# **Glossary Table of Contents**

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The glossary does not have a table of contents, as such. However, you can use the browse buttons (<< and >>, on the button bar, above) while in the glossary to flip through the definitions in alphabetical order.

That said, the best way to use the glossary is to select the Search button and use the keywords.

**386:** Short for 80386. The Intel CPU chip that introduced 32-bit technology to personal computers in 1985. It has 32-bit registers and a 32-bit address bus and comes in two varieties as far as data buses. The DX has a 32-bit data bus and the SX has a 16-bit data bus. More.

**8088:** The Intel CPU chip that was used on the original IBM PC. It has 16-bit registers, but is limited to an 8-bit data bus and a 20-bit address bus. <u>More.</u>

**80286:** The second popular Intel CPU chip to be used on personal computers. It has 16-bit registers and a 16-bit data bus, and increased the address bus from 20 to 24 bits. However, this is all behind the current 32-bit technology. <u>More.</u>

**Address Bus:** The lines from CPU to memory which indicate the addresses of the data which is being used.  $\underline{\text{More}}$ .

#### Address Bus:

The lines from a <u>CPU</u> to memory which indicate the addresses of the data which is being used. Each line carrys a <u>bit</u>, so the larger the bus, measured in bits (lines) the more memory which can be addressed (accessed). As an illustration, suppose that there are two lines...

00 = 001 = 1

10 = 2

11 = 3

Counting address 0, four addresses can be accessed. By adding one line, the amount of address which can be accessed is doubled...

000 = 0

001 = 1

010 = 2

011 = 3

100 = 4

101 = 5

110 = 6

111 = 7

The smallest actual address size which has become popular is the 20-bit size of the original IBM PC. A 20-bit address bus can access 1,048,576 bytes, which happens to be one megabyte. (It is slightly more than one million because of the way bits keep track of numbers.)

Two other address bus sizes are also popular: 24 bits, and 32 bits. Here is how they compare...

```
20-bit address bus 1 megabyte
24-bit address bus 16 megabytes
32-bit address bus 4,096 megabytes
```

Now, here are the address bus sizes of some popular CPU's...

8088 20 bits 8086 20 bits 80286 24 bits 80386 32 bits

The 20-bit address bus of the 8088 chip is the cause of the famous  $640\underline{K}$  DOS memory limit. Although, 1 megabyte was addressable, 384K was used by the

system, leaving only 640K for programs.

**ALT:** Abbreviation for "ALTernate". <u>More</u>.

### ALT:

Abbreviation for ALTernate. There are two keys on most keyboards. You can use either one.

**ANSI:** Stands for *American National Standards Institute* and is a system of keyboard codes. <u>More</u>.

### ANSI:

Stands for American National Standards Institute, and is a system of character codes to control screen output.

**API:** Stands for *application programming interface*. A collection of subroutines supplied with Windows which is available to programmers. <u>More</u>.

### API:

Stands for *application programming interface*. This is a collection of <u>subroutines</u> which is supplied with <u>Windows</u> and is available to programmers.

For example, *CreateWindow* is an API subroutine which programmers can use to have Windows create a <u>window</u> for them. The programmer must provide <u>parameters</u> with the CreateWindow call so that Windows knows what kind of window to create.

Writing Windows programs is largely a matter of knowing how to use the appropriate API.

**Application:** An application is a program which is running in Windows. <u>More</u>.

### Application:

A program which runs in <u>Windows</u>. In <u>DOS</u>, the programmer writes most of the program code and the result is called a *program*. In Windows, much of the program code is already supplied as subroutines which can be used by a programmer. Therefore, the programming result is often called an application of windows, or, simply, *application* instead of being called a program.

**Arrow Mouse Cursor:** The "normal" cursor which may look like this: . More.



## **Arrow Mouse Cursor:**

The standard mouse cursor which probably (see  $\underline{\text{flexibility}}$ ) looks something like this:  $\bigcirc$ . See also  $\underline{\text{hand mouse cursor}}$ .

**ASCII:** Stands for *American Standard Code for Information Interchange*. The standard DOS character set. <u>More</u>.

#### ASCII:

Stands for *American Standard Code for Information Interchange*. The standard <u>DOS</u> character set. The primary characteristic of ASCII is that it is primarily just text characters. For this reason it can be displayed on a screen without any funny looking characters and can be printed on virtually all printers.

Disadvantages of ASCII are that foreign characters are not included and special codes for bold text and other types of formatting are not available.

In reference to files, an ASCII file is one that is virtually all text. The opposite type of file is a <u>binary</u> one, which see.

The original IBM PC character set used ASCII characters.

**ASP:** Stands for *Association of Shareware Professionals*. Has an ombudsman for shareware. <u>More</u>.

#### ASP:

Stands for Association of Shareware Professionals. An organization of authors, vendors, and others who want to promote shareware. Located at 545 Grover Road, Muskegon, MI 49442-9427.

Has an ombudsman for shareware...

This program is produced by a member of the Association of Shareware Professionals (ASP). ASP wants to make sure that the shareware principle works for you. If you are unable to resolve a shareware- related problem with an ASP member by contacting the member directly, ASP may be able to help. The ASP Ombudsman can help you resolve a dispute or problem with an ASP member, but does not provide technical support for members' products. Please write to the ASP Ombudsman at 545 Grover Road, Muskegon, MI 49442 USA, or send a Compuserve message via Compuserve Mail to ASP Ombudsman 70007,3536.

AUTOEXEC.BAT: The AUTOmatically EXECuted BATch file. More.

### **AUTOEXEC.BAT:**

The **AUTO**matically **EXEC**uted **BAT**ch file. It is located in the root directory and is automatically executed everytime the computer is turned on.

**Back Button:** A button towards the top of the help window which allows you to go back to the page you were just at. <u>More</u>.

### **Back Button:**

A button towards the top of the <u>help window</u>. By <u>pointing and clicking</u> at it, you go back to the page you were just at. Like a string leading out of a maze, it allows you to retrace your steps.

A sample one is circled (with an arrow pointing to it) in the illustration.

**Bar:** A relatively small rectangular area of the screen used for a particular purpose. <u>More</u>.

## Bar:

A rectangular area of the screen used for a particular purpose. An example is the <u>title bar</u>.

**Bar (Scroll Bar):** The part of a scroll bar upon which the thumb button moves. Pointing and clicking on it moves the text up or down a page. <u>More</u>.

### Bar (Scroll Bar):

The bar of a <u>scroll bar</u> along which the <u>thumb button</u> moves. The location of the thumb button on the bar indicates which part of the contents of a <u>window</u> is being displayed. The thumb button can be <u>dragged</u> along the bar with the <u>mouse cursor</u> in order to <u>scroll</u> the contents of the window. Dragging the thumb button up, for example, moves towards the top of the text.

See illustration.

**BBS:** A computer Bulletin Board Service. <u>More</u>.

### BBS:

BBS stands for computer Bulletin Board Service. It is a computer which is hooked to a telephone line and can be phoned by other computers. BBS's are good for electronic mail communication and for distributing programs, as well as other things. The name comes from the bulletin boards in the student centers of colleges, where anyone can post a message and everybody else can read it.

**Binary:** A file which contains information besides text. <u>More</u>.

# Binary:

A type of file which contains information besides text. Examples are program, database, spreadsheet, and graphics files. The opposite of a binary file is an <u>ASCII</u> file, which see.

**Bit:** Stands for  $BInary\ digiT$ . The simplest unit that makes up all digital computers: a single switch that can be on or off.  $\underline{More}$ .

#### Bit:

Stands for *Blnary digiT*. It is a single switch that can be on or off. It is the most basic unit that makes up all digital computers. A computer has millions or billions of them.

A bit is commonly represented as a 0 (for *off*) or 1 (for *on*). Groups of bits represent characters, numbers, pixels, programs, literally **everything** that a computer does.

Eight bits is a <u>byte</u>. The following series of bytes counts from 0 to 9 in binary...

The eight bits in a byte can be on and off in 256 variations and can count from 0 to 255. They can also be used to represent characters, like this...

01100001 = a 01100010 = b 01100011 = c

combinations of bytes can be used to represent programs. For example...

11111110 11000010

...means to add one to a certain number.

How does a computer know if bits are numbers, characters, programs, or something else?

The answer is that when a computer is turned on, it looks at a group of bytes in a certain location as program code to be executed. Programmers take over from there and, with program code, tell the computer which bytes should be treated as what.

**Box:** A small square area of the screen used for a particular purpose. <u>More</u>.

### Box:

A small square area of the screen used for a particular purpose. An examples of a box is the <u>control box</u>. When a box is selected, it does **not** give the illusion of being pushed down.

**Button Bar:** A bar, usually below the overhead menu, which contains buttons.

More.

## **Button Bar:**

A <u>bar</u> used to display buttons. It often appears horizontally directly below an <u>overhead menu</u>, but can be vertical and appear anywhere.

**Byte:** A group of eight bits. <u>More</u>.

# Byte:

A group of eight <u>bits</u>. Pronounced *bite*. Spelled funny to help distinguish it from the word *bit*. The word *bit* is smaller than the word *byte* and a bit is smaller than a byte.

The original IBM PC character set had 256 characters consistent with the 256 different ways that bits could be set in a byte. See <u>ASCII</u>.

<b>C:</b> One of the most popular professional programming languages forpersonal computers. <u>More</u> .				

# C:

One of the most popular programming languages for personal computers. Used especially by professional programmers. Designed by Dennis Ritchie. Derived from a language called  ${\it B}$ .

**C+@:** An OO programming language similar to C++ that uses the @ method for point objects. <u>More</u>.

C+@:

An <u>OO</u> programming language similar to <u>C++</u> that includes a library of objects. It is pronounced *Cat*. Notably, the @ method is used for point objects. (The @ method is derived from Smalltalk, another OO language.)

A common object for any OO language is a point object that consists of X and Y variables to specify a point. The @ method is used to specify these variables like this...

MyPoint = 10 @ 35;

...which means MyPoint is a point at the location X=10 and Y=35.

Source: Dr. Dobbs's Journal, October, 1993, Page 24.

