

Microsoft

OVER
10,000
ENTRIES

Microsoft

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.

programming, to keep the implementation details of a class a separate file whose contents do not need to be known by a programmer using that class. *See also* object-oriented programming, TCP/IP.

Encapsulated PostScript *n.* *See* EPS.

encapsulated type *n.* *See* abstract data type.

encapsulation *n.* **1.** In object-oriented programming, the packaging of attributes (properties) and functionality (methods or behaviors) to create an object that is essentially a “black box”—one whose internal structure remains private and whose services can be accessed by other objects only through messages passed via a clearly defined interface (the programming equivalent of a mailbox or telephone line). Encapsulation ensures that the object providing service can prevent other objects from manipulating its data or procedures directly, and it enables the object requesting service to ignore the details of how that service is provided. *See also* information hiding. **2.** In terms of the Year 2000 problem, a method of dealing with dates that entails shifting either program logic (data encapsulation) or input (program encapsulation) backward into the past, to a parallel year that allows the system to avoid Year 2000 complications. Encapsulation thus allows processing to take place in a “time warp” created by shifting to an earlier time before processing and—for accuracy—shifting output forward by the same number of years to reflect the actual date. *See* data encapsulation, program encapsulation.

encipher *vb.* *See* encrypt.

encode *vb.* **1.** *See* encrypt. **2.** In programming, to put something into code, which frequently involves changing the form—for example, changing a decimal number to binary-coded form. *See also* binary-coded decimal, EBCDIC.

encoder *n.* **1.** In general, any hardware or software that encodes information—that is, converts the information to a particular form or format. For example, the Windows Media Encoder converts audio and video to a form that can be streamed to clients over a network. **2.** In reference to MP3 digital audio in particular, technology that converts a WAV audio file into an MP3 file. An MP3 encoder compresses a sound file to a much smaller size, about one-twelfth as large as the original, without a perceptible drop in quality. *Also called:* MP3 encoder. *See also* MP3, WAV. *Compare* rip, ripper.

encoding *n.* **1.** *See* Huffman coding. **2.** A method of dealing with computers with Year 2000 problems that entails storing a four-digit year in date fields designed to hold only two digits in a program or system. This can be accomplished by using the bits associated with the date field more efficiently—for example, by converting the date field from ASCII to binary or from decimal to hexadecimal, both of which allow storage of larger values.

encrypt *vb.* To encode (scramble) information in such a way that it is unreadable to all but those individuals possessing the key to the code. Encrypted information is known as cipher text. *Also called:* encipher, encode.

encryption *n.* The process of encoding data to prevent unauthorized access, especially during transmission. Encryption is usually based on one or more keys, or codes, that are essential for decoding, or returning the data to readable form. The U.S. National Bureau of Standards created a complex encryption standard, Data Encryption Standard (DES), which is based on a 56-bit variable that provides for more than 70 quadrillion unique keys to encrypt documents. *See also* DES.

encryption key *n.* A sequence of data that is used to encrypt other data and that, consequently, must be used for the data’s decryption. *See also* decryption, encryption.

end-around carry *n.* A special type of end-around shift operation on a binary value that treats the carry bit as an extra bit; that is, the carry bit is moved from one end of the value to the other. *See also* carry, end-around shift, shift.

end-around shift *n.* An operation performed on a binary value in which a bit is shifted out of one end and into the other end. For example, a right-end shift on the value 00101001 yields 10010100. *See also* shift.

en dash *n.* A punctuation mark (–) used to show ranges of dates and numbers, as in 1990–92, and in compound adjectives where one part is hyphenated or consists of two words, as in pre–Civil War. The en dash is named after a typographical unit of measure, the en space, which is half the width of an em space. *See also* em space. *Compare* em dash, hyphen.

End key *n.* A cursor-control key that moves the cursor to a certain position, usually to the end of a line, the end of a screen, or the end of a file, depending on the program. *See* the illustration.

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Part No. X08-41956

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