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Computer Dictionary

Fifth Edition

- *Fully updated with the latest technologies, terms, and acronyms*
- *Easy to read, expertly illustrated*
- *Definitive coverage of hardware, software, the Internet, and more!*



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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Introduction

The *Microsoft Computer Dictionary, Fifth Edition* is designed to be a comprehensive and authoritative source of definitions for computer-related terms and abbreviations. The dictionary includes terms drawn from a wide variety of topics relevant to computer users, including software, hardware, networking, data storage, graphics, games, information processing, the Internet and the World Wide Web, gaming, history, jargon and slang, organizations, programming, and standards.

Although this book covers nearly every aspect of computing, it does not include entries on most companies or on most makes and models of computers, nor does it contain entries on most application software products. The few exceptions to this rule of thumb are key companies and products that have a historical or universal importance within the computing industry.

This dictionary emphasizes terminology that the average computer user will encounter in documentation, online help, computer manuals, marketing and sales materials, the popular media, and the computer trade press. Because most computer users operate personal computers and desktop systems at home, work, or both, the majority of the entries in this dictionary cover the terminology used in describing and working with these systems. However, some specialized or highly technical language is included that pertains to areas of industry, academia, software and hardware development, and research. These terms have been included because they have a bearing on more common computer terminology or because they are of historical significance.

Changes in the Fifth Edition

The fifth edition of the *Microsoft Computer Dictionary* has been revised and expanded to include over 10,000 entries, reflecting the many advances in the computer field and

including several areas that have come into prominence in the public eye, such as networking, Web authoring, and new technologies, such as .NET. The content from the Year 2000 appendix has been integrated into the body of the dictionary and a new appendix on emoticons and instant messaging symbols has been added.

Order of Presentation

Entries are alphabetized by letter. Spaces are ignored, as are characters such as hyphens and slashes; for example, *Baud-dot code* falls between *baud* and *baud rate*, and *machine-independent* falls between *machine identification* and *machine instruction*. Numbers and symbols are located at the beginning of the book and are listed in ascending ASCII order. If an entry begins with a letter or letters but contains a number, it is listed alphabetically, according to the initial letter(s), and then according to ASCII order. Thus, V20 precedes V.2x, and both precede VAB.

Entries

Entries are of two types: main entries, which contain full definitions, and synonymous cross-references, which contain *See* references to the appropriate main entries. Synonymous cross-references are generally secondary or less common ways of referring to a main entry. The definition at the main entry can be substituted as a definition for the synonymous cross-reference.

Format

Information in each main entry is presented in a consistent format: entry name in boldface, spelling variants (if any), part of speech, definition, illustration or table reference (if any), acronym (if any), alternative names (if any), and cross-references (if any).

Main Entries

Entries that are acronyms or abbreviations for one or more words or concatenations of two or more words have those words spelled out at the beginning of the definition. The letters in these words or phrases that make up the acronym, abbreviation, or concatenation are in boldface.

When a main entry is spelled exactly the same as another main entry, the two entries are differentiated by the use of a superscript numeral after each term. These entries are called homographs, and they are generally different parts of speech. For example,

e-mail¹ (*noun*)

e-mail² (*verb*)

Spelling Variants

When a main entry has one or more variations in the way it is spelled, each spelling variant follows the main entry, after the word *or*.

Parts of Speech

Entries are broken down into four parts of speech, in addition to prefixes, abbreviated as follows:

n. noun

vb. verb

adj. adjective

adv. adverb

Definitions

Each of the more than 10,000 entries is written in clear, standard English. Many go beyond a simple definition to provide additional detail and to put the term in context for a typical computer user. When an entry has more than one sense or definition, the definitions are presented in a numbered list, to make it easier to distinguish the particular, sometimes subtle, variations in meaning.

Illustration and Table References

Some entries have affiliated illustrations or tables that aid in defining the entry. In most cases, illustrations and tables appear on the same page as the entries to which they apply.