**C++:** A popular object oriented programming language derived from C. <u>More</u>.

#### C++:

A popular  $\underline{OO}$  programming language derived from  $\underline{C}$ . Object oriented programming is in the eyes of the programmer. It is not obvious to the user if a program is written in C or C++.

In C, variables and subroutines are organized separately. In C++, variables and subroutines can be organized together. This grouping is called an *object*.

A disadvantage of C++ is that it is initially difficult to conceptualize and involves the writing of more code. An advantage is that, in the long run, the code may be more organized.

 $\textbf{Cache:} \quad \text{A place where data is temporarily stored.} \quad \underline{\text{More}}.$ 

### Cache:

A place where data is temporarily stored. The problem is that a <u>CPU</u> can process information faster than other parts of a computer. A cache often paces the flow of information.

In printers, the data can be sent quickly to a cache where it is held and gradually fed out at the speed the printer can receive it. In this respect, it is simply a different word for <u>spooler</u>.

In disk drives, often-accessed data is kept in a cache which handles it more quickly than a disk drive.

In CPU's the next code instructions or data or kept ready in a cache, which can be accessed more quickly than Random Access Memory (RAM).

**Caption:** Another name for the title of a window. <u>More</u>.

# Caption:

Another name for the <u>title</u> of a <u>window</u>. Generally speaking, programmers call it a *caption* while users call it a *title*.

Caption Bar: Another name for the title bar. More.

# **Caption Bar:**

Another name for the <u>title bar</u>. Programming manuals use the term *caption bar* while user manuals use the term title bar.

 $\textbf{Central Processing Unit:} \quad \text{A chip which does the actual computing.} \quad \underline{ \text{More}}.$ 

# **Client Area:**

The central part of a  $\underline{\text{window}}$  intended to be utilized as the workspace by the user or the programmer.

**COM:** Stands for *COMmunications port*. <u>More</u>.

## COM:

Stands for *COMmunications port*. A <u>serial</u> port often used for <u>modems</u> and mice. A personal computer typically has up to four COM ports designated COM1, COM2, COM3, and COM4.

**Command Line:** A typed instruction to a computer given at the DOS prompt or at the File/Run... menu item in the Windows Program Manager. <u>More</u>.

## Command:

A written instruction given to a computer at the <u>DOS prompt</u> or at the File/Run... menu item in the <u>Program Manager</u>. A typical command is a <u>keyword</u> to start a program. Another common type is a <u>DOS command</u>.

**Component Software:** In reference to OLE, software which can be a component of an object. <u>More</u>.

### **Component Software:**

A goal of future versions of Windows is to emphasize objects over programs. An object can be, for example, a document with spreadsheets and graphics. Instead of loading a program to work on the document, you load the document. Then, *component software* is used to do the work processing, calculating, and drawing. This is just a way of saying that the programs used to work on the document are moved off center stage and are merely components of the work being done. The programming method of accomplishing this is called OLE.

 $\textbf{Console:} \quad \text{The display screen and keyboard.} \quad \underline{\textbf{More}}.$ 

## Console:

The display screen and keyboard. This is a leftover from the days when teletypes were used. On modern personal computers, the keyboard is the input console and the video screen is the output console.

**Control Box:** A small box in the upper left-hand corner of many windows. Selecting it causes the control menu to appear. Double-clicking on it causes the window to close. <u>More</u>.

### **Control Box:**

A small box in the upper left-hand corner of many <u>windows</u>. It has a hyphen (-) in it. A programmer determines if the control box appears with a window or not. The control box can be used to resize and close a window and to switch to other running <u>applications</u>. <u>Pointing and clicking</u> on the control box causes a <u>control menu</u> to appear. <u>Double-clicking</u> the control box causes the window to close.

It is called a *box* instead of a *button* because it does **not** give the graphical illusion of being depressed when it is selected.

**Control Menu:** A menu which appears when the control box is selected. <u>More</u>.

#### **Control Menu:**

A menu which appears when the <u>control box</u> is selected. This menu can be used to move, resize, and close windows and to switch to other running <u>applications</u>. Programmers have some influence over what appears in control menus so they are not all necessarily the same.

Most of the functions of the menu items can be accomplished easier by other means, which are explained somewhat in "The Visible Window". The control menu is a redundant way of doing the same things, perhaps if you forget the easier ways or if your mouse stops working.

You can access the control menu without a mouse by pressing F10, using the arrow keys until the control box is highlighted, and then by pressing F10, using the

**Corner Border:** The corner of a window border which can be used to resize a window in two directions. <u>More</u>.

#### **Corner Border:**

The corner of a <u>thick border</u> in a <u>window</u>. It can be used to resize a window in two directions at once. It is difficult to do, but once you position the <u>mouse cursor</u> on a border corner, the cursor changes into a double arrow. Then, you can <u>drag the mouse</u> to resize the window. Compare with <u>horizontal border</u>, <u>vertical border</u>, and <u>thin border</u>.

CPU: Stands for Central Processing Unit. More.

CPU:

**Central Processing Unit:** 

386: 8088: 80286:

*CPU* stands for *Central Processing Unit*. A chip which does the actual computing. Other chips assist the CPU.

Most personal computers contain one of a series of Intel CPU chips. These chips vary in terms of speed and complexity, but their distinguishing characteristics, up to a point, have to do with how many <u>bits</u> they can handle at once.

The amount of bits they can handle depends upon the sizes of the <u>registers</u>, the <u>data bus</u>, and the <u>address bus</u>.

The original IBM PC had an 8088 chip. The 8088 was released in 1977, even though IBM did not use it until 1981. It had 16-bit registers, but only an 8-bit data bus. It had a 20-bit address bus which was the cause of the famous 640K DOS size limit.

Next in the PC line was the 80286 chip, also called the *286*, which was released in 1984. It had 16-bit registers and a 16-bit data bus and increased the address bus to 24 bits. This theoretically broke the 640K barrier, but most software did not take advantage of it.

Next was the 80386 chip, also called the *386*, released in 1985. It jumped to 32-bit registers, a 32-bit data bus, and a 32-bit address bus. The 80486, also called the *486*, keeps up this standard.

The 80386SX chip, released in 1988, and the 80486SX chip still have 32-bit registers and 32-bit address buses, but only 16-bit data buses. Since then, the designation *DX* has come to mean a 386 or 486 with a full 32-bit data bus. Summary...

386DX 32-bit data bus 386SX 16-bit data bus

 $\textbf{CRC:} \quad \textbf{Stands for } \textit{Cyclic Redundancy Check.} \quad \textbf{A number used to determine if a file has changed.} \quad \underline{\textbf{More}}.$ 

### CRC:

Stands for *Cyclic Redundancy Check*. This is a number which is determined by scanning a file. If the file has been changed, the CRC number will be different. It is used to maintain file integrity. For example, when <a href="PKZIP">PKZIP</a> compresses a file, it determines and saves the CRC for that file. When the file is uncompressed, <a href="PKUNZIP">PKUNZIP</a> recomputes the CRC and compares it with the original. If it is different, the new file is not the same as the original. (This could be, for example, because a disk has been corrupted, or because of interference when a file is transmitted over phone lines.)

**CTRL:** Abbreviation for "ConTRoL". <u>More</u>.

## CTRL:

Abbreviatfor ConTRoL. There are two keys on most keyboards. You can use either one.

 $\begin{tabular}{lll} \textbf{Cyberspace:} & The virtual reality inside computers. & \underline{More}. \end{tabular}$ 

# **Cyberspace:**

The virtual reality inside computers. In science fiction, people enter this virtual reality to transverse networks. In studies of artificial intelligence, scientists and others wonder if peoples memories and thought processes can be transferred to computers. Interaction with others on networks, particularly <a href="Internet,">Internet,</a> is sometimes referred to as *cyberspace*. In general terms, anything having to do with the abstract inner workings of computers.

**Data Bus:** The lines which carry data to and from a CPU.  $\underline{\text{More}}$ .

### Data Bus:

The lines which carry data to and from a <u>CPU</u>. Think of the data bus as being a superhighway with at least eight lanes. When a <u>byte</u> goes down this highway, it goes sideways, with one <u>bit</u> per lane. This means that the bytes can go down the road eight times faster, conceptually, than if the bits had to go down one lane a bit at a time.

Here are the sizes, in bits, of the data buses of some popular CPU chips...

8088 8 bits 8086 16 bits 80286 16 bits 80386DX 32 bits 80386SX 16 bits

Depending upon how you use your computer, traffic jams can be created by different sizes in your <u>registers</u> and your data buses. Here is an example...

Although an 80386SX can process 32 bits at a time with its registers, it can only move 16 bits at a time into and out of its CPU.

**Default:** Current or active, in reference to disk drives and directories. <u>More.</u>

### Default:

What will be used if nothing else is specified. Usually in reference to disk drives and directories. Also called the *active* or *current* disk drive or directory.

The most common <u>DOS prompt</u> indicates the default disk drive and directory:

D:\PATH>

The default disk drive is represented by D: and the default directory is represented by \PATH.

**DNLD:** For DowNLoaD. A directory commonly used to download files from BBS's. More.

### **DNLD**:

A directory commonly used to download files from directories. It stands for DowNLoaD. Once you make a DNLD directory, you can set your communications software to download all files from BBS's to it. Then, you know where all of your recently downloaded files are on your hard disk. The opposite of a DNLD directory is an <u>UPLD</u> directory.

 $\begin{tabular}{ll} \textbf{DOS:} & "Disk Operating System". & Essential software which performs fundamental operating tasks of a computer. & $\underline{More}$. \\ \end{tabular}$ 

### DOS:

DOS stands for "Disk Operating System". Every computer has essential operating system software which does fundamental tasks, such as starting the computer when it is turned on and displaying a prompt for accepting commands. DOS is one such operating system. Despite its name, it does much more than just operate the disks.

**DOS Command:** One of the programs or subroutines distributed with DOS that can be entered at the DOS prompt.  $\underline{\text{More}}$ .

