɒz-ɪ-ʃən\ n-s [L] 1: the rhetorical and logical arrangement of the matter or the discrete elements of a discourse esp. in classical and Renaissance rhetorical systems 2: **dis-po-si-tion** \dɪs-ˈpɒz-ɪ-ʃən\ n-s [LME *dispositio*, fr. *dispositus* (past part. of *disponere* to set in order, arrange) + *-iōn-*, *-iōn-* — more at DISPOSE] 1: the act or the power of disposing or disposing of or the state of being disposed or disposed of: as a: ADMINISTRATION, CONTROL, MANAGEMENT; *often*: divine dispensation (received the law by the ~ of angels —Acts 7:53 (AV)) b: a placing elsewhere, a giving over to the care or possession of another, or a relinquishing (saw to the ~ of all surplus goods by shipment to needy countries) (the ~ of the garbage was always a problem); the power of so placing, giving, ridding oneself of, relinquishing, or doing with as one wishes + *dispositional* control use: *esp*, in the phrase at the disposal of; *specif*: the transfer of property from one to another (as by gift, barter, or sale or by will) or the scheme or arrangement by which such transfer is effected c: an ordering or arranging or a state of being ordered or arranged usu. systematically or in an orderly way and esp. of the parts of a whole: orderly preparation or placing: ARRANGEMENT (the ~ of the parts of his argument made his speech forceful and tidy) (the ~ of the artillery was shown on the map) 2 a: the prevailing tendency, aspect, mood, or inclination of one's spirits (with large blue eyes that ~ showed her thoughts and ~ —Helen Walpole) (worked up in ~ in haste ~) (the complex of attitudes, privileges, and responses conditioning conduct: PROPENSITY (his ~ was to make the worst of bad for-

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application program Computer programs designed to enable users to perform specific job functions. Word processing, accounting, and engineering programs are examples of application programs.

application program interface Code in one computer program that allows it to work with others. As a result of application program interfaces, users can use one set of procedures to operate a variety of different programs.

application programmer A computer programmer with a focus on developing specific user applications, such as programs used in finance or word processing.

application programming The process of developing application programs.

application software (See APPLICATION PROGRAM.)

applied mathematics The use of mathematical concepts and principles in day-to-day activities. Computer science is an example of applied mathematics.

ARC A format for compressing files (see also DATA COMPRESSION).

display screen

display screen The part of the monitor that displays data.

distributed computing system A network of computers that work independently of one another. For example, each department in the organization may have its own computer or network of personal computers, and be responsible for maintaining its own set of departmental data, while messages to and from other departments are shared over the network.

distributed database A database that is physically located in more than one location of the organization but connected by the computer network. Distributed databases allow users access to the data they use most often in their work. Distributed databases are managed by a distributed database management system.

distributed processing An approach to information management in which data are stored and processed on more than one computer.

dithering Mixing together various color dots on the computer screen to create new colors, similarly to the way in which an artist mixes colors on the palette.

European Computer Manufacturers

ocols provide guidelines for the speed and method of transmitting data.

European Computer Manufacturers Association (See ECMA.)

evaluate To take a critical look at a hardware or software product to understand what the vendor promises as opposed to what it actually delivers, often an extensive process undertaken before a purchase is made.

even header A header that only appears on the even-numbered pages of a document.

event Broadly used, a situation or occurrence that takes place during the execution of a computer program. A user pressing the Enter key can be described as an event, as can an error that occurs during processing.

exception Generally, an error severe enough to interrupt a computer program's execution.

executable file A file that contains program code that cannot be understood by humans but can be directly executed by the computer.

Federal Communications Commission

Federal Communications Commission (See FCC.)

feed To advance paper through a printer, as with fanfold paper on a tractor feed. Feed can also refer to the process of sending data to a computer.

Fiber-Optic Digital Device Interface (See FDDI.)

fiber optics A data transmission technology that uses glass or plastic threads to transmit data at the speed of light.

field An area on a database record in which a specific unit of data is contained. For example, personnel records include a field for the employee's name, a field for social security number, and a field for job title.

file Broadly used, a collection of related data identified by a file name. For example, a document created and stored through a word processing program is referred to as a file, as is a spreadsheet.

file allocation table A table, or list, within the operating system that keeps track of a user's files and their locations. The system uses this table as users create and modify files.

iconic interface

program functions. Icons form the basis of a graphical user interface.

iconic interface A graphical user interface (GUI) based on the use of icons that allow the user to select functions with the use of a mouse rather than typing commands. (See GUI).

IDE interface The abbreviation of INTELLIGENT DRIVE INTERFACE, a hard disk with an integrated controller used in IBM and compatible personal computers.

identifier A name, or symbol, that applies to a variable in a program, or a program itself.

idle time Periods of time during which the computer system is available but not in use.

IEEE The abbreviation of INSTITUTE OF ELECTRICAL AND ELECTRONICS ENGINEERS, an association of engineers and scientists whose activities include setting standards for computers and data transmission.

IFIP The abbreviation of INTERNATIONAL FEDERATION OF INFORMATION PROCESSING, an international association of organizations representing information-processing professionals.

location

load To install a software program, or to read a program that already exists in storage into main memory so that it can be used.

loader The function in an operating system that brings programs from storage into main memory.

load sharing The ability of two or more computers to work together to handle the excess processing requirements that often occur during the busiest times of the work day.

local The programs and data files on one's own computer, as opposed to those installed elsewhere and thus remote.

local-area network (See LAN.)

local-area wireless network (See LAWN.)

local network Another term for a LOCAL-AREA NETWORK. (See LAN.)

LocalTalk The cable strategy for connecting Macintosh computers together as a local-area network.

location An area of storage in a computer.

word wrap

word wrap A standard feature in a word processing program that enables the user to easily keep text within the specified margins. With word wrap, when the user is typing a word at the end of a line that will go over the margin, the program automatically moves the word to the next line. (See **SOFT RETURN**.)

workgroup computing software A software application program that enables individuals working on a specific task, like the members of a department, to share information and scheduling activities. Workgroup computing software generally offers a range of functions including electronic mail, a calendar, and the document-editing capabilities that allow multiple users to comment on the same document.

working directory The directory of files the user is currently involved in using—for example, in using a word processing program, the directory of files associated with that program.

worksheet Another term for **SPREADSHEET**.

workstation Broadly, applies to any computer available for use by only one individual at a time, and as such can refer to a personal computer; however, generally assumed to refer to high-power, full-featured desktop computers used for

write-protect

scientific and engineering applications. These are often based on the UNIX operating system with high-resolution screens, fast processing power, and large storage capacities.

WORM The acronym for WRITE-ONCE, READ-MANY, an optical disk on which data can be written only once and not subsequently changed or erased. Used for storing large amounts of data, and related uses in which data will not change once they have been recorded.

WP The abbreviation of WORD PROCESSING.

write To transfer data from main memory to a storage device such as a floppy disk or magnetic tape. Also, the process of transferring data from main memory to the computer's display screen.

write error An error that occurs during the process of transferring data from main memory to the display screen or a storage device.

write-once, read-many (See WORM.)

write-protect To physically protect a floppy disk or tape to prevent data from being recorded on it. For example, a floppy disk containing an application program is write-protected to prevent the program from being accidentally destroyed.

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attached by linking one to the next in a series called a daisy chain. *See also* bus, device driver, port, serial communications.