In some instances, however, page layout requirements have forced them to a subsequent page. Entries with illustrations or tables usually have references at the end of the definition for an entry, in the following formats:

See the illustration.

See the table.

Acronyms

Some terminology in the computer field, particularly computer standards and Internet slang, can be shortened to form acronyms. Sometimes the acronym is the more common way to refer to the concept or object; in these cases, the acronym is the main entry. In other cases, the acronym is not as commonly used as the words or phrase for which it stands. In these cases, the words or phrase constitute the main entry. The acronym is given after the definition for these entries in the following format:

Acronym:

Alternative Names

Some items or concepts in the computer field can be referred to by more than one name. Generally, though, one way is preferred. The preferred terminology is the main entry. Alternative names are listed after any acronyms; otherwise they are listed after the definition in the following format:

Also called:

Cross-References

Cross-references are of three types: *See*, *See also*, and *Compare*. A *See* reference is used in an entry that is a synonymous cross-reference and simply points to another entry that contains the information sought. A *See also* reference points to one or more entries that contain additional or supplemental information about a topic and follows any acronyms or alternative names after the definition. A *Compare* reference points to an entry or entries that offer contrast and follows any *See also* references; otherwise it follows any acronyms or alternative names after the definition.

Future Printings and Editions

Every effort has been made to ensure the accuracy and completeness of this book. If you find an error, think that an entry does not contain enough information, or seek an entry that does not appear in this edition, please let us know. Address your letter to: Dictionary Editor, Microsoft Press, One Microsoft Way, Redmond, WA 98052-6399. Or send e-mail to mspcd@microsoft.com.

significantly to the user-friendliness of graphical user interfaces and to PCs in general. *See also* graphical user interface. **2.** A high-level programming language designed to process non-numerical data structures and character strings using a Pascal-like syntax.

iconic interface *n.* A user interface that is based on icons rather than on typed commands. *See also* graphical user interface, icon.

icon parade *n.* The sequence of icons that appears during the boot-up of a Macintosh computer.

ICP *n.* Acronym for **I**nternet **C**ache **P**rotocol. A networking protocol used by cache servers to locate specific Web objects in neighboring caches. Typically implemented over UDP, ICP also can be used for cache selection. ICP was developed for the Harvest research project at the University of Southern California. It has been implemented in SQUID and other Web proxy caches.

ICQ *n.* A downloadable software program developed by Mirabilis, and now owned by AOL Time-Warner Inc., that notifies Internet users when friends, family, or other selected users are also on line and allows them to communicate with one another in real time. Through ICQ, users can chat, send e-mail, exchange messages on message boards, and transfer URLs and files, as well as launch third-party programs, such as games, in which multiple people can participate. Users compile a list of other users with whom they want to communicate. All users must register with the ICQ server and have ICQ software on their computer. The name is a reference to the phrase "I seek you." *See also* instant messaging.

ICSA *n.* Acronym for **I**nternational **C**omputer **S**ecurity **A**ssociation. An education and information organization concerned with Internet security issues. Known as the NCSA (National Computer Security Association) until 1997, the ICSA provides security assurance systems and product certification; disseminates computer security information in white papers, books, pamphlets, videos, and other publications; organizes consortiums devoted to various security issues; and maintains a Web site that provides updated information on viruses and other computer security topics. Founded in 1987, the ICSA is currently located in Reston, VA.

ID *n.* Acronym for **i**ntrusion **d**etection. *See* IDS.

IDE *n.* **1.** Acronym for **I**ntegrated **D**evice **E**lectronics. A type of disk-drive interface in which the controller electronics reside on the drive itself, eliminating the need for a separate adapter card. The IDE interface is compatible with the controller used by IBM in the PC/AT computer but offers advantages such as look-ahead caching. **2.** *See* integrated development environment.

identifier *n.* Any text string used as a label, such as the name of a procedure or a variable in a program or the name attached to a hard disk or floppy disk. *Compare* descriptor.