## **DOS Command:**

One of the programs or subroutines distributed with  $\underline{\text{DOS}}$  that can be entered at the  $\underline{\text{DOS prompt}}.$ 

**DOS Prompt:** A customizable prompt used to enter commands in DOS. <u>More</u>.

# **DOS Prompt:**

See  $\underline{DOS}$ . A prompt where  $\underline{commands}$  can be entered. It can be customized in thousands of ways. The most popular way indicates the default disk drive and directory like this:  $\underline{D:PATH>}$ .

**DOS Prompt Designation:** D:\PATH>. <u>More</u>.

### **DOS Prompt Designation:**

The <u>DOS prompt</u> is designated in <u>SunShine</u> by <u>D:\PATH></u>. This is similar to the most widely used type of DOS prompt.

The first part, D:, represents the <u>default</u> disk drive. (The D stands for Disk Drive.) It could actually be A:, B:, C:, D:, or some other disk drive designation.

The second part, \, represents the root directory. When it comes immediately after D:, it means *start at the root*.

The third part, PATH means the path to the default directory. Since directories can have a wide variety of names, the actual PATH, could have thousands of possibities.

The fourth part, the >, means put it here.

Altogether, the D:\PATH> DOS prompt means this is the default disk and directory, enter your command here.

 $\label{eq:Double Click: To click the primary mouse button twice in rapid succession. $$\underline{\text{More}}$.$ 

## **Double Click:**

To click the <u>primary mouse button</u> twice in rapid succession. It takes practice and, then, it doesn't always work right. You often must try several times. Often, double-clicking on something has a different result than just a <u>point and click</u>.

**Down Arrow (Scroll Bar):** The part of a scroll bar which moves one line towards the bottom of the text. <u>More</u>.

# Down Arrow (Scroll Bar):

<u>Point and click</u> on the down arrow of a <u>vertical scroll bar</u> to <u>scroll</u> the contents of a <u>window</u> one line towards the bottom of the text. The text, itself, moves up.

See illustration.

### **Drag the Mouse:**

To move the <u>mouse cursor</u> while holding down the <u>primary mouse button</u>. Typically used to move an image on the screen from one place to another. For example, moving the <u>thumb button</u> on a <u>scroll bar</u> is a three-step dragging process:

- 1. Place the mouse cursor on the thumb button.
- 2. While holding down the primary mouse button, drag the thumb button to a new location by moving the mouse.
- 3. Let up on the primary mousing button, leaving the thumb button at the new location.

Compare with point and click.

**ESC:** Abbreviation for "ESCape". <u>More</u>.

# Escape:

Abbreviation for ESCape. The key.

**Extension:** The three-character ending, following a period, of some filenames. <u>More</u>.

### **Extension:**

The configuration of a filename is FILENAME.EXT. The *EXT* part, following the period, is the *extension*. It is an optional three-character ending of a filename.

A filename can have up to eight characters, an optional period, and up to three more characters. Here are some examples...

F
F.E
FI.E
FIL.EX
FILENAME
FILENAME.E
FILENAME.E
FILENAME.EXT
F.EXT

Some directory listings omit the period and line up the extensions in a column, line this...

FILE F EXT FILENAME E FILENAME EXT

The extensions are typically used to classify filenames. For example, a .TXT extension usually indicates a TeXT file. Here are some more...

.ASM ASseMbly language
.BAK BAcKup
.BAT BATch
.BMP BitMaP
.COM COMmand
.DBF DataBase File
.DTA DaTA
.DOC DOCument
.EXE EXEcutable
.H Header
.HLP HeLP
.RTF Rich Text Format

File Attributes: Certain characteristics about files that DOS keeps track of. More.

### File Attributes:

<u>DOS</u> keeps tract of certain attributes of files, which are abbreviated R, H, S, and A. A short description of each follows.

*R* stands for *read only*. When the R attribute is set, DOS prevents the file from being changed.

H stands for **hidden**. When the H attribute is set, some directory listings do not show a file.

S stands for **s**ystem. Some operating system files are marked with this attribute set.

A stands for *archive*. This attribute is used to assist in backing up files. When a file is created or updated, this attribute is set. Then, when some programs back up the file, they turn this attribute off. That way, the programs can keep track of which files need to be backed up.

**Flexibility:** The reason that computers are not consistent. They can be customized in many different ways, making it difficult to learn how to use them. <u>More</u>.

# Flexibility:

Why things having to do with computers are not consistent. For example, why the <u>primary mouse button</u> may be on the left or on the right. It is harder to learn, but more flexible to users in the long run. Computers are extremely flexible, but sometimes nearly impossible to describe with certainty. Also changes may be made in the future which cannot be anticipated.

**Graphical Hot Spot:** A graphical image which is a hot spot. The only way to tell is to run the mouse cursor over it and see it the cursor changes to a hand. <u>More</u>.

# **Graphical Hot Spot:**

A graphical image which is a <u>hot spot</u>. It is not highlighted. The only way to see if a graphical image is a hot spot is to run the mouse cursor over it and see if it turns into a <u>hand</u>. There is no way to know if it is a <u>pop-up definition</u> or a <u>page jump</u> without trying it out. Compare with <u>word hot spot</u>.

**Hacker:** An avid and expert computer user. <u>More</u>.

### Hacker:

Someone who obsessively explores the capabilities of computers. Among programmers is generally considered as a complement. However, has been misused by the news media to mean people who break into computer networks.

Hand Mouse Cusor: The mouse cursor which indicates a hot spot. It may look like this: More.

### **Hand Mouse Cursor:**

The mouse cursor which probably (see <u>flexibility</u>) looks like this: . It indicates a <u>hot spot</u>. Clicking the <u>primary mouse button</u> while the cursor is a hand will result in a <u>pop-up definition</u> or a <u>page jump</u>. Compare with <u>arrow mouse cursor</u>.

**Help Buttons:** The buttons towards the top of a help window. <u>More.</u>

# **Help Buttons:**

Buttons towards the top of a <u>help window</u> which allow you to do more things. They can be customized by programmers and so do not look the same in all programs. You use a help button by <u>pointing and clicking</u> at it.

Sample ones are circled (with an arrow pointing at them) in the <u>illustration</u>.

 $\textbf{Help Window:} \quad \text{A window specifically designed for help systems.} \quad \underline{\text{More}}.$ 

# **Help Window:**

A window specifically designed for help systems. <u>Windows</u> Help, SunShine, and the help systems of many other Windows programs use the help window. However, it can be customized and does not always look exactly the same.

See illustration.

**Horizontal Border:** The top edge or bottom edge border of a window which can be used to resize a window in up and down directions. <u>More</u>.

### **Horizontal Border:**

The top or bottom edges of a <u>thick border</u> in a <u>window</u>. They can be used to resize a window in up and down directions. It is difficult to do, but once you position the <u>mouse cursor</u> on the border, the cursor changes into a double arrow. Then, you can <u>drag the mouse</u> to resize the window. Compare with <u>corner border</u>, <u>vertical border</u>, and <u>thin border</u>.

Horizontal Scroll Bar: A scroll bar which moves text horizontally. <u>More.</u>

### **Horizontal Scroll Bar:**

A <u>scroll bar</u> which is oriented in a horizontal position. It is used to <u>scroll</u> text left and right. If the text is not wider than the <u>window</u>, and a horizontal scroll bar is not needed, it is not shown. The <u>Windows help system</u> is designed to avoid horizontal scroll bars, so they are not as common as <u>vertical ones</u>. Look for horizontal scroll bars at the bottom of windows.

See illustration.

**Hot Spot:** An active area of the screen. Something will happen if you point and click on it. More.

# **Hot Spot:**

An area of the screen which causes something to happen. There are graphical hot spots and word hot spots. Pointing and clicking on a hot spot will result in either a pop-up definition or a page jump.

**Hypergraphic:** An illustration with one or more graphical hot spots. <u>More</u>.

### Hypergraphic:

A derivation of the word <u>hypertext</u>. Instead of skipping between parts of text, it involves skipping between parts of graphics. It is an extension of the concept of <u>graphical hot spots</u>.

In "For Absolute Beginners", the open book illustration actually consists of three graphics, two of them <u>hot spots</u>, which are positioned side by side so that they appear to be one.

In "The Visible Window", the primary graphic contains too many hot spots for this method to be practical. Therefore, it is one graphic which is subdivided into many hot spots.

The difference is primarily a programming one, and the results can appear to be the same to the user. However, as a general rule, hypergraphics are more complicated than mere graphical hot spots.

**Hypertext:** A system of preseting text on a computer so that the user can select word hot spots and immediately jump to other parts of text. <u>More</u>.

### **Hypertext:**

A method of using computers to jump between parts of text in the same or in different documents. The word is probably derived from the concept of hyperspace in science fiction where spaceships can jump through space.

Hypertext makes flipping through pages of a book unnecessary. An index or table of contents takes one immediately to a destination. Definitions of words are immediately available without having to flip through dictionaries.

Hot spots are used to indicate where the user can make a hypertext jump. A reader can select the hot spots or skip over them depending upon his or her needs, making reading much more efficient than regular books. Compare with hypergraphics.

**Icon:** A small graphic which represents a minimized window. <u>More</u>.

### Icon:

A small picture which represents a  $\underline{\text{minimized}}$   $\underline{\text{window}}$ .  $\underline{\text{Double-clicking}}$  the icon activates or enlarges the window.

 $\label{largest} \textbf{Internet:} \quad \text{The name of the largest worldwide network of computers.} \quad \underline{\textbf{More}}.$ 

#### Internet:

The world's largest network of computers. The current "superhighway" of information flow. It was initiated in 1973 by the US Defense Advanced Research Projects Agency (DARPA). The National Science Foundation (NSF) made a major contribution to Internet in 1986 with the NSFNET which is a major part of Internet.

Internet is not just a network, but, rather, a network of networks. It connects universities, government agencies, and commercial enterprises. The number of computers accessible through Internet is estimated to be in the tens of millions.

**Jump Definition:** A long jump to a definition. <u>More</u>.

### **Jump Definition:**

A <u>long jump</u> to a definition which is more complete than a <u>pop-up definition</u>. It differs in the following ways:

- 1. It will probably contain longer and more complete definitions.
- 2. It will often include hot spots to define additional topics.
- 3. It will sometimes include graphics.
- 4. It will show the domain in which a topic is used.