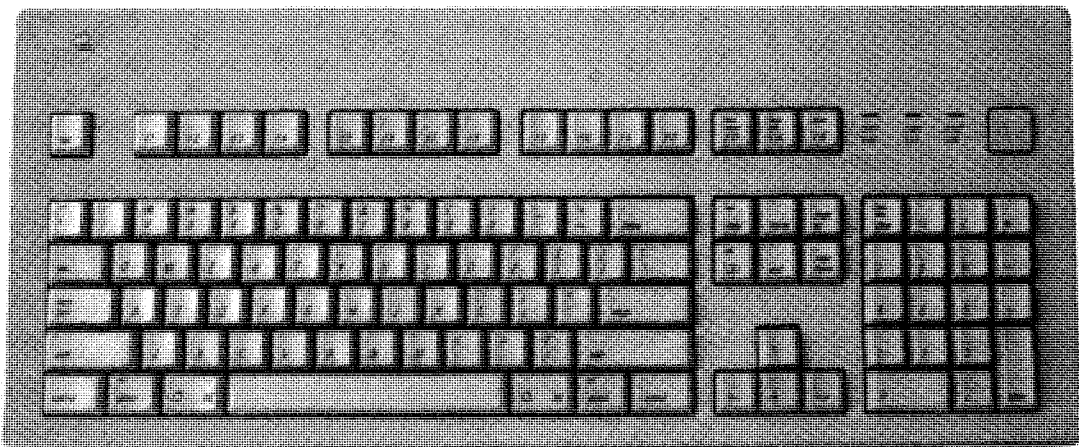
Apple Extended Keyboard A 105-key keyboard that works with the Macintosh SE, Macintosh II, and Apple IIGS computers. See the illustration. This keyboard marks Apple's first inclusion of function, or F, keys, the absence of which was long cited by users of IBM PCs and compatibles as a shortcoming of the Macintosh. Apple also made several other changes to the layout of existing keys, which, combined with added keys and lights, make the Apple Extended Keyboard quite similar in layout to the IBM enhanced keyboard.

Apple key A key on Apple keyboards labeled with an outline of the Apple logo symbol (). On Apple's universal ADB and Extended keyboards, the Apple key and the Command key are the same key, which serves a purpose similar to that of the Control key on IBM and compatible keyboards. It is generally used in combination with a character key as a shortcut to making menu selections or to starting a macro (a stored sequence of commands).

AppleTalk An inexpensive local area network developed by Apple Computer that can be used by both Apple and non-Apple computers for com-

munication and sharing of resources such as printers and file servers. Macintosh computers plug into the network through the printer port (serial port B); non-Apple computers, such as IBM PCs, must be equipped with AppleTalk hardware and suitable software. AppleTalk is a baseband network that transfers information at a raw speed of 230 kilobits per second and links up to 32 devices (nodes) using CSMA/CD (Carrier Sense Multiple Access with Collision Detection) over a distance of about 1000 feet on shielded, twisted-pair cabling known as LocalTalk cable. The network uses a layered set of protocols similar to the ISO/OSI (International Organization for Standardization/Open Systems Interconnection) model and transfers information as packets of data called frames. AppleTalk supports connections to other AppleTalk networks through devices known as bridges, and it supports connections to dissimilar networks through devices called gateways. *See also* frame.

application A computer program designed to help people perform a certain type of work. An application thus differs from an operating system (which runs a computer), a utility (which performs maintenance or general-purpose chores), and a language (with which computer programs



Apple Extended Keyboard.



are created). Depending on the work for which it was designed, an application can manipulate text, numbers, graphics, or a combination of these elements. Some application packages offer considerable computing power by focusing on a single task, such as word processing; others, called integrated software, offer somewhat less power but include several applications, such as a word processor, a spreadsheet, and a database program.

application developer A person who designs, specifies, and researches the appearance and function of an application program. An application developer might or might not do any of the actual programming.

application development language Loosely, a computer language designed specifically for creating applications. Because most computer languages could be used for this purpose, the term is reserved for those languages having specific high-level constructs aimed toward record design, form layout, database retrieval and update, and similar tasks. *See also* application, application generator, fourth-generation language.

application development system A programming environment designed specifically for producing applications. The term usually implies the combination of a text editor, a compiler, and a linker. An application development system might also contain libraries of common software routines that can be used in developed programs.

application file *See* program file.

application generator A software development system that allows a programmer to lay out an application and define its functionality, after which the application generator produces the necessary source or machine code for that application. Because applications are so diverse, application generators are difficult to create and are often limited in the types of applications they can produce. Application generators are included with some database programs and use built-in sets of instructions to generate program code. *See also* application.

application layer The layer of network standards concerned with providing services to net-

work users at an application-based level. The seventh and highest layer in the Open Systems Interconnection (OSI) model developed for the International Organization for Standardization (ISO), the application layer relies on services performed at lower levels but is the layer least involved with the underlying network hardware. Tasks performed on the application layer vary with the uses of a network, but they might include login procedures, electronic mail, terminal emulation, database management, and the operation of file servers and print servers. *See also* ISO/OSI model.

application processor A processor dedicated to a single application. A hardware circuit designed to speed the matching of text strings is an application processor.

application program *See* application.

application programming interface Abbreviated API. A set of routines that an application program uses to request and carry out lower-level services performed by a computer's operating system. An application program carries out two types of tasks: those related to work being performed, such as accepting text or numbers input to a document or spreadsheet, and those related to maintenance chores, such as managing files and displaying information on the screen. These maintenance chores are performed by the computer's operating system, and an API provides the program with a means of communicating with the system, telling it which system-level task to perform and when. On computers running a graphical user interface such as that on the Apple Macintosh, an API also helps application programs manage windows, menus, icons, and so on. On local area networks, an API, such as IBM's NetBIOS, provides applications with a uniform means of requesting services from the lower levels of the network.

application software *See* application.

application-specific integrated circuit *See* gate array.

arbitration The process of monitoring and managing competing demands for a resource that are



transferring unadorned but readable files between programs that could not otherwise understand each other's documents. *See also* ASCII, binary file, text file.

ASCIIZ string Also called a null-terminated string. In programming, an ASCII string terminated by the NULL character (a zero byte, which is a byte containing the character whose ASCII value is 0).

ASIC Application-specific integrated circuit. *See* gate array.

aspect ratio In computer displays and computer graphics, the ratio of width to height of a screen or an image; for example, an aspect ratio of 2:1 indicates that the width is twice the height. Aspect ratio generally refers to the image area (the frame that holds the image) rather than the image itself. It is an important factor in maintaining correct proportions when a graphic is printed, resized, or incorporated into another document.

assemble In programming, to convert an assembly language program into equivalent machine language instructions called object code. Object code can sometimes be carried out directly by the computer, but usually it must be combined with other pieces of object code by a program called a linker in order to create a complete executable file of instructions or an executable program. *See also* assembler, assembly language, linker, object code.

assembler A computer program that converts assembly language programs, which can be read by humans, into executable machine language. *See also* assemble, assembly language, assembly listing, compiler, machine code.

assembly language A type of low-level programming language in which each statement corresponds directly to a single machine instruction. Assembly languages are thus specific to a given processor. After writing an assembly language program, the programmer must use the assembler specific to the processor to translate the assembly language into machine code. Assembly language provides precise control of the computer, but assembly language programs written for one type of computer must be rewritten to operate on another type. Assembly language

might be used instead of a high-level language for any of three major reasons: speed, control, and preference. Programs written in assembly language usually run faster than those generated by a compiler; use of assembly language lets a programmer interact directly with the hardware (processor, memory, display, and input/output ports). *See also* assembler, compiler, high-level language, low-level language, machine code.

assembly listing A file created by an assembler that contains the statements of an assembly language program, the machine language generated by the assembler, and a list of symbols used in the program. *See also* assembler, assembly language.

assertion A Boolean statement in a program that tests a condition that should, if the program is operating correctly, evaluate as true. If the condition is false, an error has occurred, and the program will typically terminate with an appropriate error message. Assertions are useful for debugging programs. They also serve as documentation of how the program should operate.

assignment operator An operator used to assign a value to a variable or a data structure. The C language, which does not have a function that performs assignment, uses the assignment operator to assign values to variables. *See also* assignment statement.

assignment statement A programming language statement that assigns a value to a variable. An assignment statement usually is composed of three elements: an expression to be assigned, an assignment operator, and a destination variable. When the assignment statement is executed, the expression is evaluated, and the resulting value is stored in the specified destination. The most common assignment symbols are = (C, FORTRAN, BASIC) and := (Pascal, Modula-2). *See also* assignment operator, expression, variable.

associate To inform the operating system that a specific filename extension "belongs" to a specific application. If a user opens a data file that has an extension associated with a specific application, the operating system starts that application and loads the file automatically. *See also* extension.



taminating electronics components and other delicate, sensitive equipment.

Clear key On Apple ADB and Extended keyboards, a key in the upper left corner of the numeric keypad that, in many applications, usually clears the currently selected menu choice or deletes the current selection.

Clear To Send See CTS.

click To press and release a mouse button once without moving the mouse. Clicking is usually performed to select or deselect an item or to activate a program or program feature. *Compare* double-click, drag.

client In object-oriented programming, a member of a class (group) that uses the services of another class to which it is not related. In computing, a client is a process (roughly, program or task) that requests a service provided by another program—for example, a word processor that calls on a sort routine built into another program. The client process uses the requested service without having to “know” any working details about the other program or the service itself. *Compare* child, descendant; *see also* inheritance.

