
Tech Terms

What Every Telecommunications and
Digital Media Professional Should Know

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**Sequential Couleur Avec Memoire
(Sequential Color with Memory) (SECAM)
Standard (See *SECAM*.)**

**Serial Copy Management System
(See *SCMS*.)**

Serial Digital Interface (See *SDI*.)

Serial Interface Port (See *RS-232*.)

Server

Level: 1

Definition: A type of computer providing specific types of services to "client" computers or terminals connected to a network. Servers come in many forms: application servers, web servers, file servers, mail servers, database servers, streaming servers, and so on. What distinguishes a server from other computers in a network is that the servers are charged with processing requests made by other computers. A server can operate as a standalone system, or it can run as a separate process on any type of computer that is carrying out other, non-server functions. (See also *Active Server Pages*, *Apache Web Server*, *Client/Server*, *Exchange Server*, *Hosting*, *Proxy Server*, *Secure Server*, *SSL*, and *Web Server*.)

**Service Access Point; Systems,
Applications, and Products (See *SAP*.)**

Service-oriented Development

Level: 3

Definition: A phrase recently coined to contrast with object-oriented developing, service-oriented development involves an overarching approach to the development of web services created to be loosely coupled and designed to support change. As opposed to object-oriented components that are often highly interdependent and can sometimes break when one or several components are modified, service-oriented development integrates services that can be programmed in any language using any development tool and can run on different platforms. Service orientation involves the techniques of creating services to build connected systems. Whereas

an object-oriented architecture might stress the creation of one particular service, a broader service orientation addresses the same issues but on a more global scale. (See also *.NET* and *Object Oriented*.)

Servomechanism

Level: 3

Definition: Refers to an automatic control system in which the electronic mechanical device output is intermittently (in high-tolerance manufacturing systems, constantly) compared with the input through a feedback loop. From the comparison task and any resulting difference in input versus output quantities or parameters, the servomechanism system or device uses the information to recognize when to initiate the next function or control sequence.

**Session Initiation Protocol (SIP) for Instant
Messaging and Presence Leveraging
(See *SIMPLE*.)**

Session Layer

Level: 3

Definition: A structural layer within the digital Open Systems Integration model. (See also *OSI*.)

Set-top Box

Level: 2

Definition: In general terms, a set-top box is a hardware device that mediates signals between a television and a variety of input sources, including cable, satellite, telephone line, or roof-top antenna. Set-top converter boxes used in cable television systems or other video distribution services such as DBS or DTH essentially function to unscramble and/or decode digital video signals that have been encrypted for transmission. Cable pay-per-view services, as well as premium movie and other channels, require decoding that is handled in the set-top box. (See also *Cable Television*, *DBS*, and *IRD*.)

Shareware

Level: 2

Definition: Refers to computer software made available on a "try-before-buy" basis. Generally,