Once you enter a jump definition you can skip about all over in SunShine's dictionary with one topic leading to another and another...

However, the <u>Back Button</u> is like a string in amaze which leads back to the beginning, just keep pointing and clicking at itto retrace your steps back to the page in the book where you began.

**K:** Stands for *Kilobyte*. Is 1,024 bytes. <u>More</u>.

### K:

Stands for *Kilobyte*. Is 1,024 <u>bytes</u>. *Kilo* normally stands for a thousand. However, it is slightly different in reference to computers because of the way bits keep track of numbers...

**Keyword:** The word which is entered at the DOS prompt to start a program.  $\underline{\text{More}}$ .

# Keyword:

The word which is entered at the <u>DOS prompt</u> to start a program. For example, if a program file is <u>PROGRAM.EXE</u>, then the keyword would be <u>PROGRAM</u>.

**Left Arrow (Scroll Bar):** A part of a scroll bar which moves slightly towards the left of the contents of a window. <u>More</u>.

# Left Arrow (Scroll Bar):

<u>Point and click</u> on the left arrow of a <u>horizontal scroll bar</u> to <u>scroll</u> the contents of a <u>window</u> a small amount towards the left of the text. The text, itself, moves to the right.

See illustration.

**List File:** A file, usually with a .LST extension, which contains a list of files for PKZIP or PKUNZIP to work on.  $\underline{\text{More}}$ .

### List File:

- (1) A file which contains a list of other files for  $\underline{PKZIP}$  or  $\underline{PKUNZIP}$  to work on. One usually has an .LST extension.
- (2) PACKING.LST, a type of file distributed with many programs that lists all of the files shipped with a program.

**Long Jump:** A page jump, in a book, which goes farther than one page. <u>More</u>.

# Long Jump:

A <u>page jump</u>, in a book, which goes farther than one page, possibly even out of the book. For example, from Page 14 to Page 20, or, from the book to a definition in the dictionary.

**LPT:** Stands for *Line PrinTer*. <u>More</u>.

#### LPT:

Stands for Line PrinTer. It is used with a number, like this...

LPT1

LPT2

LPT3

LPT4

It refers to a <u>parallel port</u> which is often used by printers. Personal computers typically have either two or four parallel ports. The printer is typically, but not necessarily, connected to LPT1, or parallel port 1. Compare with <u>COM</u>.

**Maximize:** To enlarge a window to the full size of the screen. <u>More</u>.

## Maximize:

To enlarge a  $\underline{\text{window}}$  to the full size of the screen. This is usually done by selecting the  $\underline{\text{maximize button}}$ . However, it can also be done by  $\underline{\text{double-clicking}}$  on the  $\underline{\text{title bar}}$  and by using the  $\underline{\text{control menu}}$ .

**Maximize Button:** A button in the upper right corner of a window which is used to maximize and restore a window. <u>More</u>.

#### **Maximize Button:**

A button in the upper right corner of a <u>window</u> which is used to <u>maximize</u> and <u>restore</u> a window. It is optional and only present if a programmer puts it there.

A window can be in one of three states:

- 1. Maximized: The full size of the screen.
- 2. Normal: Variable, but **not** the full size.
- 3. Minimized: An icon.

When a window is normal size, the maximize button is a single arrow pointing up. When a window is already maximized, the maximize button is a double arrow pointing up and down. When it looks like a double arrow, it is also called a <u>restore button</u>, because, if selected, it restores the window to the normal size.

**Menu Bar:** Another name for the overhead menu. <u>More</u>.

## Menu Bar:

Another name for the <u>overhead menu</u>.

**Minimize:** To reduce a window to an icon. <u>More</u>.

## Minimize:

To reduce a  $\underline{\text{window}}$  to an  $\underline{\text{icon}}.$  This is usually done by selecting the  $\underline{\text{Minimize Button}}.$ 

**Minimize Button:** A button in the upper right corner of a window which contains an arrow pointing down and is used to reduce a window to an icon. <u>More</u>.

## **Minimize Button:**

A button in the upper right corner of a  $\underline{\text{window}}$  which is used to reduce the window to an  $\underline{\text{icon}}$ . It contains an arrow pointing down.

**Modem:** Stands for *MOdulator/DEModulator*. A device used to connect computers to phone lines. <u>More</u>.

## Modem:

Stands for *MOdulator/DEModulator*. A device used to convert data to and from signals which can be sent across phone lines.

**Monitor:** The television-like component of your computer that displays graphics and information.  $\underline{\text{More}}$ .

**Object Oriented:** Also, *OO*. A method of organizing computer tasks around *objects* rather than variables, subroutines, or programs. <u>More</u>.

**OLE:** Stands for *Object Linking and Embedding*. A way of handling objects in Windows.  $\underline{\text{More}}$ .

## OLE:

Stands for *Object Linking and Embedding*. A programming basis for providing an <u>object oriented</u> user interface for <u>Windows</u>.

**OO:** Stands for *object oriented*. <u>More</u>.

**OOP:** Stands for *object oriented programming*. <u>More</u>.

**Object Oriented:** 

00: 00P:

OO stands for **o**bject **o**riented. Usually refers to object oriented programming (OOP). However, some applications also involve the usage of objects.

Non-OO programming separates the variables from the actions that can be performed on them. For example, one part of the program might define the variables X and Y as integers. Another part of the program might use X and Y as screen coordinates to draw a dot.

In OO programming, the variables and the actions performed on them are defined together. For example, an object may be defined as being a *point*. This point object may be further defined as having X and Y variables which specify the location of the point. It may be further defined as having a *draw* procedure which draws a dot at the specified location. Once this is done, the program code may look something like this...

point.x=10 point.y=25 point.draw

x and y and the procedure draw are all an integral part of the point object.

OO computing is soon going to be popular outside of programming. For example, suppose that you are working on a document that involves word processing, a spreadsheet, and graphics. In non-OO computing, you load your word processor and do some work. Then, you load your spreadsheet and do more work. Then, you load your graphical program and do more work. The point is that you are exiting and entering different programs for different parts of the same document.

With OO computing, you will load your object, which is the document. Then, you will work on the word processing, spreadsheet, and graphics all together as part of the oject. The programs for these different parts will come and go seemlessly in the background. The central focus of your work will be the object, i.e., the document; not the programs that work on it.

**Operating System:** Essential software which performs the standard operating chores of running a computer. <u>More</u>.

# **Operating System:**

Essential software which performs the standard operating chores of running a computer. The most popular operating system on personal computers is <u>DOS</u>.

**Overhead Menu:** The horizontal menu which appears across the top of a window. <u>More</u>.

## **Overhead Menu:**

The horizontal menu which appears across the top of some  $\underline{\text{windows}}.$  Whether or not it exists depends upon a programmer.

**Page Jump:** A hot spot which replaces the current page with a new one. <u>More</u>.

## Page Jump:

When the screen switches from one page to another one, replacing the first one. Compare with <u>pop-up definitions</u>. Page jumps are accomplished by <u>pointing and clicking</u> on certain <u>hot spots</u>. <u>Word hot spot</u> page jumps are probably (see <u>flexibility</u>) green and have dotted underlines. <u>Graphical hot spots</u> do not indicate whether they are page jumps or pop-up definitions until you try them.

 $\textbf{Parallel Port:} \quad \text{The computer connection commonly used for a printer.} \quad \underline{\text{More}}.$ 

## **Parallel Port:**

A computer connection commonly used for a printer. The information runs along parallel lines. A personal computer often has two or four parallel ports which are called <u>LPT1</u>, LPT2, LPT3, and LPT4. The printer is usually connected to LPT1.

Compare with serial port.

**Parameter:** Information which is passed to a program or subroutine. <u>More.</u>

## Parameter:

Information which is passed to a program or subroutine. It could be numbers, words, <u>switches</u>, files, or other information.

**PATH:** (1) The location of a directory. (2) A list of files telling DOS where to look for programs. More.

#### PATH:

(1) The location of a directory. Some possibities are...

\
DIR1
\DIR1
DIR1\DIR2
\DIR1\DIR2
\DIR1\DIR2\DIR3
DIR1\DIR2\DIR3\DIR4

(2) A statement in the  $\underline{\text{AUTOEXEC.BAT}}$  file that tells  $\underline{\text{DOS}}$  where to look for program files. Example...

PATH C:\;C:\DOS;C:\BATCH;C:\UTILITY;C:\WINDOWS;C:\ZIP

**Pixel:** A single dot on a video monitor. <u>More</u>.

#### Pixel:

A single dot on a <u>video monitor</u>. *Pixel* stands for *picture element*.

The pixels in a monochrome monitor correspond directly to <u>bits.</u> If a bit is set, then that pixel is turned on.

Color monitor pixels are much more complicated because it is not just a matter of whether the pixel is on, but which color it is. The number of colors a monitor can display depends upon how many bits are assigned to each pixel. The more bits, the more colors. Also, the more memory needed by the monitor.

The CGA monitor can display four colors at once because only two bits are assigned to each pixel, like this...

00 Color 1 01 Color 2 10 Color 3 11 Color 4

the EGA monitor assigns four bits to each pixel and can display up to 16 colors at once...

The VGA monitor assigns eight bits to a pixel and can display up to 256 colors at once.

Note that a pixel's bits in memory may not be contiguous.

**PKUNZIP:** The keyword to start and the name of a popular decompression program. More.

#### **PKUNZIP:**

The name of a popular program which is used to decompress files which were compressed with <u>PKZIP</u>. It is also the <u>keyword</u> to start the program. The compressed files are often called ZIP files and have a .ZIP filename extension.

PKZIP and PKUNZIP are registered trademarks of PKWARE, Inc.

In its simplest form, PKUNZIP can be entered by itself at the <u>DOS prompt</u> like this...

#### D1:\PATH1> PKUNZIP

...at which time the program will display information about itself on the screen. For more information, see ZipHelp at the <u>SunShine Table of Contents</u> (registered versions, only).

