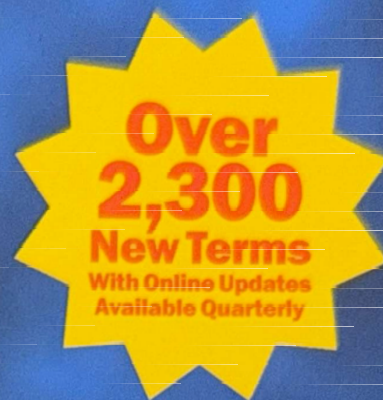


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Computer Dictionary

Third 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 pending.

ISBN 1-57231-743-4

Printed and bound in the United States of America.

1 2 3 4 5 6 7 8 9 QMQM 2 1 0 9 8 7

Distributed to the book trade in Canada by Macmillan of Canada, a division of Canada Publishing Corporation.

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

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ALGOL \al'gäl, al'göl\ *n.* Short for **Algorithmic Language**. The first structured procedural programming language, developed in the late 1950s and once widely used in Europe.

algorithm \al'gä-ridh'em\ *n.* A finite sequence of steps for solving a logical or mathematical problem.

algorithmic language \al'gä-ridh'mik lang'wäj\ *n.* A programming language, such as Ada, Basic, C, or Pascal, that uses algorithms for problem solving.

alias \ä'lē-əs, ä'l'yəs\ *n.* **1.** An alternative label for some object, such as a file or data collection. **2.** A name used to direct e-mail messages to a person or group of people on a network. **3.** A false signal that results from the digitization of an analog audio sample.

aliasing \ä'lē-əs-sēng', ä'l'yä-sēng'\ *n.* In computer graphics, the jagged appearance of curves or diagonal lines on a display screen, which is caused by low screen resolution. See the illustration.



Aliasing. The lower resolution of the image on the right reveals the aliasing effect.

aliasing bug \ä'lē-əs-ēng bug', ä'l'yä-sēng'\ *n.* A class of subtle programming errors that can arise in code that performs dynamic allocation. If several pointers address the same chunk of storage, the program may free the storage using one of the pointers, but then attempt to use another one (an alias), which would no longer be pointing to the desired data. This bug is avoidable by the use of allocation strategies that never use more than one copy of a pointer to allocated core memory, or by the use of higher-level languages, such as LISP, which employ a garbage collection feature. Also called stale pointer bug. See also alias, dynamic allocation, garbage collection.

align \ä-līn'\ *vb.* **1.** In an application such as a word processor, to position lines of type relative

to some point, such as the page margin. The most common types of alignment are shown.

Left	Centered
aligned	centered
on the	around
left	a
edge	midpoint
Right	Decimal
aligned	.999
on the	10.99
right	100.999
edge	10.999

2. To adjust some device to position it within specified tolerances, such as the read/write head relative to a track on a disk. **3.** In data handling, to store multiple-byte data units so that the respective bytes fall in corresponding locations of memory.

alignment \ä-līn'mənt\ *n.* The arrangement of objects in fixed or predetermined positions, rows, or columns. For example, the Macintosh Finder can do automatic alignment of icons in a folder or on the desktop.

allocate \al'ä-kāt'\ *vb.* To reserve a resource, such as sufficient memory, for use by a program. Compare deallocate.

allocation \al'ä-kä'shən\ *n.* In operating systems, the process of reserving memory for use by a program.

allocation block size \al'ä-kä'shən blok' siz'\ *n.* The size of an individual block on a storage medium, such as a hard drive, which is determined by factors such as total disk size and partitioning options.

allocation unit \al'ä-kä'shən yōō'nit\ *n.* See cluster.

all points addressable \äl' points ä-dres'ä-bl'\ *n.* The mode in computer graphics in which all pixels can be individually manipulated. Acronym: APA (A`P-A`). See also graphics mode.

Alpha \äl'fä\ *n.* Digital Equipment Corporation's (DEC's) internal name for its 64-bit RISC-based microprocessor product introduced in February 1992 as the DECchip 21064. For trademark reasons, DEC has expanded the name to Alpha AXP, used as an adjective to describe the DECchip tech-