On a local area network, a computer that accesses shared network resources provided by another computer (called a server). *See also* client/server architecture, server.

client/server architecture An arrangement used on local area networks that makes use of “distributed intelligence” to treat both the server and the individual workstations as intelligent, programmable devices, thus exploiting the full computing power of each. This is done by splitting the processing of an application between two distinct components: a “front-end” client and a “back-end” server. The client component, itself a complete, stand-alone personal computer (vs. the “dumb” terminal found in older architectures such as the time-sharing used on a mainframe), offers the user its full range of power and features for running applications. The server component, which can be another personal computer, a minicomputer, or a mainframe, enhances the client component by providing the traditional strengths offered by minicomputers and mainframes in a

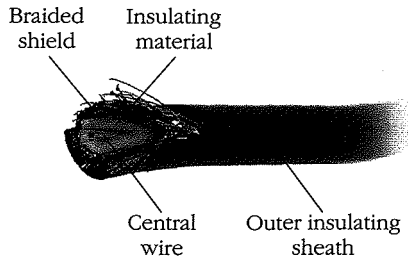
time-sharing environment: data management, information sharing between clients, and sophisticated network administration and security features. The advantage of the client/server architecture over older architectures is that the client and server machines work together to accomplish the processing of the application being used. Not only does this increase the processing power available, but it also uses that power more efficiently. The client portion of the application is typically optimized for user interaction, whereas the server portion provides the centralized, multiuser functionality.

clip art A collection—either in a book or on a disk—of proprietary or public-domain photographs, diagrams, maps, drawings, and other such graphics that can be “clipped” from the collection and incorporated into other documents.

clipboard A special memory resource maintained by operating systems such as the Apple Macintosh operating system, Microsoft Windows, and the OS/2 Presentation Manager. A clipboard stores a copy of the last information that was “copied” or “cut.” A “paste” operation passes data from the clipboard to the current program. A clipboard allows information to be transferred from one program to another, provided the second program can read data generated by the first. Data copied using the clipboard is static and will not reflect later changes. *Compare* scrap; *see also* cut and paste, Dynamic Data Exchange.

Also, a computer that uses a pen as the primary input device. *See also* clipboard computer, pen computer.

clipboard computer A term used to describe a portable computer whose overall appearance and operation resembles that of a traditional clipboard. A clipboard computer has an LCD or similar flat display and has a pen for user input instead of a keyboard, mouse, or other input device; the user operates it by touching the pen to the display. Data entered in a clipboard computer is generally transferred to another computer via a cable or a modem. Primary uses for a clipboard computer are those situations where a traditional clipboard would be used, such as field work, data



Coaxial cable.

language developed between 1959 and 1961. Its establishment as a required language by the U.S. Department of Defense, its emphasis on data structures, and its English-like syntax (compared to those of FORTRAN and ALGOL) led to its widespread acceptance and usage, especially in business applications. Programs written in COBOL, which is a compiled language, are split into four divisions: Identification, Environment, Data, and Procedure. The Identification division specifies the name of the program and contains any other documentation the programmer wants to add. The Environment division specifies the computer(s) being used and the files used in the program for input and output. The Data division describes the data used in the program. The Procedure division contains the procedures that dictate the actions of the program. *See also* compiled language.

CODASYL Pronounced "code-a-sill." Acronym for Conference on Data Systems Languages, an organization founded by the U.S. Department of Defense. CODASYL is dedicated to the development of data-management systems and languages, among them the widely used COBOL business language.

code As a noun, a generic term for program instructions, used in two general senses. The first sense refers to human-readable source code, which is the instructions written by the programmer in a programming language. The second refers to executable machine code, which is the instructions of a program that were converted from source code to instructions that the computer can understand. As a verb, to write program instructions in a programming language. *See also* data, program.

code conversion The act of translating code from one form into another. Conversion might be performed at the source-language level (for example, converting a program from C to Pascal), at the hardware-platform level (for example, converting a program from working on the IBM PC to working on the Apple Macintosh), or at the language level (for example, converting from C, a high-level language, to assembly language, a low-level language). Code conversion can also refer to converting data from one form of representation to another, such as converting from ASCII to EBCDIC or converting from two's complement to binary-coded decimal. *See also* code.

code page In MS-DOS versions 3.3 and later, a means of providing support for character sets and keyboard layouts used in different countries. A code page is a table that relates the binary character codes used by a program to keys on the keyboard or to the appearance of characters on the display. Devices such as the display and the keyboard can be configured to use a specific code page and to switch from one code page (such as United States) to another (such as Portugal) at the user's request.

code segment Any piece of code consisting of one or more instructions, or a memory segment containing code. *Code segment* can also refer to a named and segregated portion of a program's code that typically performs a specific class of operations. The main program segment is kept in memory, and auxiliary segments are loaded only when they are required. *See also* transient.

coding The act of programming; specifically, generating source code in the language(s) of the programmer's choice. *See also* code.

coding form A sheet of paper specifically designed to aid in writing source code. Coding forms are popular for older languages that have position-dependent syntax (such as FORTRAN); most programmers now use graph paper, if they use paper at all. *See also* coding.

coercion *See* cast.

coherence In raster-scan technology, the assignment of the value of one pixel to the pixel next to



access time of 65 milliseconds or higher). *See also* access time, benchmark, MFLOPS, MIPS.

computer program A set of instructions in some computer language, intended to be executed on a computer to perform a useful task. The term usually implies a self-contained entity, as opposed to a routine or a library. *Compare* library, routine; *see also* computer language.

computer-readable A term describing information that can be interpreted and acted upon by a computer. Two types of information are referred to as computer-readable. One type, comprising bar codes, magnetic tape, magnetic-ink characters, and so on, is information that can be scanned in some way and read as data by a computer. The other type, machine code, is the form in which instructions and data reach the computer's microprocessor. Machine code is the binary form into which all information is ultimately translated for use by a computer.

computer revolution A label for the widespread use and acceptance of computers—specifically single-user personal computers—in society. The impact of these machines is considered revolutionary for two reasons. First, their appearance and success were rapid. Second, and more important, their speed and accuracy produced a change in the ways in which information can be processed, stored, and transferred.

computer science The study of computers, including their design, operation, and use in processing information. Computer science combines both theoretical and practical aspects of engineering, electronics, information theory, mathematics, logic, and human behavior. Aspects of computer science range from programming and computer architecture to artificial intelligence and robotics.

computer security The steps taken to protect a computer and the information it contains. Computer security varies with the type of system and the sensitivity of the information. On large systems or those handling financial or confidential data, computer security requires professional supervision that combines legal and technical expertise. On a microcomputer, security is a much

simpler matter. Data protection can be achieved by backing up and storing copies of files in a separate location, and the integrity of data on the computer can be maintained by assigning passwords to files, marking files “read-only” to avoid changes to them, physically locking a hard disk, storing sensitive information on floppy disks kept in locked cabinets, and installing special programs to protect against viruses. On a computer to which many people have access, security can be maintained by requiring personnel to use passwords and by granting only approved users access to sensitive information. *See also* virus.

computer simulation *See* simulation.

computer system The configuration that includes all functional components of a computer and its associated hardware. A basic microcomputer system includes a console, or system unit, with one or more disk drives, a monitor, and a keyboard. Additional hardware, called peripherals, can include such devices as a printer, a modem, and a joystick. Software is usually not considered part of a computer system, although the operating system that runs the hardware is known as system software.

computer typesetting A general term used to describe typesetting operations that are partially or totally controlled by computers. Partial control could involve the transmittal of text directly from the source to the typesetter, without a pasteup stage. Full computerization would include the digitization of all graphics, which would then also be transmitted directly to the typesetter and regenerated without pasteup.

computer users' group *See* user group.

computer utility *See* utility.

computer virus *See* virus.

COM recorder Abbreviation for computer output microfilm recorder, a device that records computer information on microfilm.