**PKUNZIP:** The keyword to start and the name of a popular file compression program. <u>More</u>.

#### **PKZIP:**

The name of a popular program which is used to compress files. Also, it is the <u>keyword</u> to start the program. The compressed files are often called ZIP files and have a .ZIP filename extension. They are decompressed with the <u>PKUNZIP</u> program.

PKZIP and PKUNZIP are registered trademarks of PKWARE, Inc.

In its simplest form, PKZIP can be entered by itself at the <u>DOS prompt</u> like this...

#### D1:\PATH1> PKZIP

...at which time the program will display information about itself on the screen. For more information, see ZipHelp at the <u>SunShine Table of Contents</u> (registered versions, only).

**Point and Click:** To point the mouse cursor at something while clicking the primary mouse button.  $\underline{\text{More}}$ .

## **Point and Click:**

To point the mouse cursor at something while clicking the <u>primary mouse</u> <u>button</u>. It is used like this: Point and click at the book, which means to point the mouse cursor at the book and click the primary mouse button.

**Pop-Up Definition:** A small, short, and temporary pop-up definition or explanation. This, itself, is one.  $\underline{\text{More}}$ .

## **Pop-Up Definition:**

A definition or explanation associated with a <u>hot spot</u> which has the primary characteristic of being temporary. It pops up over the current page instead of replacing the page. It is just big enough to hold its contents. It disappears as soon as the <u>primary mouse button</u> is clicked, again. Here is a pop-up definition of <u>pop-up definition</u>. Compare with <u>page jump</u>.

**Pop-Up Window:** A temporary, usually small, window. <u>More</u>.

# **Pop-Up Window:**

A <u>window</u> in the <u>Windows help system</u> which pops up over an existing window (as opposed to replacing it). Pop-up windows are relatively small and temporary. They are commonly used for <u>pop-up definitions</u>, although other uses are possible.

**Primary Mouse Button:** The standard mouse button which normally makes things happen. <u>More</u>.

## **Primary Mouse Button:**

The standard mouse button which normally makes things happen. It could be any of the mouse buttons. On a right-handed mouse, it is usually the button on the left. On a left-handed mouse, it is usually the button on the right. It is often the button which is naturally below your pointer finger when you are holding the mouse. If you are not sure which one it is, try each button slowly, one at a time, until you figure it out. While sometimes other mouse buttons also have functions, often the primary one is the only one which is active.

**PROGMAN:** Short for PROGram MANager. <u>More</u>.

## **PROGMAN:**

Short for  $\underline{\mathsf{PROGram\ MANager}}.$  The main program distributed with  $\underline{\mathsf{Windows}}$  that contains the icons to start other programs.

**Program Manager:** The main Windows program that contains the icons used to start other programs.  $\underline{\text{More}}$ .

# **Program Manager:**

The main program distributed with  $\underline{\text{Windows}}$  that contains the icons used to start the other programs. Also called PROGMAN.

**README:** A text file included with many programs that explains how to start or install a program or which gives additional information about a program. <u>More.</u>

## **README:**

A text file included with many programs that explains how to start or install the program. Some of them have information which is not included in the manual. The README file has many variations, such as...

README.1ST README.TXT README.DOC READ.ME **Register:** A memory slot in a CPU that holds data that is actually being worked on. <u>More</u>.

## Register:

A memory slot in a <u>CPU</u> which holds data to be worked on. Other than moving data, a CPU cannot work on data unless it is placed in a register first. The size of a register, measured in <u>bits</u>, determines how much data a CPU can process, at once. Generally speaking, the larger the registers, the faster the CPU. Here are the register sizes of some popular CPU's...

8086	16 bits
8088	16 bits
80286	16 bits
80386	32 bits
80486	32 bits

**Restore:** To shrink a maximized window to a regular size. <u>More</u>.

## Restore:

To shrink a  $\underline{\text{maximized}} \ \underline{\text{window}}$  to its regular size. This is accomplished by selecting the  $\underline{\text{maximize}} \ \underline{\text{button}}$  when it has double arrows. It can also be done by  $\underline{\text{double-clicking}}$  on the  $\underline{\text{title bar}}$ .

**Restore Button:** The maximize button when a window is the full screen size. More.

## **Restore Button:**

The same thing as the <u>maximize button</u> when a <u>window</u> is the full screen size and the button has a double arrow. Selecting the button at this time restores the window to a regular size.

**Right Arrow (Scroll Bar):** The part of a scroll bar which moves slightly towards the right of the text. <u>More</u>.

# Right Arrow (Scroll Bar):

<u>Point and click</u> on the right arrow of a <u>horizontal scroll bar</u> to <u>scroll</u> the contents of a <u>window</u> a small amount towards the right of the text. The text, itself, goes to the left.

See illustration.

**Scroll:** (1) Noun, an ancient manuscript, such as the Dead Sea Scrolls; and (2) verb, to move the contents of a window up, down, left, or right. <u>More</u>.

## Scroll:

Noun, an ancient manuscript, such as the Dead Sea Scrolls. It is used conceptually to visualize how text is moved behind a <u>window</u>.

# See <u>illustration</u>.

Verb, to move the contents of a window up, down, left, or right.

 $\textbf{Scroll Bar:} \quad \text{A device for scrolling the contents of a window.} \quad \underline{\text{More}}.$ 

#### Scroll Bar:

A device used to move the contents of a window up, down, left, or right.

Here is a <u>circled vertical scroll bar</u>.

Here is an isolated horizontal scroll bar.

A scroll bar has four parts: (1) An arrow pointing <u>up</u> or <u>left</u>, (2) an arrow pointing <u>down</u> or <u>right</u>, (3) a <u>bar</u>, and (4) a <u>thumb button</u>. The thumb button indicates what part of the text is currently displayed in the window. It can be moved along the bar, by <u>dragging</u> it with the <u>mouse cursor</u>, to <u>scroll</u> the text. <u>Pointing and clicking</u> on the bar on any side of the thumb button moves one page towards that direction in the text. Pointing and clicking on an arrow moves one line towards that direction in the text.

In applications besides the <u>Windows help system</u>, a scroll bar may be used to move or change something besides text.

**Scroll Box:** Another name for the thumb button on a scroll bar. <u>More.</u>

# Scroll Box:

Another name for the thumb button, which see.

**Serial Port:** A computer connection to a single line. <u>More</u>.

#### **Serial Port:**

A computer connection to a single line (as opposed to <u>parallel</u> lines). Serial ports are often used for <u>modems</u> and mice, as well as other peripherals. They are also called communications ports, or simply <u>COM</u> ports. A personal computer typically has up to four COM ports, numbered like this: COM1, COM2, COM3, and COM4.

**Shareware:** Programs which users may try before they buy. <u>More</u>.

#### **Shareware:**

Programs which users may try before they buy. The programs are typically distributed via BBS's, catalogs, CD's, and rack sales, as well as other means. Users may try them out before paying for them. If a user finds a program useful, then he or she is obligated to send a registration fee to the author, thus paying for the program.

 $\textbf{Simple Bucky:} \quad \text{To hold down one key while pressing another one.} \quad \underline{\textbf{More}}.$ 

# Simple Bucky:

A keystroke combination involving holding down a special key while another key is pressed. For example, is a simple bucky and is a three-step process:

- Hold down the key.
   Press and let up the key
- 3. Let up the key.

It's like holding down the key to get a capital letter, except you hold down the key, instead. Another key often used in buckies is the key.

**Spooler:** A method whereby data is sent temporarily to one location which is sending it out to another.  $\underline{\text{More}}$ .

# Spooler:

A method of sending data to a temporary location which, at the same time, is holding it and sending it to another location. Usually used in reference to printers and called a *print spooler*. Imagine a spool of thread where the thread leads in at one end, wraps around to the other end, and then leads out.

Compare with cache.

**Subroutine:** An organized grouping of program code which is intended to be used (called on) by other program code.  $\underline{\text{More}}$ .

## **Subroutine:**

Program code which is intended to be used by other program code.

Most programs are almost entirely subroutines. The main program code calls a subroutine, which calls another subroutine, which calls another subroutine, on and on, hundreds, thousands, or more times. Subroutines can be a part of the <u>operating system</u>, part of <u>Windows</u>, part of the program, or elsewhere.

**SunShine:** The name of the program you are currently using.  $\underline{\text{More}}$ .

# SunShine:

This tutorial for Windows.

**Switch:** A parameter, usually preceded by a \ or - that turns an option in a program on or off. <u>More</u>.

#### Switch:

A <u>parameter</u>, entered with the <u>keyword</u> at the <u>command line</u>, that turns an option in a program on or off.

In <u>DOS</u>, the switches are preceded by /. For example, to pause while displaying a directory listing, the command is <u>DIR</u> /P. The switch in this case is /P.

In <u>PKZIP</u>, the switches are preceded by -. For example, to display help, the command is <u>PKZIP</u> -h. The switch in this case is -h.

**TAB:** Abbreviation "TABulate". <u>More</u>.

# Tabulate:

Abbreviation for TABulate. The key.

**TEMP:** For TEMPorary. The name of a directory commonly used for temporary files.  $\underline{\text{More}}$ .

#### TEMP:

The name of a directory often used for TEMPorary files. You know later that any of the files in this directory can be erased. A TEMP directory is commonly used in trying out new programs downloaded from BBS's. The zipped file is first downloaded to a DNLD directory. Then, it is unzipped to a TEMP directory where it is looked at or tried out. Then, if kept, it is copied to a permanent directory.

**Thick Border:** A border which can be used to resize a window. <u>More</u>.

#### **Thick Border:**

<u>Windows</u> which can be resized have thick borders. Windows which cannot be resized have <u>thin borders</u>. This is something which is determined by programmers. However, the width of borders can also be influenced by users who can make them thicker and thinner. Therefore, it can only be said that thick borders are relatively thicker than thin borders. The actual border size can vary. See <u>flexibility</u>.

**Thin Border:** A border which **cannot** be used to resize a window. <u>More</u>.

#### Thin Border:

<u>Windows</u> which can be resized have thick borders. Windows which cannot be resized have <u>thin borders</u>. This is something which is determined by programmers. However, the width of borders can also be influenced by users who can make them thicker and thinner. Therefore, it can only be said that thick borders are relatively thicker than thin borders. The actual border size can vary. See <u>flexibility</u>.

