

The Facts On File
DICTIONARY
of
COMPUTER SCIENCE

Revised Edition

Edited by
John Daintith
Edmund Wright



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The Facts On File Dictionary of Computer Science
Revised Edition

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designed to interface with a particular network, protocol, and media.

NLQ *See* near letter quality.

NNTP (network news transport protocol) The protocol used by client and server software to carry USENET postings back and forth over a TCP/IP network.

node 1. A point in a computer NETWORK where communication lines, such as telephone lines, electric cables, or optical fibers, are interconnected, or the endpoint of such a line. Some nodes are used to connect client computers, SERVERS, printers, etc., to the network. Others, especially on larger networks, are devices dedicated to the operation of the network itself, for example HUBS, NETWORK SWITCHES, REPEATERS, BRIDGES, and ROUTERS.

2. *See* tree.

noise Any unwanted electrical signals occurring in a system and producing disturbances in the output of the system. Noise can disturb a TV picture or make a telephone message inaudible. It can also introduce errors in data communications.

nonbreaking space A character representing a space between words that must not be split between lines in text formatting.

nondestructive read The process of reading a memory device in a way that does not alter the contents of the device. Most devices are read in this way.

nonequivalence gate (NEQ gate) A LOGIC GATE whose output is high only when one of its (two or more) inputs is

A	B	output
0	0	0
0	1	1
1	0	1
1	1	0

Truth table for nonequivalence (NEQ) gate

high and the rest are low; otherwise the output is low. It effectively performs the operation of EQUIVALENCE on its inputs and then negates the output, i.e. performs the NOT OPERATION on it. The TRUTH TABLE for a gate with two inputs (A, B) is shown, where 0 represents a low signal level and 1 a high level.

The NEQ gate is also called the *exclusive-OR* (or *XOR*) gate: it excludes the possibility (allowed in the OR GATE) that the output is high when more than one input is high. *See also* equivalence gate.

noninterlaced /non-in-ter-laysst/ Describing monitors and video standards that do not use INTERLACING techniques to improve resolution.

nonlocal variable /non-loh-käl/ *See* scope.

nonprocedural language A PROGRAMMING LANGUAGE where the programmer states the problem but does not specify the exact steps (procedure) to be used in solving it. FOURTH and FIFTH GENERATION LANGUAGES are nonprocedural languages. *Compare* procedural language.

nonvolatile memory /non-vol-ä-täl/ A type of memory whose contents are not lost when the power supply to the memory is switched off. ROM is nonvolatile memory. *Compare* volatile memory.

no-op instruction /noh-op/ (do-nothing operation) An instruction whose execution causes no action to take place in a computer. The computer just proceeds to the next instruction to be executed.

NOR gate /nor/ A LOGIC GATE whose output is high only when all (two or more)

A	B	output
0	0	0
0	1	0
1	0	0
1	1	0

Truth table for NOR gate