CON Logical device name for console; a name reserved by the MS-DOS operating system for the keyboard and the screen. The input-only keyboard and the output-only screen together make

rate computers that are linked through a communications network. Distributed processing is usually categorized as either *plain distributed processing* or *true distributed processing*. Plain distributed processing shares the workload among computers that can communicate with one another. True distributed processing has separate computers perform different tasks in such a way that their combined work can contribute to a larger goal, such as the transfer of funds from one bank to another. This latter type of processing requires a highly structured environment that allows hardware and software to communicate, share resources, and exchange information freely. At the highest (and most visible) levels, such distributed processing can also require data-transfer mechanisms that are relatively invisible to users but that enable different programs to use and share one another's data.

distributive sort An ordering process in which a list is separated into parts and then is reassembled in a particular order. *Compare* bubble sort, insertion sort, merge sort, quicksort; *see also* sort algorithm.

dithering A technique used in computer graphics to create the illusion of varying shades of gray (on a monochrome display or printer) or additional colors (on a color display or printer). Dithering relies on treating areas of an image as groups of dots that are colored in different patterns. Akin to the print images called halftones and, to some extent, paintings done in the pointillist style, dithering takes advantage of the eye's tendency to blur spots of different colors by averaging their effects and merging them into a single perceived shade or color. Depending on the ratio of black dots to white dots within a given area, the overall effect is of a particular shade of gray. Similarly, red dots interspersed with white ones create the illusion of varying shades of pink. Dithering is used to add realism to computer graphics and to soften jagged edges in curves and diagonal lines at low resolutions.

In the illustration, the image on the left is a halftone image of 72 cells per inch. The image on the right is the same image printed at 72 cells per

inch, but shading is expressed through dithering instead of halftoning. *See also* aliasing, halftone.



Dithering.

A halftone image (left) and a dithered image (right).

divergence A moving apart or separation. On computer displays, divergence occurs when the red, green, and blue electron beams in a color monitor do not collectively light the same spot on the screen. Within a program, such as a spreadsheet, divergence can occur when a circular set of formulas is repeatedly recalculated (iterated), with the results of each iteration moving further from a stable solution—for example, the successive values of A and B when A equals $B + 1$ and B equals $A + 1$. *Compare* convergence.

divide overflow *See* overflow error.

division by zero An error condition caused by an attempt to divide a number by zero, which is mathematically undefined, or by a number that is sufficiently near to zero that the result is too large to be expressed by the machine. Computers do not allow division by zero, and software must provide some means of protecting the user from program failure on such attempts.

DLL *See* dynamic-link library.

DMA *See* direct memory access.

DML *See* data manipulation language.

document As a noun, any self-contained piece of work created with an application program and, if saved on disk, given a unique filename by which it can be retrieved. People generally think of documents as word-processed materials only. To a computer, however, data is nothing more than a collection of characters, so a spreadsheet or a graphic is as much a document as is a letter or report. In the Macintosh environment in particular, a document is any user-created work named and saved as a separate file.



term is usually limited to describing a system with two microprocessors; a system with a microprocessor and a math coprocessor is not considered a dyadic system. In mathematics, a dyadic operation is one in which there are two operands. In Boolean algebra, a dyadic Boolean operation is, again, one in which there are two operands, both of which are significant. Dyadic Boolean operations are those such as AND and OR in which the outcome depends on both values. Such operations are commonly used to create truth tables. *Compare* unary; *see also* Boolean algebra, operand.

dye-polymer recording A type of recording technology used with optical discs in which dye embedded in a plastic polymer coating on an optical disc is used to create minute bumps on the surface that can be read by a laser. Dye-polymer bumps can be flattened and re-created, thus making an optical disc rewritable, as opposed to being recordable only once.

dynamic An adjective used to describe events or processes that occur immediately and concurrently as opposed to those planned for in advance or reacted to after the fact. *Dynamic* is used in reference to both hardware and software; in each case it describes some action or event that occurs when and as needed. In nondynamic memory management, a program is given a certain amount of memory when the program is first run and must run within that constraint. In dynamic memory management, a program is able to negotiate with the operating system when it needs more memory.

dynamic address translation Abbreviated DAT. On-the-fly conversion of memory-location references from relative addresses ("three units from the beginning of X") to absolute address ("location number 123") when a program is run. Dynamic address translation depends on conditions existing within the system at the runtime of a program; for example, it might depend on exactly where in memory a particular part of a program is loaded by the operating system.

dynamic allocation The allocation of memory during program execution according to current

needs. Dynamic allocation almost always implies that dynamic deallocation is possible too, so data structures can be created and destroyed as required. *Compare* static allocation; *see also* allocate, deallocate.

dynamic binding Also called late binding. Binding (converting symbolic addresses in the program to storage-related addresses) that occurs during program execution. The term often refers to object-oriented applications that determine, during runtime, which software routines to call for particular data objects. For example, an application might define a class named "artwork," with subclasses for paintings, sculptures, ceramics, and so on. Each of these classes would have a routine named "dollarvaluenow" that would calculate the current value of a piece of art, based in part on the class's unique characteristics and also on the state of the market for art. Given an artwork object, dynamic binding would ensure that the correct "dollarvaluenow" routine was called to compute the current value. *Compare* static binding.

Dynamic Data Exchange Abbreviated DDE. A form of interprocess communication (IPC) implemented in Microsoft Windows and OS/2. When two or more programs that support DDE are running simultaneously, they can exchange information and commands. For example, a spreadsheet with a DDE link to a communications program might be capable of keeping stock prices that are displayed in the spreadsheet current with trading information received over the communications channel. *See also* interprocess communication.

dynamic dump A listing, either stored on disk or sent to a printer, of memory contents generated at the time of a break in the execution of a program; a useful tool for programmers interested in knowing what is happening at a certain point in the execution of a program.

dynamic-link library A feature of the Microsoft Windows family of operating systems and the OS/2 operating system that allows executable routines—generally serving a specific function or set of functions—to be stored separately as files with DLL extensions and to be loaded only when



needed by the program that calls them. A dynamic-link library has several advantages. First, because a dynamic-link library is loaded only when it is needed, it does not consume any memory until it is used. Second, because a dynamic-link library is a separate file, a programmer can make corrections or improvements to only that module without affecting the operation of the calling program or any other dynamic-link library. Finally, because a dynamic-link library often contains related functions—for example, routines for creating animation on a video display—a programmer can use the same dynamic-link library with other programs.

dynamic RAM Abbreviated DRAM (pronounced “dee-ram”). A form of semiconductor random access memory (RAM). Dynamic RAMs store information in integrated circuits that contain capacitors. Because capacitors lose their charge over time, dynamic RAM boards must include logic to “refresh” (recharge) the RAM chips continuously. While a dynamic RAM is being refreshed, it cannot be read by the processor; if the processor must read the RAM while it is being refreshed, one or more wait states occur. Because

their internal circuitry is simple, dynamic RAMs are more commonly used than static RAMs, even though they are slower. A dynamic RAM can hold approximately four times as much data as a static RAM chip of the same complexity. *Compare* static RAM; *see also* RAM.

dynamic relocation The relocation in memory of data or of the code of a currently running program by an internal system routine. Dynamic relocation helps a computer use memory efficiently.

dynamic scheduling The management of concurrently running processes (programs), usually by the operating system.

dynamic storage A term describing information storage systems whose contents will be lost if power is removed from the system. RAM (random access memory) systems are the most common form of dynamic storage, and both dynamic RAM (DRAM) and static RAM (SRAM) are considered forms of dynamic storage. *Compare* permanent storage; *see also* dynamic RAM, static RAM.