**Thumb Button:** The button which moves on the bar of a scroll bar. Dragging it with the mouse scrolls the contents of a window. <u>More</u>.

## **Thumb Button:**

A button which moves along the <u>bar</u> of a <u>scroll bar</u> indicating what part of the text of a <u>window</u> is being displayed. If it is at the top of a <u>vertical scroll bar</u>, the top of the text is showing. If it is at the bottom, the bottom of the text is showing. If it is on the left of a <u>horizontal scroll bar</u>, the left edge of the text is showing. If it is on the right, the right edge is showing. The thumb button can move proportionately along the bar, too, indicating which part of the middle of the text is showing. The text can be <u>scrolled</u> by <u>dragging</u> the thumb button with the <u>mouse cursor</u>.

The direction you move the thumb button is the direction you move towards in the text.

See <u>illustration</u>.

**Title:** A name give to a window by a programmer. It is displayed in the title bar. More.

## Title:

An optional name given to a <u>window</u> by a programmer. Sometimes called a <u>caption</u>. If there is one, it appears in a <u>bar</u> over the top of a window. This bar is called a <u>title bar</u> or a <u>caption bar</u>. Three configurations are possible:

- 1. No title or title bar is present.
- 2. A title bar is present, but no title.
- 3. A title is present inside a title bar.

**Title Bar:** A bar which appears over the top of a window and may contain a title for the window. Can be used to move and resize a window. <u>More</u>.

#### Title Bar:

An optional <u>bar</u> which appears over the top of a <u>window</u>. A programmer determines if it exists. If a window has a <u>title</u>, it appears in the title bar. The <u>mouse cursor</u> can <u>drag</u> a title bar to move a window. Also, one can <u>double-click</u> on the title bar to <u>maximize</u> and <u>restore</u> a window.

Programmers call a title bar a caption bar.

**Unicode:** A two-byte based character set intended to handle international characters. It will probably replace ASCII and other common character sets. <u>More</u>.

## Unicode:

A <u>two-byte</u> based character set which will probably replace <u>ASCII</u> and other common character sets. The issue is that current characters sets only have one-byte characters, which limits them to 256 possibilities of characters. This problem has been addressed, so far, by switching between character sets. <u>Windows NT</u> has introduced Unicode which uses two bytes per character. Since every additional <u>bit</u> doubles the possibilities, Unicode can handle 65,536 characters, allowing for the handling of all the major languages and other special characters, as well.

 $\begin{tabular}{ll} \textbf{Unix:} & An operating system geared for mainframe and other high performace computers. & $\underline{More}$. \end{tabular}$ 

#### Unix:

Pronounced *eunuchs*. Also written *UNIX* An <u>operating system</u> allowing multiple users on a mainframe or other high performance computer. The most widely used such operating system in the world. Favored by <u>hackers\_Hacker</u>. Used by <u>Internet</u>. Created by Ken Thompson in 1969.

Unix is play on words on Multics, its predecessor. Multics stands for Multiplexed Information and Computing Service.

**Unzip:** To decompress a ZIP file with PKUNZIP. <u>More</u>.

# Unzip:

To decompress a  $\underline{\textit{ZIP file}}$  with  $\underline{\textit{PKUNZIP}}$ .

**Up Arrow (Scroll Bar):** The part of a scroll bar which moves one line towards the top of the text.  $\underline{\text{More}}$ .

# Up Arrow (Scroll Bar):

<u>Point and click</u> on the up arrow of a <u>vertical scroll bar</u> to <u>scroll</u> the contents of a <u>window</u> one line towards the top of the text. The text, itself, moves down.

See illustration.

**UPLD:** Stands for UPLoaD. A directory where files are put in preparation to be uploaded to BBS's. <u>More</u>.

# **UPLD**:

A common directory where files are placed in preparation for uploading them to <u>BBS's</u>. Once you have one, you can set your communications software to look in this directory for files to be uploaded. The opposite of an UPLD directory is a <u>DNLD</u> directory.

**Vertical Border:** The left edge or right edge border of a window which can be used to resize a window in left and right directions. <u>More</u>.

### **Vertical Border:**

The left or right edges of a <u>thick border</u> in a <u>window</u>. They can be used to resize a window in left and right directions. It is difficult to do, but once you position the <u>mouse cursor</u> on the border, the cursor changes into a double arrow. Then, you can <u>drag the mouse</u> to resize the window. Compare with <u>corner border</u>, <u>horizontal border</u>, and <u>thin border</u>.

**Vertical Scroll Bar:** A scroll bar which scrolls the contents of a window vertically. <u>More</u>.

### **Vertical Scroll Bar:**

A <u>scroll bar</u> which is oriented in a vertical position. It is used to <u>scroll</u> text up and down. If all the text fits in the <u>window</u>, and a vertical scroll bar is not needed, it is not shown. Compare with <u>horizontal scroll bar</u>. Look for a vertical scroll bar on the right edge of a window.

See illustration.

 $\begin{tabular}{ll} \textbf{Video Monitor:} & The television-like component of your computer that displays graphics and information. & \underline{More}. \end{tabular}$ 

### **Video Monitor:**

The television-like component of your computer that displays graphics and information. **Many** different types of monitors are in use, although the VGA, and variations of it, is the current standard. Here are some types of monitors...

CGA	Color Graphics Adapter
EGA	Enhanced Graphics Adapter
Herc	Hercules Adapter
Mono	Monochrome
VGA	Video Graphics Array

As they progress, they increase the number of <u>pixels</u> they can handle, thus increasing the quality of the displays...

```
CGA 640 x 200 = 128,000 pixels

EGA 640 x 350 = 224,000 pixels

Herc 720 x 350 = 252,000 pixels

Mono 720 x 350 = 252,000 pixels

VGA 640 x 480 = 307,200 pixels
```

Considering that each pixel for the VGA consists of eight <u>bits</u>, the equivalent of one <u>byte</u>, the amount of memory needed for one screenful of display is 300k. Compare this with the original DOS memory limit of 640k and you see that the amount of memory needed for a monitor is quite large.

**Volume Label:** A name given to a disk. <u>More</u>.

## **Volume Label:**

A name given to a disk and stored magnetically on the disk. Some programs use volume labels to keep track of which disk is in a disk drive.

**Wildcard:** The character ? or \* which can stand for other characters in filenames. More.

### Wildcard:

A character which can stand for other characters in a filename. The ? character can stand for any other single character. The \* character can stand for groups of other characters.

For example, JULY??.DAT, means any file that begins with *JULY*, then has two more characters, then has an extension of *.DAT*.

\*.EXE means any file that has an .EXE extension.

README.\* means any file that is named *README*, irregardless of what the extension is.

\*.\*, often nicknamed *star-dot-star*, means any file. It is actually an *asterisk-period-asterisk*.

**Window:** A rectangular area of the screen, usually with a border, which contains something.  $\underline{\text{More}}$ .

### Window:

A window (lowercase) is a rectangular area of the screen, usually with a border, which contains something. Windows can contain documents, spreadsheets, databases, and other types of information and graphics. Windows can be side-by-side or overlapping. Compare with <u>Windows</u> (uppercase).

**Windows:** A software product of Microsoft Corporation which runs programs in windows.  $\underline{\text{More}}$ .

### Windows:

### Windows NT:

Windows (uppercase) is software which runs programs in <u>windows</u> (lowercase). Windows is a trademark of Microsoft Corporation. Windows also does other things and is described in other ways, but this brief definition will do, for now.

Windows NT stands for *New Technology* and is a version of Windows for high-end users of computers.

**Windows Help:** The help program supplied with Windows. <u>More.</u>

# Windows Help:

The help information included with  $\underline{\text{Windows}}$ . It gives help specifically on how to use Windows. Compare with  $\underline{\text{Windows Help System}}$ .

**Windows Help System:** A fairly standard method of providing help which any Windows program can use. <u>More</u>.

## Windows Help System:

A program and a collection of software which is a part of <u>Windows</u> and provides a fairly standardized method of providing help to users of Windows. Other Windows programs can also use the Windows help system. <u>SunShine</u> uses it. However, the Windows help system can be customized and does not appear exactly the same in all programs.

**Windows NT:** Stands for Windows *New Technology*. A high-end version of Windows.  $\underline{\text{More}}$ .

**Word Hot Spot:** A highlighted word or phrase which is a hot spot. <u>More</u>.

# **Word Hot Spot:**

A word or phrase <u>hot spot</u>. Word hot spots are highlighted in some way. For example, a <u>page jump</u> word hot spot may be green and underlined. A <u>pop-up definition</u> word hot spot may be green with a dotted underline. See <u>flexibility</u>. Compare with <u>graphical hot spot</u>.

**Zip:** Verb, to compress one or more files with PKZIP. <u>More</u>.

# Zip:

To compress one or more files with <u>PKZIP</u>.

**ZIP File:** A file, usually with a .ZIP extension, which has been compressed with PKZIP.  $\underline{\text{More}}$ .

# ZIP File:

A file which has been compressed with  $\underline{\mathsf{PKZIP}}$ . One usually has a .ZIP extension.

# **Latest Buzz Words**

Keep up with the latest acronymous cyberjargon. Some of these are quite new and others quite old, but they are all in current usage. Select the magazines and sources listed below to see the latest lexicon.

## November, 1993

The C Users Journal, v11, n11
CompuServe Magazine, v12, n11
Online Access, v8, n7
PC Magazine, v12, n19
Post-Dispatch, v115, n311
Windows/DOS Developer's Journal, v4, N9

## October, 1993

Computer pros from the Forbes list of the 400 richest people in the US.

Also, check out the latest from these sources...

Association of Shareware Professionals
Boardwatch, v7,n10
Dr. Dobb's Journal, v18, n11
Microsoft Developer Network News, v2, n5
Online Access, v8, n6
PC Magazine, v12, n17
PC Magazine, v12, n18
Windows Sources, v1, n10

# November, 1993

# The C Users Journal, v11, n11

The **8237**: This is an Intel DMA programmable controller chip.