IDL *n.* Acronym for **I**nterface **D**efinition **L**anguage. In object-oriented programming, a language that lets a program or object written in one language communicate with another program written in an unknown language. An IDL is used to define interfaces between client and server programs. For example, an IDL can provide interfaces to remote CORBA objects. *See also* CORBA, MIDL, object-oriented programming.

idle *adj.* **1.** Operational but not in use. **2.** Waiting for a command.

idle character *n.* In communications, a control character transmitted when no other information is available or ready to be sent. *See also* SYN.

idle interrupt *n.* An interrupt that occurs when a device or process becomes idle.

idle state *n.* The condition in which a device is operating but is not being used.

IDS *n.* Acronym for **i**ntrusion-**d**etection system. A type of security management system for computers and networks that gathers and analyzes information from various areas within a computer or a network to identify possible security breaches, both inside and outside the organization. An IDS can detect a wide range of hostile attack signatures, generate alarms, and, in some cases, cause routers to terminate communications from hostile sources. *Also called:* intrusion detection. *Compare* firewall.

IDSL *n.* Acronym for **I**nternet **d**igital subscriber line. A high-speed digital communications service that provides Internet access as fast as 1.1 Mbps (megabits per second) over standard telephone lines. IDSL uses a hybrid of ISDN and digital subscriber line technology. *See also* digital subscriber line, ISDN.

SDMI *n.* See Secure Digital Music Initiative.

SDRAM *n.* Acronym for synchronous **DRAM**. A form of dynamic random access memory (DRAM) that can run at higher clock speeds than conventional DRAM by employing a bursting technique in which the DRAM predicts the address of the next memory location to be accessed. *See also* dynamic RAM.

SDSL *n.* Acronym for symmetric (or single-line) digital subscriber line, a digital telecommunications technology that is a variation of HDSL. SDSL uses one pair of copper wires rather than two pairs of wires and transmits at 1.544 Mbps. *Compare* ADSL.

.sea *n.* A file extension for a self-extracting Macintosh archive compressed with StuffIt. *See also* self-extracting file.

seamless integration *n.* The favorable result that occurs when a new hardware component or program blends smoothly into the overall operation of the system. It is usually the result of thoughtful design and programming.

search¹ *n.* The process of seeking a particular file or specific data. A search is carried out by a program through comparison or calculation to determine whether a match to some pattern exists or whether some other criteria have been met. *See also* binary search, hash search, linear search, search and replace, wildcard character.

search² *vb.* **1.** To look for the location of a file. **2.** To seek specific data within a file or data structure. *See also* replace.

search algorithm *n.* An algorithm designed to locate a certain element, called the target, in a data structure. *See also* algorithm, binary search, hash search, linear search.

search and replace *n.* A common process in applications such as word processors in which the user specifies two strings of characters. The process finds instances of the first string and replaces them with the second string.

search criteria *n.* The terms or conditions that a search engine uses to find items in a database. *See also* search engine.

search engine *n.* **1.** A program that searches for keywords in documents or in a database. **2.** On the Internet, a program that searches for keywords in files and documents found on the World Wide Web, newsgroups, Gopher menus, and FTP archives. Some search engines are used for a single Internet site, such as a dedicated search engine for a Web site. Others search across many sites, using such agents as spiders to gather lists of avail-

able files and documents and store these lists in databases that users can search by keyword. Examples of the latter type of search engine are Lycos and Excite. Most search engines reside on a server. *See also* agent (definition 2), FTP, Gopher or gopher, newsgroup, spider, World Wide Web.

search key *n.* **1.** The particular field (or column) of the records to be searched in a database. *See also* primary key, secondary key. **2.** The value that is to be searched for in a document or any collection of data.

search path *n.* The route followed by an operating system to find the location of a stored file. The search path begins with a drive or volume (disk) designator or a network share, continues through a chain of directories and subdirectories, if any, and ends with the file name. C:\books\diction\start.exe is an example of a search path. *Also called:* access path.

search string *n.* The string of characters to be matched in a search—typically (but not necessarily) a text string.

seat¹ *n.* One workstation or computer, in the context of software licensing on a per-seat basis. *See also* license agreement, workstation (definition 1).