In programming, a term describing blocks of memory that can be allocated, deallocated, or freely changed in size.



and mouse movements. *See also* event-driven programming.

event-driven programming A style of programming in which the program is constantly testing for and responding to a set of events, such as key presses or mouse movements. The Apple Macintosh computer is well known for requiring most programs to use an event-driven approach, although most graphical user interfaces, such as Microsoft Windows, also use such an approach. *See also* event.

event processing A program feature belonging to more advanced operating-system architectures such as the Apple Macintosh operating system, Microsoft Windows, UNIX, and OS/2. In times past, programs were required to interrogate, and effectively anticipate, every device that was expected to interact with the program, such as the keyboard, mouse, printer, disk drive, and serial port. Often, unless sophisticated programming techniques were used, one of two events happening at the same instant would be lost. Event processing solves this problem through the creation and maintenance of an event queue. Most common events that occur are appended to the event queue for the program to process in turn; however, certain types of events can preempt others if they have a higher priority. An event can be of several types, depending on the specific operating system considered: pressing a mouse button or keyboard key, inserting a disk, clicking on a window, or receiving information from a device driver (as for managing the transfer of data from the serial port or from a network connection). *See also* autopolling, event, interrupt.

exa- Abbreviated E. A prefix meaning one quintillion (10^{18}). In computing, which is based on the binary (base-2) numbering system, *exa-* has a literal value of 1,152,921,504,606,846,976, which is the power of two (2^{60}) closest to one quintillion.

exabyte Abbreviated EB. 1 quadrillion kilobytes, or 1,152,921,504,606,846,976 bytes.

exception In programming and information processing, a problem or change in conditions that causes a computer's microprocessor to stop what

it is doing and then find and carry out the instructions in a separate routine designed to handle the situation. An exception is similar to an interrupt because it refers the microprocessor to a separate set of instructions. On MS-DOS computers, however, an exception differs from an interrupt in two ways: It is related to the execution of a program, and it is potentially significant enough to cause the program to be terminated. On Apple Macintosh computers, an exception is defined somewhat more broadly as any error or change in conditions, including an interrupt, that is detected by the microprocessor while a program is running.

exception handling *See* error handling.

exchangeable disk *See* removable disk.

exchange sort *See* bubble sort.

exclusive OR Usually abbreviated XOR; sometimes abbreviated EOR. A Boolean operation that yields "true" if and only if one of its operands is true and the other is false. The truth table appears below. *Compare* AND, OR; *see also* Boolean operator, truth table.

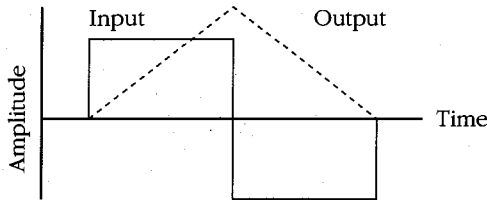
<i>a</i>	<i>b</i>	<i>a XOR b</i>
0	0	0
0	1	1
1	0	1
1	1	0

EXE In MS-DOS, a filename extension that indicates the file is an executable program. To run the program, the user need only type the filename (without the EXE extension) at the command prompt and press Enter.

executable program A computer program that is ready to run. The term usually refers to a compiled program that has been translated into machine code in a format that can be loaded into memory and run; however, for interpreted languages it can simply refer to source code in the proper format. Applications such as word-processing programs are executable programs. The user does not have to alter the program in any way before being able to run it. *See also* code, compiler, computer program, interpreter, source code.



with respect to time, of the input signal. The integral of a signal is, in effect, the area under the input waveform, as illustrated in the diagram. *Compare* differentiator.



Integrator.

An example of the action of an integrator circuit.

integrity The completeness and accuracy of data stored in a computer, particularly after it has been manipulated in some way. *See also* data integrity.

intelligence In relation to hardware, the ability to process information. Intelligence is a characteristic of all computers and of peripheral devices with built-in processing capability. A device without intelligence is said to be dumb—for example, a dumb terminal connected to a large computer can receive input and display output but cannot process information independently.

In relation to software, the ability of a program to monitor its environment and initiate appropriate actions to achieve a desired state. For example, a program waiting for data to be read from disk might do another task in the meantime to achieve high performance.

In relation to reasoning and logic, the ability of a program to simulate human thought, or the ability of a machine, such as a robot, to respond appropriately to changing stimuli (input). *See also* artificial intelligence.

intelligent cable Also known as a smart cable. A cable with circuitry built into its connector that can determine the characteristics of the connector it is plugged into and can transmit data in the form expected by the host; generally, any cable incorporating circuitry that does more than simply pass signals from one end of the cable to the other.

intelligent database A somewhat ambiguous or loosely defined term, but generally used to describe database management systems that manipulate stored information in a way that people find logical, natural, and easy to use. An intelligent database conducts searches relying not only on traditional data-finding routines but also relying on predetermined rules governing associations, relationships, and even inferences regarding the data. Examples of intelligent databases include expert systems, hypertext and hypermedia, and online information retrieval. *See also* database.

intelligent terminal A terminal with its own memory, processor, and firmware that can perform certain functions independent of its host processor. A personal computer can be an intelligent terminal with the use of terminal emulation or communications software. Most intelligent terminals, however, have only the capability to reroute incoming data to a printer or video screen.

Intensity Red Green Blue *See* IRGB.

interactive Operating in a back-and-forth, often conversational, manner, as when a user enters a question or command and the system immediately responds. Microcomputers are interactive machines; this interactivity is one of the features that make them approachable and easy to use.

interactive graphics A form of computer use in which the user can change and control graphic displays, often with the help of a pointing device such as a mouse or a joystick. Interactive graphics is used in a range of computer products from games to computer-aided design (CAD) systems.

interactive processing Processing that involves the more or less continuous participation of the user; the command/response mode characteristic of microcomputers.

interactive program A program that interacts with the user, who is usually (although not necessarily) sitting at a display of some sort and who is using some sort of input device (keyboard, mouse, joystick) to provide responses to the program. For example, a computer game is an interactive program. *Compare* batch program.

interactive session A processing session in which the user can more or less continuously intervene



and control the activities of the computer. *Compare* batch processing.

interblock gap *See* inter-record gap.

interface The point at which a connection is made between two elements so that they can work with one another. In computing, different types of interfacing occur on different levels, ranging from highly visible user interfaces that enable people to communicate with programs to often invisible, yet necessary, hardware interfaces that connect devices and components inside the computer.

User interfaces consist of the graphical design, the commands, prompts, and other devices that enable a user to interact with a program. Microcomputers have three basic types of user interfaces (which are not necessarily mutually exclusive):

- The command-line interface, typified by the MS-DOS A> or C> prompt, responds to commands typed by the user.
- The menu-based interface (also called menu-driven interface), used by many application programs such as Lotus 1-2-3, offers the user a choice of command words that can be activated by typing a letter, pressing a direction key, or pointing with a mouse.
- The graphical interface, characteristic of the Apple Macintosh and of windowing programs, presents the user with a visual representation of some metaphor such as a desktop and allows the user to control not only menu choices but also the size, layout, and contents of one or more on-screen "windows" or working areas.

At less visible software levels within the computer are other types of interfaces, such as those that enable an application to work with the operating system and those that enable an operating system to work with the computer's hardware.

In hardware, interfaces are cards, plugs, and other devices that connect pieces of hardware with the computer so that information can be moved from place to place. There are, for example,

standardized data-transfer interfaces, such as RS-232-C and SCSI, that enable connections between computers and printers, hard disks, and other devices.

On the conceptual level, networking and communications standards such as the ISO Open Systems Interconnection (OSI) model combine hardware and software guidelines to enable entire systems and their associated devices to connect with one another. Although the ISO/OSI model and other guidelines are not literal, physical interfaces, they define ways for different systems to connect and communicate.

interface adapter *See* network adapter.

interface card *See* adapter.

interference Noise or other external signals that affect the performance of a communications channel; also, the electromagnetic signals generated by electronic devices such as computers that can disturb radio or television reception.

interlacing A technique used in some raster-scan displays in which the electron beam refreshes (updates) all odd-numbered scan lines in one sweep of the screen and all even-numbered scan lines in the next. Interlacing takes advantage of both the screen phosphor's ability to maintain an image for a short time before fading and the tendency of the human eye to average, or blend, subtle differences in light intensity. By refreshing alternate sets of lines on the display, interlacing halves the number of lines that must be updated in a single sweep of the screen and also halves the amount of information that must be carried by the display signal at any one time. Thus, interlacing updates any single line on the screen only 30 times per second, yet it provides the equivalent of a 60-cycles-per-second refresh rate. *Compare* noninterlaced.

interleaved memory A RAM memory system in which the technique of interleaving is used to reduce wait states. Typically, memory is organized in rows of chips totaling 265 kilobytes (KB) or 1 megabyte (MB). After an access to a location in one of these rows, the processor must wait an entire memory cycle before it can access another byte in the same row. A two-way interleave puts



locators for sets of information. For example, in a file containing data about cars, records 3, 7, 19, 24, and 32 might contain the value "Red" in the field COLOR. An inverted list (or index) on the field COLOR would contain a record for "Red" followed by the locator numbers 3, 7, 19, 24, and 32. *Compare* linked list.

inverted list database A database similar to a relational database but with the following differences:

- The rows (records or tuples) of an inverted list table are ordered in a specific physical sequence, independent of any orderings that may be imposed by means of indexes.
- The total database can also be ordered, with specified logical merge criteria being imposed between tables.
- Any number of search keys, either simple or composite, can be defined. Unlike the keys of a relational system, these search keys are arbitrary fields or combinations of fields.
- No integrity or uniqueness constraints are enforced.
- Neither the indexes nor the tables are transparent to the user, as they would normally be in a relational system.

