

EXHIBIT VI

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Network Security



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computer system or application. (2) Layer 5 of the International Standards Organization (ISO) Open Systems Interconnection (OSI) reference model for network architectures.

Signal. A physical, time-dependent energy value used to convey information through a transmission line. Contrast with noise.

Simplex. The capability to transmit in one direction only. Contrast with half-duplex and full-duplex.

Smart Terminal. A display terminal that can operate conversational or block mode and can support local editing capabilities, error detection and correction and protocols like BISYNC or SDLC.

SNA Systems Network Architecture. The network architecture developed by IBM.

Space. The signal corresponding to a binary zero. The space condition exists when the voltage is more positive than +3 volts (EIA RS-232-C interface).

Specialized Carrier. A company that provides value-added or limited communications facilities, not AT&T or a Bell company.

Split Screen. The ability of a CRT screen to be divided into two or more independent display areas.

Star. A network topology in which each station is connected only to a central device and communicates with all other stations through the central device.

StarLAN. A local network design and specification within IEEE 802.3 standards subcommittee, characterized by a bus structure, 1M bps baseband data transmission over two-pair, Twisted-pair wiring using CSMA/CD access.

Start-Stop (signaling). Signaling in which each character is preceded by a start signal which prepares the receiving mechanism for the reception of a character. It is followed by a stop signal which indicates the end of a character and prepares the receiver for another character reception. Also known as asynchronous transmission.

Station. One of the input or output devices of a communications system-e.g., the telephone set in the telephone system or the business machine on the channel or a leased private line.

Statistical Multiplexing. A time-division multiplexing technique in which time slots are dynamically allocated on the basis of need, rather than on a preassigned basis.

Stop Bit. The idle state following the transmission of a character, usually required to be at least 1, 1.42, 1.5, or 2 bit times long.

Store and Forward. A method of queueing messages and transmitting them when a facility becomes available. Synonymous with message switching and electronic mail.

Strap a Hard-wired Connection. A strapping option is one that is implemented by changing wires or setting switches.

Switched Line. One of a series of lines that can be connected through a switching center. Contrast with leased line.

Switched Message Network. A network service, such as Telex, or TWX (TelexII) providing switched rather than permanent interconnection of message devices such as teletypewriters.

Sync Character. A defined bit pattern used to achieve character synchronization between two devices.

Synchronization. The process of adjusting a receiving device's clock, e.g. modem, to match the clock of the transmitting device.

Synchronous. Having a constant time interval between successive bits, characters, or events. Synchronous transmission does not use the start and stop bits of asynchronous transmission to identify the beginning and end of characters. It is more efficient than asynchronous transmission. The timing is achieved by transmitting sync characters prior to the data.

Synchronous Transmission. Transmission process where the information and control characters (a block) are sent at regular clocked intervals so that the sending and receiving terminals are in step with each other.

T Carrier. A time-division multiplexed, digital transmission facility.

T1. A digital carrier facility used to transmit a formatted digital signal at 1.544 Mbps, the equivalent of 24 digital voice channels.