# Acronyms...

<b>A</b> /	Analog to digital converter
D C U	C Users Journal
J D 2	dynamic two-dimensional array
D d B	decibels per kilometer
/ k	
m D M	Direct Memory Access
A D P	DOS Protected-Mode Interface
M I	
E O	end of block
B E O	end of full expression
F E O	end of statement
S E R	Extended Regular Expression
E F A	fuzzy associate memory
M I O	International Obfuscated C Code Contest
O C C	
•	

L W	Library Working Group
G N L P	Natural Language Processor
T C	terminal count
T	transformational grammar
G V D S	Virtual DMA Services

### November, 1993

## CompuServe Magazine, v12, n11

On data encryption...

The **Clipper Chip** is a method promoted by the National Security Agency **(NSA)** which offers powerful encryption, but the data can be decoded by the US Government. A successor to Clipper is **Capstone**. Related acronyms:

DES Data Encryption Standard PGP Pretty Good Privacey TAN Transaction Number

On types of software...

**Shareware:** Software which is copyrighted and can be tried out for free, but for which a registration fee is later required.

**Freeware:** Software which is copyrighted but free.

**Public Domain:** Software which is not copyrighted and can be altered and used in any way.

**Retail:** Software which is copyrighted and for which you pay in advance.

**Bannerware:** Software distributed like Shareware but which its primary purpose is to promote other software.

**Crippleware:** Software which is distributed like Shareware, but which is purposely crippled. To get a working copy, you have to pay a fee.

**Donorware:** Software which is distributed like Shareware, but for which the author requests a donation to a charity, rather than a registration fee.

**Postcardware:** Software which is distributed like Shareware, but for which the author requests just a postcard rather than a registration fee.

# November, 1993

## Online Access, v8, n7

### Concepts...

- > Telecommuting: Working at home on a computer connected by modem to the office.
- > Wizard: A specialized help function on some programs that assists in Boolean searches.

### Acronyms...

AJIN American Jewish Information Network

HR Human Resource

MPC Multimedia Personal Computer
MTBF Mean Time Between Failure

NVN National Videotext Network

RBOC Regional Bell Operating Company

SIG Special Interest Group

### November, 1993

### PC Magazine, v12, n19

New chips...

IBM, Apple, and Motorola cooperated to create the **PowerPC**, a reduced instruction set chip (RISC) intended to compete with Intel's Pentium. The PowerPC is actually a family of chips with names like...

601, the standard.

603, for notebooks.

604, more power.

620, 64-bit!

The first computer to use the PowerPC is to be the **POWER Station/POWER Server 250**, a workstation. It is supposed to run DOS, Windows, and Apple software (updated from the Motorola 68000 family of chips).

On fonts...

They are either **bitmapped** or **scalable**. A bitmapped font is one which is designed for only one size and is made up of dots (bits which are either on or off, thus, *bitmapped*). A scalable font is one which is drawn and can be scaled, or drawn, to different sizes.

Fonts are either **hard** or **soft.** A hard font is built into the hardware and probably exists on a Read-Only Memory (ROM) chip. A soft font can be distributed as software.

On <u>Unicode</u> programming...

**Lucida Sans Unicode** is a partial Unicode True Type font distributed with Windows NT. To use Unicode characters in <u>C</u>, the following special header files are needed:

WCHAR.H TCHAR.H

A new kind of character data type is defined as being an unsigned short integer (16 bits). It is **wchar\_t**. Then, an *L* for *Long*, must preced strings in quotation marks. Here is an example of a character array using Unicode:

wchar\_t MyString() = L"My String";

String manipulation functions then have different names for Unicode than for single-byte characters.

New words and old words used in new ways...

- > Agent: An external subprogram.
- > Bridge: Same as Electronic Bridge.
- > Electronic Bridge: A device that connects two different types of buses.
- > Electronic Whiteboard: This is like a network of school chalkboards where something written on one of them appears on all of them.
  - > Expansion Bus: The bus that an expansion card uses.
- > IsoNet: For *Isochronous Ethernet*. *Isochronous* means occurring at equal intervals in time.
- > MBA-Ware: Software which goes beyond number-crunching to help business managers.
  - > Pink: Code name for Taligent's object-oriented operation system.
- > Portable Document: A document used in a process by which the document can be moved between different desktop publishing programs.
  - > Processor Bus: The bus that the CPU uses.
- > Shared Document: A document which can be seen and changed by people on different computers at the same time. For example, one on an electronic whiteboard.
  - > Software Suite: Same as a suite and a suitcase.
- > Suitcase: Different programs which are sold together in the same package. For example, a package that contains a word processor, spreadsheet, and database.
  - > Suite: Same as a suitcase.

Acronyms in currect usage by PC Magazine (some are oldies, but goodies):

3GL Third Generation Language

AS Application System ATM Adobe Type Manager

ATM Asynchronous Transfer Mode

BLOB Binary Large Object
BPB BIOS Parameter Block

CDE Cooperative Development Environment

CDPD Cellular Digital Packet Data CDS Current Directory Structure

CODE Client/Server Open Development Environment

CSID Customer Subscriber Identification CTU Cabin Telecommunications Unit

DAL Data Access Language
DBA Database Administrator
DPB Drive Parameter Block

DRAM Dynamic Random Access Memory DRDA Distributed Relational Database

DTD Document Type Definition
DTMF Dual-Tone Multifrequency

EIS/DS Executive Information Systems/Decision Support

EMS Expanded Memory Specification

EPS Encapsulated PostScript

FTM Flat Tension Mask

GUI Graphical User Interface

HLLAPI High-Level-Language Application Programming Interface

I/O Input/Output

IL Intermediate Language
Kbps Kilobytes per second
LCD Liquid Crystal Display

MBA Masters in Business Administration

MDI Multiple Document Interface

MO Magneto-optical

MSA Management Software Association

NUL Null

OCR Optical Character Reader

OML One-Man-LAN

PAS Personal Application System

PC Personal Computer

PDF Portable Document Format PSP Program Segment Prefix

QBF Query By Form

QuoBO Query on Business Objects
RAM Random Access Memory
RLE Run Length Encoding
ROM Read-Only Memory
SOM System Object Model

Tagged Image File Format Terminate and Stay Resident Upper Memory Block Visual BASIC for Application Workplace Shell TIFF TSR

UMB

VBA

WPS

## November, 1993

### St. Louis Post-Dispatch, v115, n311

From an article on computer crimes...

Asynchrono A program set off to damage a computer at a later

us Attack time

From hacker and safe cracker. A hacker who

Cracker breaks into computers.

From cat burglar. Someone who breaks into

Cybercat computers.

A cracker who is a spy.

Cyberspy

Changing computer data to obtain money or some

other benefit.

Diddling

Data

Computer security that attemps to keep crackers out.

Electronic

Firewall

Passwords which are stored in code, so that a

Encrypted cracker cannot break into a computer and obtain

Passwords other passwords from it.

A program set to damage a computer at some preset

condition.

The FBI's National Computer Crime Squad.

Nerd Squad

Logic Bomb

See weaving.

Network

Looping

See weaving.

Piggybackin

g

A BBS which disseminates programs and

Pirate BBS information helpful towards breaking into other

computers.

A legitimate computer device, used to scan images

from paper into computer graphics, which can also

be used for counterfeiting.

Someone who watches over peoples shoulders to

get phone and computer codes.

Shoulder Surfer

Scanner

To fake a computer transacation in order to

Simulating accomplish something else.

A computer access card with a chip in it that automatically changes passwords frequently.

Smart Card automatically changes passwords frequently.

Computer software which determines if someone is

making repeated access attempts.

Spike Detector

See weaving.

Stepping Over

Sophisticated cracking.

Superzappi

ng

A cracker terrorist.

Technoterro

rist

A secret way left by a programmer to get into a

Trapdoor system.

A program which is planted inside another computer

Trojan for illicit activity.

Horse

Calling one computer, and then using it to call the

Weaving next, and then using *it* to call the next, and so forth,

weaving through networks.

A program that spreads itself throughout a system

Worm using up memory and resources.

## November, 1993

### Windows/DOS Developer's Journal, v4, n9

#### Phrases...

- > Container Control: A Windows control which contains another control.
- > Distributed Computing: To spread a computing task among more than one computer in a network.
  - > Marshalling: To put data in a packet for transfer across a network.
- > UnMarshalling: To remove data from a packet which was transferred across a network.

#### Acronyms...

DCE	Distributed Computing Environment
IDL	Interface Definition Language
OSF	Open Software Foundation
RPC	Remote Procedure Call
UUID	Universally Unique Identifier

## **October, 1993**

### **Association of Shareware Professionals**

A .DIZ file, such as FILE\_ID.DIZ stands for *Description In Zip* and is a file, included inside a <u>ZIP</u> file, which describes the other files in the ZIP file. See <u>ASP</u>.

#### October, 1993

#### Boardwatch, v7, n10

The name Boardwatch refers to watching Bulletin Board Systems (BBS's).

Names in the Boardwatch news: **Dr. Vinton Cerf**, President of **The Internet Society**, "the father of the Internet". See <u>Internet</u>. **Dennis C. Hayes**, founder, Hayes Microcomputer Products, Inc, make of Hayes modems, and the creator of the standard **AT Command Set**, which runs modems. Both are winners of **Dvorak Awards for Telecommunications** awarded by journalist **John Dvorak**.

Acronyms in current usage by Boardwatch:

CD-ROM compact disk read-only memory ECPA Electronic Communications Privacy Act

e-mail electronic mail

e-text electronic text

FAQ Frequently Asked Question

FTP File Transfer Protocol

JPEG Joint Photographic Experts Group

LOCUS Library of Congress Information Service

MNP Microcom Networking Protocol MOO Multi-user Object-Oriented

MUD Multi-User Dungeon
PPA Privacy Protection Act
PPP Point to Point Protocol
RIP Remote Imaging Protocol

RL Real Life

SGML Standard Generalized Markup Language

UUCP Unix to Unix Copy Program

WWW World Wide Web

## **October, 1993**

Dr. Dobb's Journal, v18, n11

Discussion of OOP with mention of possible replacements for C++, including C+@, Sather, Parasol, Liana, Beta, and Eiffel. *Drool* stands for *Dave's recycled object-oriented language*. *Dave* is David Betz. Other OOP languages mentioned: Objective-C, Turbo Pascal, Smalltalk, and Ada.