Because of these differences, it is much more difficult for the database management system to assure data consistency, integrity, and security with an inverted list database than with a relational system.

inverted structure A file structure in which record keys are stored and manipulated separately from the records themselves.

inverter In electronics, a logic circuit that inverts (reverses) the signal input to it—for example, inverting a high input to a low output. An inverter is also a device that converts direct current (DC) to alternating current (AC).

invoke To call or activate; used in reference to commands and subroutines.

I/O *See* input/output.

I/O-bound *See* input/output-bound.

ion-deposition printer An electrophotographic page printer similar to a laser printer but based on a more expensive technology. These printers, used mainly in high-volume data-processing environments, typically operate at speeds from 30 to 90 pages per minute. Like other electrophotographic printers, ion-deposition models use an electrostatically charged drum. Rather than converting some form of light to an electrostatic charge, however, as laser, LED, and LCD printers do, ion-deposition printers charge the drum by applying an ion stream directly to it. Ion-deposition printers typically use a method of fusing toner to paper that is fast and does not require heat. This method leaves the paper a little glossy, however, making it unsuitable for business correspondence. In addition, ion-deposition printers tend to produce thick, slightly fuzzy characters. *Compare* laser printer, LCD printer, LED printer; *see also* electrophotographic printers, nonimpact printer, page printer.

IO.SYS One of two hidden system files installed on an MS-DOS startup disk. IO.SYS in IBM releases of MS-DOS (called IBMBIO.COM) contains device drivers for peripherals such as the display, keyboard, floppy disk drive, hard disk drive, serial port, and real-time clock. *See also* MSDOS.COM.

IPC *See* interprocess communication.

IPL *See* initial program load.

IR *See* infrared.

IRG *See* inter-record gap.

IRGB Acronym for Intensity Red Green Blue, a type of color encoding originally used in IBM's Color/Graphics Adapter (CGA) and continued in the EGA (Enhanced Graphics Adapter) and VGA (Video Graphics Array). The standard 3-bit RGB color encoding (specifying eight colors) is supplemented by a fourth bit (called Intensity) that uniformly increases the intensity of the red, green, and blue signals, resulting in a total of 16 colors. *See also* RGB.

ISA Pronounced "eye-sa"; abbreviation for Industry Standard Architecture. An unofficial designation for the bus design of the IBM PC/XT, which



usually printed below the graphic. On a graph or a map, the legend is the key to the patterns or the symbols used.

length The number of linear units of storage space occupied by an object (such as a file on disk or a data structure in a program), typically measured in bits, bytes, or blocks.

less than See relational operator.

less than or equal to See relational operator.

letter quality A level of print quality on dot-matrix printers that is better than draft quality. As the name implies, letter quality is supposed to be crisp and dark enough for use in business letters. Compare draft quality, near-letter-quality; see also print quality.

letter-quality printer Any printer that produces output high enough in quality to be acceptable for business letters. Laser printers and impact printers that use fully formed characters (typically daisy-wheel printers) are letter-quality printers. Certain high-end dot-matrix printers are sometimes included in this category. Above-average dot-matrix printers are often dubbed near-letter-quality. See also daisy-wheel printer, laser printer.

lexicographic sort A sort that arranges items in the order in which they would appear if listed in a dictionary. A lexicographic sort puts numbers, for instance, where they would be if they were spelled out: 567 would fall in the 1's. Compare alphanumeric sort.

lexicon The words of a language and their definitions. In programming, the lexicon of a language would be the identifiers, keywords, constants, and other elements that make up its "vocabulary"; the ways in which these vocabulary elements can be put together would be the syntax of the language. Compare syntax.

LF See linefeed.

LHARC A shareware file-compression utility program developed by Haruyasu Yoshizaki, introduced in 1988 and available from a wide variety of bulletin board systems (BBS's) and other sources. An aspect of the LHARC utility is that it can produce self-extracting executable files: In addition to compressing the contents of one or more files, it can also embed a small program

with the compressed information and save everything in a single file with an EXE extension. To uncompress a self-extracting file, the user simply enters the name of the compressed file at a command prompt, and the embedded program automatically uncompresses the compressed file and saves it on disk in its original state and with its original filename. As a result, the recipient of the compressed file does not need a separate utility program to uncompress the file. See also shareware, utility program.

library In programming, a collection of routines stored in a file. Each set of instructions in a library has a name, and each performs a different, often very specific, task. For example, the *printf()* function is part of the Standard C library and displays characters on the screen. Such sets of instructions simplify work and prevent duplication of effort each time a particular task needs to be carried out. A programmer can identify a library to a program, refer to library routines in the program, and have the program carry out the appropriate tasks without having to write (or rewrite) the instructions themselves each time they are needed. Libraries can include standard routines for a particular programming language, or they can contain customized routines written by the programmer.

Also, as in its traditional sense, any collection of information; sometimes used to refer to software or data files.

library routine In programming, a routine stored in a collection of routines (a library) that can be used by any program that can link into the library. See also function library, library.

LIFO See last in, first out.

light-emitting diode Abbreviated LED. A semiconductor device that converts electrical energy into light. See the illustration. Light-emitting diodes work on the principle of electroluminescence and are highly efficient, producing relatively little heat for the amount of light output. Most LEDs are red, although yellow, green, and blue LEDs are also available. The "activity lights" on computer disk drives are LEDs.



one device, usually a computer, controls other devices connected to it.

matching The process of testing whether two data items are identical or of finding a data item that is identical to a key. *See also* pattern recognition.

math coprocessor *See* floating-point processor.

mathematical expression An expression that uses numeric values and operators, such as integers, fixed-point numbers, and floating-point numbers. *See also* expression.

mathematical function A function in a program that performs a set of mathematical operations on one or more values or expressions and that returns a numeric value.

mathematical model The mathematical assumptions, expressions, and equations that underlie a given program. Mathematical models are used to model "real-world" physical systems such as planets in orbit around a star or resource production and consumption within a closed system.

matrix In mathematics and computing, an arrangement of rows and columns used for organizing related items such as numbers, dots, spreadsheet cells, or circuit elements. Matrices, or matrixes, are used in mathematics for manipulating rectangular sets of numbers. In computing and computer applications, matrices are used for the similar purpose of arranging sets of data in table form, as in spreadsheets and lookup tables. In hardware, matrices of dots are used in creating characters on the screen as well as in print (as by dot-matrix prints). In electronics, matrices of diodes or transistors are used to create networks of logic circuits for such purposes as encoding, decoding, or converting information. *See also* grid.

matrix line printer *See* line printer.

Mb *See* megabit.

MB *See* megabyte.

MC *See* megacycle.

MC68000 *See* 68000.

MC68020 *See* 68020.

MC68030 *See* 68030.

MC68040 *See* 68040.

MC68881 *See* 68881.

MCGA Acronym for Multi-Color Graphics Array, a video adapter included in the IBM PS/2 Models

25 and 30. The MCGA is capable of emulating the CGA (Color/Graphics Adapter) and provides two additional graphics modes: The first mode has 640 horizontal pixels by 480 vertical pixels with 2 colors chosen from a palette of 262,144 colors; the second has 320 horizontal pixels by 200 vertical pixels with 256 colors chosen from a palette of 262,144 colors.

