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Microsoft

Computer Dictionary

Fifth Edition

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PUBLISHED BY

Microsoft Press
A Division of Microsoft Corporation
One Microsoft Way
Redmond, Washington 98052-6399

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Library of Congress Cataloging-in-Publication Data
Microsoft Computer Dictionary.--5th ed.

p. cm.

ISBN 0-7356-1495-4

1. Computers--Dictionaries. 2. Microcomputers--Dictionaries.

AQ76.5. M52267 2002

004'.03--dc21

200219714

Printed and bound in the United States of America.

2 3 4 5 6 7 8 9 QWT 7 6 5 4 3 2

Distributed in Canada by H.B. Fenn and Company Ltd.

A CIP catalogue record for this book is available from the British Library.

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Acquisitions Editor: Alex Blanton

Project Editor: Sandra Haynes

Body Part No. X08-41929

her. Because of the screen phosphor, an image for a short time before the eye of the human eye to average or equalize the light intensity, the human eye can display, but the amount of information displayed per sweep are halved. Interlaced display as those produced by the projection of newer computer monitors. However, the standard method of displaying television images. Also compare progressive scanning.

Interleave scanning. range the sectors on a hard disk in such a way that the next sector in the disk will arrive at the head when the computer's head is over it, rather than before, which would make the whole revolution of the platter for the next sector. Interleaving is set by the format utility for use with a given computer.

Interleave *n.* A method of organizing the memory in order to reduce wait states. In memory, adjacent locations are stored in pairs so that after accessing a byte, the next byte is available. See also access time (definition).

Interleave. event a device from acting while the system is in progress.

Interleave *n.* 1. A computer language used as a step between the original source language, high-level language, and the target machine code. Some high-level compilers use it as an intermediate language. See definition 2), object code. 2. See Microsoft.

Pertaining to something, such as a signal that is not unbroken but occurs at periodic intervals.

Interleave *n.* An error that recurs at unpredictable intervals.

See clock/calendar.

Internal *n.* A routine that is loaded into memory by the operating system and resides there for as long as the system is on. Compare external command.

Internal font *n.* A font that is already loaded in a printer's memory (ROM) when the printer is shipped. Compare downloadable font, font cartridge.

Internal interrupt *n.* An interrupt generated by the processor itself in response to certain predefined situations, such as an attempt to divide by zero or an arithmetic value exceeding the number of bits allowed for it. See also internal interrupt. Compare external interrupt.

Internal memory *n.* See primary storage.

Internal modem *n.* A modem constructed on an expansion card to be installed in one of the expansion slots inside a computer. Compare external modem, integral modem.

Internal schema *n.* A view of information about the physical files composing a database, including file names, locations, accessing methodology, and actual or potential data derivations, in a database model such as that described by ANSI/X3/SPARC, that supports a three-schema architecture. The internal schema corresponds to the schema in systems based on CODASYL/DBTG. In a distributed database, there may be a different internal schema at each location. See also conceptual schema, schema.

Internal sort *n.* 1. A sorting operation that takes place on data completely or largely held in memory rather than on disk during the process. 2. A sorting procedure that processes sorted subgroups of records that will be subsequently merged into one list.

International Computer Security Association *n.* See ICISA.

International Federation of Information Processing *n.* See IFIP.

International Maritime Satellite *n.* See Inmarsat.

International Mobile Telecommunications for the Year 2000 *n.* Specifications set forth by the International Telecommunications Union (ITU) to establish third-generation wireless telecommunication network architecture. The specifications include faster data transmission speeds and improved voice quality. Acronym: IMT-2000.

International Organization for Standardization *n.* See ISO.

International Telecommunication Union *n.* See ITU.

International Telecommunication Union-Telecommunication Standardization Sector *n.* See ITU-T.

International Telegraph and Telephone Consultative Committee *n.* English-language form of the name for the

Comité Consultatif International Télégraphique et Téléphonique, a standards organization that became part of the International Telecommunication Union in 1992. See also CCITT, ITU-T.

Internaut *n.* See cybernaut.

Internet *n.* Short for **internetwork**. A set of computer networks that may be dissimilar and are joined together by means of gateways that handle data transfer and conversion of messages from the sending networks' protocols to those of the receiving network.

Internet *n.* The worldwide collection of networks and gateways that use the TCP/IP suite of protocols to communicate with one another. At the heart of the Internet is a backbone of high-speed data communication lines between major nodes or host computers, consisting of thousands of commercial, government, educational, and other computer systems, that route data and messages. One or more Internet nodes can go off line without endangering the Internet as a whole or causing communications on the Internet to stop, because no single computer or network controls it. The genesis of the Internet was a decentralized network called ARPANET created by the U.S. Department of Defense in 1969 to facilitate communications in the event of a nuclear attack. Eventually other networks, including BITNET, Usenet, UUCP, and NSFnet, were connected to ARPANET. Currently the Internet offers a range of services to users, such as FTP, e-mail, the World Wide Web, Usenet news, Gopher, IRC, telnet, and others. Also called: the Net. See also BITNET, FTP¹ (definition 1), Gopher, IRC, NSFnet, telnet¹, Usenet, UUCP, World Wide Web.

Internet2 *n.* A computer-network development project launched in 1996 by a collaborative group of 120 universities under the auspices of the University Corporation for Advanced Internet Development (UCAID). The consortium is now being led by over 190 universities working with industry and government. The goal of Internet2, whose high-speed, fiberoptic backbone was brought on line in early 1999, is the development of advanced Internet technologies and applications for use in research and education at the university level. Though not open for public use, Internet2 and the technologies and applications developed by its members are intended to eventually benefit users of the commercial Internet as well. Some of the new technologies Internet2 and its members are developing and testing include IPv6, multicasting, and quality of service (QoS). Internet2 and the Next Generation Internet