seat² *vb.* To insert a piece of hardware fully and position it correctly in a computer or affiliated equipment, as in seating a single inline memory module (SIMM) in its socket.

secondary channel *n.* A transmission channel in a communications system that carries testing and diagnostic information rather than actual data. *Compare* primary channel.

secondary key *n.* A field that is to be sorted or searched within a subset of the records having identical primary key values. *See also* alternate key (definition 1), candidate key. *Compare* primary key.

secondary service provider *n.* An Internet service provider that provides a Web presence but not direct connectivity. *See also* ISP.

secondary storage *n.* Any data storage medium other than a computer's random access memory (RAM)—typically tape or disk. *Compare* primary storage.

Second Generation *n.* See 2G.

second-level domain *n.* The level immediately beneath the top-level domain in the Internet's DNS hierarchy. *See also* domain (definition 3).

second normal form *n.* See normal form (definition 1).

S

user interface *n.* The portion of a program with which a user interacts. Types of user interfaces, or UIs, include command-line interfaces, menu-driven interfaces, and graphical user interfaces. *Acronym:* UI.

User Interface Toolbox *n.* See Toolbox.

username *n.* The name by which a user is identified to a computer system or network. During the logon process, the user must enter the username and the correct password. If the system or network is connected to the Internet, the username generally corresponds to the leftmost part of the user's e-mail address (the portion preceding the @ sign, as in username@company.com). *See also* e-mail address, logon.

user name *n.* The name by which a person is known and addressed on a communications network. *See also* alias (definition 2).

user profile *n.* A computer-based record maintained about an authorized user of a multiuser computer system. A user profile is needed for security and other reasons; it can contain such information as the person's access restrictions, mailbox location, type of terminal, and so on. *See also* user account.

user state *n.* The least privileged of the modes in which a Motorola 680x0 microprocessor can operate. This is the mode in which application programs are run. *See also* 68000. *Compare* supervisor state.

USnail *n.* **1.** Slang for the United States Postal Service. USnail, a term used on the Internet, is a reference to how slow the postal service is in comparison to e-mail. **2.** Mail delivered by the United States Postal Service. *See also* snail mail.

/usr *n.* A directory in a computer system that contains subdirectories owned or maintained by individual users of the computer system. These subdirectories can contain files and additional subdirectories. Typically, /usr directories are used in UNIX systems and can be found on many FTP sites. *See also* FTP site.

USRT *n.* Acronym for **universal synchronous receiver-transmitter**. A module, usually composed of a single integrated circuit, that contains both the receiving and transmitting circuits required for synchronous serial communication. *Compare* UART.

UTC *n.* *See* Universal Time Coordinate.

UTF-8 *n.* Acronym for **UCS Transformation Format 8**. A character set for protocols evolving beyond the use of ASCII. The UTF-8 protocol provides for support of extended ASCII characters and translation of UCS-2, an international 16-bit Unicode character set. UTF-8 enables a far greater range of names than can be achieved using ASCII or extended ASCII encoding for character data. *See also* ASCII, Unicode.

utility *n.* A program designed to perform a particular function; the term usually refers to software that solves narrowly focused problems or those related to computer system management. *See also* application.

utility program *n.* A program designed to perform maintenance work on the system or on system components (for example, a storage backup program, disk and file recovery program, or resource editor).

UTP *n.* Acronym for **unshielded twisted pair**. A cable containing one or more twisted pairs of wires without additional shielding. UTP is more flexible and takes up less space than shielded twisted-pair (STP) cable but has less bandwidth. *See the illustration. See also* twisted-pair cable. *Compare* STP.



UTP

.uu *n.* The file extension for a binary file that has been translated into ASCII format using uuencode. *Also called:* .uud. *See also* ASCII, binary file, uuencode¹. *Compare* .uue.

UUCP *n.* Acronym for **UNIX-to-UNIX Copy**. A set of software programs that facilitates transmission of information between UNIX systems using serial data connec-