MDA Abbreviation for Monochrome Display Adapter. A video adapter introduced in 1981, capable of only one character mode: 25 lines of 80 characters each, with underlining, blinking, and high-intensity characters. Although IBM never used the name *Monochrome Display Adapter* or the abbreviation *MDA*, *MDA* is often used to refer to the IBM Monochrome Display and Printer Adapter.

mean time between failures *See* MTBF.

mean time to repair *See* MTTR.

mechanical mouse A type of mouse in which the motion of a ball on the bottom of the mouse is translated into directional signals. As the user moves the mouse, the ball typically spins a pair of wheels inside the mouse. These conductive wheels might, in turn, rotate additional wheels via axles or gears. At least one pair of wheels have conductive markings on their surface. Because the markings permit an electric current to flow, a set of conductive brushes that ride on the surface of the conductive wheels can detect these conductive markings. The electronics in the mouse translate these electrical-movement signals into mouse-movement information that can be used by the computer. *Compare* optical mouse, optomechanical mouse; *see also* mouse, trackball.

media A collective word for the physical material, such as paper, disk, and tape, used for storing computer-based information. *Media* is plural; *medium* is singular.

media eraser A device that removes or obliterates data from a storage medium on a wholesale basis, usually by writing meaningless data (such as zeros) over it. *See also* bulk eraser.

medium model A memory model of the Intel 80x86 processor family. The medium model allows only 64 kilobytes (KB) for data but generally



declared within a procedure), or nested records (a record containing a field that is itself a record).

NetBIOS An application program interface (API) that can be used by application programs on a local area network consisting of IBM and compatible microcomputers running MS-DOS, OS/2, or some version of UNIX. Primarily of interest to programmers, NetBIOS provides application programs with a uniform set of commands for requesting the lower-level network services required to conduct sessions between nodes on a network and to transmit information back and forth. *See also* application program interface.

network A group of computers and associated devices that are connected by communications facilities. A network can involve permanent connections, such as cables, or temporary connections made through telephone or other communications links. A network can be as small as a local area network consisting of a few computers, printers, and other devices, or it can consist of many small and large computers distributed over a vast geographic area. Small or large, a computer network exists to provide computer users with the means of communicating and transferring information electronically. Some types of communication are simple user-to-user messages; others, of the type known as distributed processes, can involve several computers and the sharing of workloads or cooperative efforts in performing a task.

network adapter An expansion card or other device used to connect a computer to a local area network.

network administrator The person in charge of operations on either a wide area network or a local area network. The duties of a network administrator (also called a system administrator) can be broad and might include such tasks as installing new workstations and other devices, adding and removing authorized users, archiving files, overseeing password protection and other security measures, monitoring usage of shared resources, and handling malfunctioning equipment.

network architecture The underlying structure of a computer network, including hardware, functional layers, interfaces, and protocols (rules)

used to establish communication and ensure reliable transfer of information. Because a computer network is a mixture of hardware and software, network architectures are designed to provide both philosophical and physical standards for enabling computers and other devices to handle the complexities of establishing communications links and transferring information without conflict. Various network architectures exist, among them the internationally accepted seven-layer ISO Open Systems Interconnection (OSI) model and IBM's Systems Network Architecture (SNA). Both the OSI and SNA architectures organize network functions in layers, each layer dedicated to a particular aspect of communication or transmission and each requiring protocols that define how functions are carried out. The ultimate objective of these and other network architectures is the creation of communications standards that will enable computers of many kinds to exchange information freely and (to the user) transparently. *See also* ISO/OSI model, SNA.

network control program In a communications network that includes a mainframe computer, a program that usually resides in a communications controller and takes over communications tasks such as routing, error control, line control, and polling (checking terminals for transmissions), leaving the main computer free for other functions.

network database In information management, a type of database in which data records can be linked (related to one another) in more than one way. A network database is similar to a hierarchical database in the sense that it contains a progression from one record to another. It differs in being less rigidly structured: Any single record can point to more than one other record and, conversely, can be pointed to by one or more records. In effect, a network database allows more than one path between any two records, whereas a hierarchical database allows only one, from parent (higher-level record) to child (lower-level record). *Compare* hierarchical database, relational database.

network device driver Software that coordi-



nates communication between the network adapter card and the computer's hardware and other software, controlling the physical function of the network adapter card.

network directory Also called a networked directory. On a local area network, a directory on a disk that is located on a computer other than the one the user is operating. A network directory differs from a network drive in that the user has access to only that directory; the rest of the disk might or might not be accessible to the user depending on whether he or she has access. On the Apple Macintosh, a network directory is referred to as a shared folder. *See also* network drive, shared directory, shared folder.

network drive Also called a networked drive. On a local area network, a disk drive whose disk is available to other computers on the network. To a user on another computer on the network, a network drive responds exactly as a disk drive installed in the user's own computer would. However, access to a network drive might not be allowed to all users of the network: Many operating systems contain security provisions that enable the network administrator to grant or deny access to part or all of a network drive. *See also* network directory.

network layer The third of the seven layers in the International Organization for Standardization's Open Systems Interconnection (OSI) model for standardizing computer-to-computer communications. The network layer is one level above the data-link layer and ensures that information arrives at its intended destination. Information is not always transmitted in a direct path from sender to receiver; along the way, it might be routed from one circuit to another, or it might be broken into packets that are sent by different routes to the same destination. The function of the network layer is to establish, maintain, and keep open a path for information to travel on and to make the actual route immaterial to any other layer. It is the middle of the three layers (data-link, network, and transport) concerned with actually moving information from one device to another. *See also* ISO/OSI model.

network model A database structure, or layout, similar to a hierarchical model, except that records can have multiple parent records as well as multiple child records. A database management system that supports a network model can be used to simulate a hierarchical model. *See also* CODASYL.

network operating system An operating system installed on a server in a local area network that coordinates the activities of providing services to the computers and other devices attached to the network. Unlike a single-user operating system, which performs the basic tasks required to keep one computer running, a network operating system must acknowledge and respond to requests from many workstations, managing such details as network access and communications, resource allocation and sharing, data protection, and error control.

network server *See* server.

network structure The record organization used in a particular network model.

neural network A type of artificial-intelligence system modeled after the neurons (nerve cells) in a biological nervous system and intended to simulate the way in which a brain processes information, learns, and remembers. A neural network is designed as an interconnected system of processing elements, each with a limited number of inputs (comparable to the impulse-receiving dendrites of a neuron) and an output (comparable to the synapse over which a nerve impulse travels to the next neuron). Rather than being programmed, these processing elements are able to "learn" by receiving weighted inputs—roughly, weak to strong or negative to positive—that, with adjustment, time, and repetition, can be made to produce appropriate outputs. Neural networks are implemented either through hardware circuits (the fast method) or through software that simulates such a network (a much slower method). Unlike most applications of computing power, they are used to help computers "learn" by association and recognition. Neural networks are used in areas such as pattern recognition,



exist because the operating system needs to perform certain operations that applications should not be allowed to perform; therefore, only the operating-system routines have the necessary privilege to execute these instructions.

privileged mode A mode of execution supported by the protected mode of the Intel 80286 and higher microprocessors in which software can carry out restricted operations that manipulate critical components of the system, such as memory and input/output ports (channels). Application programs cannot be executed in privileged mode; the heart (kernel) of the OS/2 operating system can be, as can the programs (device drivers) that control devices attached to the system.

PRN Logical device name for *printer*; a name reserved by the MS-DOS operating system for the standard print device. *PRN* usually refers to a system's first parallel port, also known as LPT1.

probability The likelihood that an event will happen, which can often be estimated mathematically. In mathematics, statistics and probability theory are related fields. In computing, probability is used to determine the likelihood of failure or error in a system or device.

problem solving The process of devising and implementing a strategy for finding a solution or for transforming a less desirable condition into a more desirable one. The term is also used to refer to an aspect of artificial intelligence when the task of problem solving is performed solely by a program. *See also* artificial intelligence.

procedural language A programming language in which the basic programming element is the procedure (a named sequence of statements, such as a routine, subroutine, or function). The most widely used high-level languages (C, Pascal, BASIC, FORTRAN, COBOL, Ada) are all procedural languages. *Compare* nonprocedural language; *see also* procedure.

procedure In a program, a named sequence of statements, often with associated constants, data types, and variables, that usually performs a single task. A procedure can usually be called (executed) by other procedures, as well as by the main body of the program. Some languages dis-

tinguish between a procedure and a function, with the latter returning a value. *See also* function, parameter, routine, subroutine.

process As a noun, a program or part of a program; a coherent sequence of steps undertaken by a program—for example, an internal or external data-transfer operation, handling of an interrupt, or evaluation of a function.

