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Microsoft

Computer Dictionary

Fifth Edition

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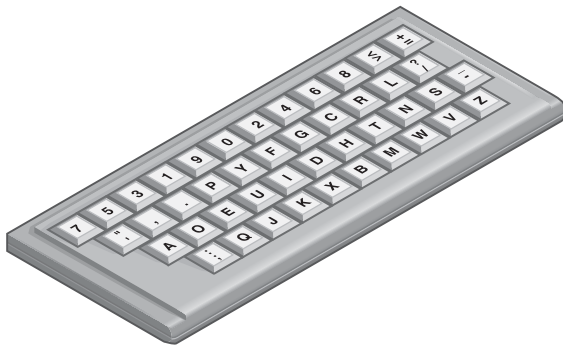
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full-motion video, audio, graphics, and other data on a computer or on a CD-ROM. DVI technology was developed by RCA in 1987 and acquired by Intel in 1988. Intel has since developed a software version of DVI, called Indeo. *Also called:* digital video–interactive.

DV-I *n.* See digital video–interactive.

DVMRP *n.* See Distance Vector Multicast Routing Protocol.

Dvorak keyboard *n.* A keyboard layout developed by August Dvorak and William L. Dealey in 1936 as an alternative to the overwhelmingly popular QWERTY keyboard. The Dvorak keyboard was designed to speed typing by placing the characters on the keyboard for easiest access to the most frequently typed letters. In addition, pairs of letters that often occur sequentially were separated so that the hands could alternate typing them. See the illustration. *See also* ergonomic keyboard, keyboard. *Compare* QWERTY keyboard.



Dvorak keyboard.

DVR *n.* Acronym for **D**igital **V**ideo **R**ecording. Technology allowing broadcast television programming to be digitized and played back immediately. Television signals are routed through a hard drive, converted to a digital format and displayed in real-time or, at the viewer's option, on a delayed basis. DVR technology can be used like a VCR to record favorite programs in advance, with the user picking the programs to be recorded from an online programming guide. DVR capabilities can also be added to products that have related digital technologies and components, such as set-top boxes and digital TV converters.

DVST *n.* See direct view storage tube.

DWDM *n.* See dense wavelength division multiplexing.

DXF *n.* Short for **d**rawing interchange format. A computer-aided design file format originally developed by Autodesk; for use with the AutoCAD program to facilitate transfer of graphics files between different applications

dyadic *adj.* Of, pertaining to, or characteristic of a pair—for example, a dyadic processor, which contains two processors controlled by the same operating system. The term is usually limited to describing a system with two microprocessors. Dyadic Boolean operations are those such as AND and OR in which the outcome depends on both values. *See also* Boolean algebra, operand. *Compare* unary.

dye-diffusion printer *n.* See continuous-tone printer.

dye-polymer recording *n.* A 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.

dye-sublimation printer *n.* See continuous-tone printer.

Dylan *n.* Short for **D**ynamic **L**anguage. An object-oriented programming language developed by Apple Computer in the mid-1990s for application and systems development. It includes garbage collection, type-safety, error recovery, a module system, and programmer control over runtime extensibility of programs.

dynalink *n.* Short for **d**ynamic **l**ink. *See* dynamic-link library.

Dynaload drivers *n.* Device drivers that are supported by Dynaload. Dynaload is a command that can be run from a DOS prompt under IBM's PC DOS 7 and will load compliant device drivers without modification of the CONFIG.SYS file. *See also* CONFIG.SYS.

dynamic *adj.* Occurring immediately and concurrently. The term is used in describing both hardware and software; in both cases it describes some action or event that occurs when and as needed. In dynamic memory management, a program is able to negotiate with the operating system when it needs more memory.

dynamic address translation *n.* On-the-fly conversion of memory-location references from relative addresses (such as "three units from the beginning of X") to absolute addresses (such as "location number 123") when a program is run. *Acronym:* DAT.

D

symbolic address *n.* A memory address that can be referred to in a program by name rather than by number.

symbolic coding *n.* The expression of an algorithm in words, decimal numbers, and symbols rather than in binary numbers, so that a person can read and understand it. Symbolic coding is used in high-level programming languages. *See also* algorithm, high-level language.

symbolic language *n.* A computer language that uses symbols such as keywords, variables, and operators to form instructions. All computer languages except machine language are symbolic.

symbolic link *n.* A disk directory entry that takes the place of a directory entry for a file but is actually a reference to a file in a different directory. *Also called:* alias, shortcut, soft link, symlink.

symbolic logic *n.* A representation of the laws of reasoning, so named because symbols rather than natural-language expressions are used to state propositions and relationships. *See also* logic.

symbol set *n.* Any collection of symbols legitimized by a data-coding system, such as extended ASCII, or a programming language.

symbol table *n.* A list of all identifiers encountered when a program is compiled (or assembled), their locations in the program, and their attributes, such as variable, routine, and so on. *See also* compile, identifier, linker, module (definition 1), object code.

symlink *n.* *See* symbolic link.

symmetric digital subscriber line *n.* *See* SDSL.

symmetric multiprocessing *n.* *See* SMP.

symmetric multiprocessing server *n.* *See* SMP server.

SYN *n.* Short for **synchronous** idle character. A character used in synchronous (timed) communications that enables the sending and receiving devices to maintain the same timing. *Also called:* sync character.

sync character *n.* *See* SYN.

syncDRAM *n.* *See* SDRAM.

synchronization *n.* **1.** In networking, a communications transmission in which multibyte packets of data are sent and received at a fixed rate. *See also* packet (definition 1). **2.** In networking, the matching of timing between computers on the network. All of the computers are generally assigned identical times to facilitate and coordinate com-

munications. **3.** In a computer, the matching of timing between components of the computer so that all are coordinated. For instance, operations performed by the operating system are generally synchronized with the signals of the machine's internal clock. *See also* clock (definition 1), operating system. **4.** In application or database files, version comparisons of copies of the files to ensure they contain the same data. **5.** In multimedia, precise real-time processing. Audio and video are transmitted over a network in synchronization so that they can be played back together without delayed responses. *See also* real-time. **6.** In handheld computing, the process of updating or backing up the data on a handheld computer to the linked software applications on a desktop computer. Data changes made on the desktop computer may also be copied to the handheld during synchronization. *See also* partnership.

synchronization signal *n.* *See* sync signal.

synchronize *vb.* To cause to occur at the same time.

Synchronized Multimedia Integration Language *n.* *See* SMIL.

synchronous *adj.* Occurring at the same time. In computer transmissions, a reference to activity governed by a clock or by synchronized timing.

synchronous burst static RAM *n.* A type of static RAM that is synchronized with the system clock. Synchronous burst static RAM is used in a computer's L2 cache, where frequently accessed information is stored for fast retrieval by the CPU. Synchronous burst static RAM is faster than asynchronous static RAM but is limited to a maximum bus speed of 66 MHz. Computers running at faster speeds can use another form of cache memory known as pipeline burst static RAM. *Also called:* sync SRAM. *See also* L2 cache, static RAM. *Compare* asynchronous static RAM, dynamic RAM, pipeline burst static RAM.

synchronous communications *n.* Computer-to-computer communications in which transmissions are synchronized by timing between the sending and receiving machines.

Synchronous Data Link Control *n.* *See* SDLC.

Synchronous Digital Hierarchy *n.* An ITU recommendation implemented in Europe and similar in most respects to the SONET standard used in North America and Japan. *See also* SONET.