As a verb, to manipulate data with a program.

process-bound Limited in performance by processing requirements. *See also* computation-bound.

process color A method of handling color in a document in which each block of color is separated into its subtractive primary color components for printing: cyan, magenta, and yellow (as well as black). All other colors are created by blending layers of various sizes of halftone spots printed in cyan, magenta, and yellow to create the image. *Compare* spot color; *see also* color model, color separation.

processing Manipulating data within a computer system. Processing is the vital step between receiving data (input) and producing results (output)—the task for which computers are designed.

processor *See* central processing unit, micro-processor.

product Also known as a Cartesian product. An operator in the relational algebra used in database management that, when applied to two existing relations (tables), results in the creation of a new table containing all possible ordered concatenations (combinations) of tuples (rows) from the first relation with tuples from the second. The number of rows in the resulting relation is the product of the number of rows in the two source relations. *Compare* inner join.

In mathematics, the result of multiplying two or more numbers.

In general, an entity conceived and developed for the purpose of competing in a commercial market. Although computers are products, the term is more commonly applied to software, peripherals, and accessories in the computing arena.



production system In expert systems, an approach to problem solving based on an "IF this, THEN that" approach that uses a set of rules, a database of information, and a "rule interpreter" to match premises with facts and form a conclusion. Production systems are also known as rule-based systems or inference systems. *See also* expert system, inference.

Professional Graphics Adapter Abbreviated PGA. A video adapter introduced by IBM, primarily for CAD applications. The PGA is capable of displaying 256 colors, with a horizontal resolution of 640 pixels and a vertical resolution of 480 pixels.

Professional Graphics Display An analog display introduced by IBM, intended for use with their Professional Graphics Adapter. *See also* Professional Graphics Adapter.

program Synonymous with *software*; a sequence of instructions that can be executed by a computer. The term can refer to the original source code or to the executable (machine language) version. The term *program* implies a degree of completeness; that is, a source code program comprises all statements and files necessary for complete interpretation or compilation, and an executable program can be loaded into a given environment and executed independently of other programs. *See also* program creation, routine, statement.

program card *See* PC Card, ROM card.

program cartridge *See* ROM cartridge.

program counter A register (small, high-speed memory circuit within a microprocessor) that contains the address (location) of the instruction to be executed next in the program sequence.

program creation The process of creating a program—that is, an executable file. Traditionally, program creation comprises three steps: (1) compiling the high-level source code into assembly language source code; (2) assembling the assembly language source code into machine-code object files; (3) linking the machine-code object files with various data files, run-time files, and library files into an executable file. Some compilers go directly from high-level source to machine-code object, and some integrated development environments compress all three steps into a single

command. *See also* assembler, compiler, linker, program.

program file A disk file that contains the executable portion(s) of a computer program, such as a word processor, spreadsheet, or communications package. Depending on its size and complexity, an application or other program, such as an operating system, can be stored in several different files, each containing the instructions necessary for some part of the program's overall functioning. A word processor, for example, might have its text-entry and editing functions in a main program file, its spell-checking abilities in a separate file, and its built-in dictionary or thesaurus in yet another file. All of these, however, are program files, as opposed to letters, reports, and other user-generated materials, which are document (or data) files. *Compare* document file.

program generator A program that creates other programs (usually in source code) based on a set of specifications and relationships given by the user. Program generators are often used to simplify the task of creating an application. *See also* application generator, fourth-generation language.

program listing A copy, usually on paper, of the source code of a program. Some compilers can generate program listings with line numbers, cross-references, and so on.

program logic The logic behind the design and construction of a program—that is, the reasons it works the way it does. *See also* logic error.

programmable Capable of accepting instructions for performing a task or an operation. Programmability is a characteristic of computers.

programmable function key Any of several, sometimes unlabeled, keys on some third-party keyboards that allow the user to "play back" previously stored key combinations or sequences of keystrokes called macros. The same effect can be achieved with a standard keyboard and a keyboard enhancer, the latter of which intercepts the keyboard codes and substitutes modified values; but programmable function keys accomplish this without requiring RAM-resident software that might not work with some application software. *Compare* keyboard enhancer.



information between computers or between computers and peripheral devices one bit at a time over a single line. Serial communications can be synchronous (controlled by some time standard such as a clock) or asynchronous (managed by the exchange of control signals that govern the flow of information). An important aspect of serial communications—and a potential source of difficulty—is that both sender and receiver must use the same baud rate, parity, and control information. *See also* baud rate, parity, start bit, stop bit.

serial interface A data-transmission scheme that sends data and control bits sequentially over a single transmission line. In reference to a computer's serial input/output connection, the term usually implies the use of an RS-232 or RS-422 interface. *Compare* parallel interface; *see also* RS-232-C standard, RS-422/423/449.

serialize To change from parallel transmission (byte by byte) to serial transmission (bit by bit). Its opposite is *deserialize*, not "parallelize."

serial mouse A mouse that attaches to the computer through a standard serial port of the type that can also be used for other purposes, such as attaching a modem. If a serial port is unavailable or another serial port cannot be added to the system, however, a bus mouse, which uses its own computer card, might be used instead. *Compare* bus mouse; *see also* mouse.

serial port An input/output location (channel) for serial data transmission.

serial printer A printer that is connected to the computer via a serial interface. In the microcomputer world, a serial printer or printer port is almost always an RS-232-C or compatible interface. The most common connector for a serial port on a printer is a female D-shaped connector with 25 pin holes. Connectors on the computer side are more varied. Before IBM introduced the PC, the most common connector on the computer side was also a female D-shaped connector with 25 pin holes. The IBM PC, XT, PS/2, and virtually all compatible systems use a male D-shaped connector with 25 pins; the IBM AT and compatibles use a 9-pin male D-shaped connector.

This variety in connectors, along with the need for printer-specific cabling, is one reason why serial printers are less popular than parallel printers in the IBM world. In addition, the MS-DOS operating system assumes that the system printer is attached to the parallel port. Serial printers are the standard for Apple microcomputers. *Compare* parallel printer; *see also* DB connector, serial, serial transmission.

serial processing *See* sequential processing.

serial transmission The transmission of discrete signals one after the other. In communications and data transfer, serial transmission involves sending information over a single wire one bit at a time; this is the method used in microcomputer modem-to-modem communications over telephone lines and used in sending files to a serial printer. *Compare* parallel transmission.

series circuit A circuit in which two or more components are chained together in series, as shown in the illustration. In a series circuit, all of the circuit current passes through each component, but the voltage is divided among the components. This is in contrast to a parallel circuit, in which all components receive the same voltage but share the current load. *Compare* parallel circuit.



Series circuit.

serif As a noun, any of the short lines or ornaments at the upper and lower ends of the strokes that form a character in a typeface; also an adjective describing any face with serifs. The first example in the illustration on the next page is Goudy, a typeface with serifs. The second example is Helvetica, a sans serif typeface.

A serif typeface is usually considered to be easier to read—especially in large blocks of text—than is a sans serif typeface. *Compare* sans serif.

server On a local area network, a computer running administrative software that controls access to all or part of the network and its resources (such as disk drives or printers). A computer acting as a server makes resources available to computers acting as workstations on the network. *Compare* client; *see also* client/server architecture.

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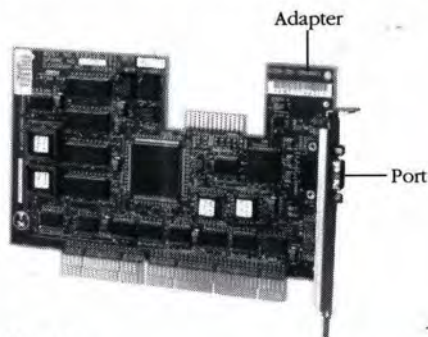
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adapter With personal computers, especially those from IBM® or those that are IBM compatible, usually a printed circuit board (also called an interface card) that enables the computer to use a peripheral device for which it does not already have the necessary connections or circuit boards. See the illustration. Adapters are often used to permit upgrading to new or different hardware. Most often, the term is encountered in video, as in Color/Graphics Adapter (CGA), Enhanced Graphics Adapter (EGA), and Video Graphics Array (VGA). Other common adapters include game-controller hardware for joysticks, adapters for serial communications with devices such as modems, adapters for parallel interfaces for devices such as printers, and adapters for other types of peripheral devices such as CD-ROM drives. Commonly, a single adapter card can have more than one adapter on it. For example, a single adapter card can have both a serial port and a parallel port.



See also port.

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