#### October, 1993

#### Forbes, v152, n9

Computer pros from the Forbes list of the 400 richest people in the US...

In terms of producing personal wealth, **Microsoft** is the industry leader with the second richest man in the US, **William Henry Gates III**, aka, **Bill Gates**, the driving force behind <u>DOS</u>, <u>Windows</u>, and many other software products. Forbes reports this cofounder of Microsoft is worth \$6.165 billion. The other cofounder, **Paul G. Allen**, is worth \$2.9 billion. Also, **Steven Anthony Ballmer**, executive vice-president, is worth \$1.1 billion.

Hewlett-Packard's cofounders are also high on the rich list. William Redington Hewlett at \$1.4 billion and David Packard at \$2.75 billion.

In the personal computer arena (mainframes are further below) the only other billionaire is **Intel's Gordon Earle Moore** at \$1.5 billion. He is the originator of **Moore's Law:** The power of semiconductors doubles approximately every 18 months.

One of Microsoft's competitors in the networking of PC's is **Novell, Inc.**, world's top producer of networking operating systems. **Raymond J. Noorda** of Novell is valued at \$650 million.

**WordPerfect** is the best-selling word processor. Its cofounders, **Alan C. Ashton** and **Bruce W. Bastian**, are worth \$450 million each.

The cofounders of **Quark**, **Inc.**, are new on the Forbes list this year. They are **Tim Gill** and **Fred Farhad Ebrahimi**, worth \$300 million each. Quark produces page layout software.

**Norman Hascoe** is also new to the list, valued at \$300 million. He sells semiconductor materials.

In the mainframe arena, **Henry Ross Perot**, selling mainframe computer services, is worth \$2.4 billion.

Oracle Corp., selling mainframe database software, has two people on the list. Cofounder Lawrence Joseph Ellison at \$1.6 billion and cofounder Robert N. Miner at \$510 million.

John Jay Moores who wrote mainframe programs for BMC Software is now

retired, but has a worth of \$330 million.

Dropped from the Forbes list this year are **Michael Dell** of **Dell Computer** and **Armas Clifford Markkula**, **Jr.**, who holds **Apple** stock.

Aside from the rich list, Forbes has an article on the **Wave Chip,** which is intended to determine which programs are being used on a CD or on the "information superhighway" so that the vendors can get paid.

#### October, 1993

#### Microsoft Developer Network News, v2, n5

The big news is that <u>Windows</u> is moving towards 32-bit software technology with dual platforms: Mainstream and high-end. For a discussion of 32-bit technology, see <u>CPU</u>.

Mainstream: The mainstream technology is currently represented by **Windows 3.1**, which uses 16-bit software technology so that it can be run on the early <u>8088</u> and <u>80286</u> chips. The next version of Windows under development is code named *Chicago* and moves up to 32-bit technology, thus abandoning the 8088 and the 80286. This means that soon the low-end computer chip will be the <u>386</u>. A notable feature of Chicago is that it will not require <u>DOS</u>.

High-end: The high-end platform is represented by **Windows NT**. *NT* stands for **New Technology**. This is for use by power users, engineers, scientists, technical personnel, and software developers. It is also for use by servers, which are computers that run networks. Windows NT is intended to be used on other chips in addition to Intel chips, such as the **DEC Alpha** and the **MIPS R4000**. The next version of Windows NT is code named **Cairo**.

The newest programming language for Chicago and Cairo is called Visual <u>C+</u> <u>+</u> 32-bit Edition. *Visual* means that the programming can lay out parts of the program visually on the screen, and the compiler will write that part of the code. Because of recent developments, the Windows <u>API</u> is now in different sets...

Win16 For Windows 3.1.

Win32s A subset of the full Win32.

Win32c the API for Chicago.

Win32 The full Windows NT API.

Cairo will futher expand the API. The *lowest common denominator* API for the future is Win32s which will run on both mainstream and high-end Windows platforms. For a diagram of the API sets, see <u>illustration</u>.

Other developing concepts: Unicode, a multilanguage character set about to replace others, such as <u>ASCII</u> and <u>ANSI</u>; and, component software, which is another way of designating programs for Windows, especially in regard to objects.

Alphabet soup without comment:

4GL Fourth-Generation Language

CASE	Computer Aided Software Engineering
COM	Component Object Model
DLL	Dynamic-link library
GDI	Graphics Device Interface
ISV	Independent Software Vendor
OLE	Object Linking and Embedding
OLTP	OnLine Transaction Processing
OOUI	Object Oriented User Interface
SDK	Software Development Kit
SMP	Symmetric MultiProcessor
UI	User Interface
UPS	Uninterruptible Power Supply
VxD	Virtual Device driver
WOSA	Windows Open Services Architecture

#### October, 1993

#### Online Access, v8, no6

A special issue on Internet.

**Project Gutenberg** is an expanding collection of books in electronic format which are available on the Internet.

Commonly-used Internet terms...

>Archie: A program which locates files.

>Clarinet: A news service.

>Free net: A free access site to Internet. >Gopher: A program that lets you browse.

>Internet Hunt: A trivia game where you try to find information.

>TELNET: A program which lets you access other computer systems through Internet.

>The Net: Internet.

>USENET: A network which is older than Internet, but accessible from many Internet sites.

>Veronica: Maintains an index and provides keywords. Works with Gopher.

Cultural issues: The Internet is seen as a bastion of free speech where users do the **low ASCII dance**, communicating with the standard (low) <u>ASCII</u> characters. **Cyberpunks** (a term which is similar to <u>hackers</u> but denotes more wildness) relish this free speech arena, but **Big Brother** (government) may be lurking on the lines. Implication: The next big fight for democratic freedoms may be here.

#### Other acronyms:

ARPA Advanced Research Projects Agency

ARPANET An early experimental network

FYI For Your Information IRC Internet Relay Chat LED light emitting diode

NII National Information Infrastructure

NREN National Education and Research Network

SLIP Serial Line Internet Protocol
TAP Taxpayer Assets Project
WAIS Wide-Area Information Server

#### October, 1993

#### PC Magazine, v12, n17

A small computer that uses a pen is called a PDA for *personal digital assistant*. Four operating systems for PDA's are **PenRight!**, **PenPoint**, **Windows for Pen Computing**, and **PenDOS**. **Electronic ink** is what you write that is stored as graphics, before the computer translates it to characters, words, and recognizable symbols.

Hard disk storage strategies are called **RAID** and **SLED**. *RAID* stands for *Redundant Array of Inexpensive Disks*, and is, conceptually speaking, a personal computer type of solution. *SLED* stands for *Single Large Expensive Disk* and is, conceptually speaking, a mainframe type of solution. Other hard disk acronyms without comments: **PRML** for *Partial Response Maximum Likelihood*; **ECC** for *Error Control Circuitry*; and, **DSP** for *Digital Signal Processor*.

**SQL** stands for *Structured Query Language* and has to do with databases. A **distributed database** is one which is broken into pieces which are spread out, conceptually a personal computer type of solution. A **replicated database** is one where the entire database is located in one place, and has copies in other places, conceptually a mainframe type of solution. **RDBMS** stands for **distributed relational database management system**.

The bus standard for the original IBM personal computer is called the ISA standard, for *Industry Standard Architecture*. IBM later added its own MCA bus, for *Micro Channel Architecture*. Other personal computer manufacturers competed with this with EISA, for *Extended ISA*. Other proposed buses are the VESA, for *Video Electronics Standards Association* and the PCI, for *Peripheral Component Interconnect*. VL-Bus stands for *VESA Local Bus*. By the way, without comment, CAP stands for *Central Arbitration Point*, and VLSI stands for *very large scale integration*.

## **October, 1993**

## PC Magazine, v12, n18

This magazine *loves* acronyms. While these are not necessarily new, they are in current usage:

6	are in current usag	je:		
	AMD	A compared twice NA oldinary consider		
	AMP	Asymmetric Multiprocessing		
	BIOS	Basic Input/Output System		
CAD		Computer Aided Design		
	CNE	Certified NetWare Engineer		
	DBCS	Double-Byte Character Set		
	DTP	Desktop Publishing		
	FTAM	File Transfer and Access Method		
	HDTV	High-Definition Television		
Ì	HPFS	High Performance File System		
	IP IP)	Internet Protocol		
	IPX	Internet Packet Exchange		
	LAN	Local Area Network		
	MPEG	Motion Picture Experts Group		
	MSACM	Microsoft Audio Compression Manager		
	NCP	NetWare Core Protocol		
	NDIS	Network Device Interface Specification		
	NDS	NetWare Directory Service		
	NetBEUI	NetBIOS Extended User Interface		
	NetBIOS	Network BIOS		
	NFS	Network File System		
	NLM	NetWare Loadable Module		
	NOS	Network Operating System		
	OS/2	Operating System 2		
	OSF/DCE	Open Software Foundation/Distributed Computing Environment		
	OSI	Open Systems Interconnection		
	PM	Presentation Manager		
	SFT	System Fault Tolerance		
	SMB	Server Message Block		
	SNMP	Simple Network Management Protocol		
	TCP/IP	Transmission Control Protocol/IP		
	UART	Universal Asynchronous Receiver Transmitter		
VAP Value Added Process		· ·		
Ì	VAR	Value Added Retailing		
	WAN	Wide Area Network		
Ш				

Note that *ODI* is defined as Open Data-link **Interconnect** on Page 288 and as Open Data-link **Interface** on Page 292. DBCS and the term **wide character** refers to Unicode, because its characters are two bytes wide instead of one.

### **October**, 1993

#### Windows Sources, v1, n10

Mentions **Windows 4.0** and **DOS 7.0** in reference to Microsoft's Chicago project. See <u>Microsoft Developer Network News</u>. Calls the smaller version of Windows in Hewlett-Packard's Omnibook **Modular Windows**.

Uses  $\it x86$  to refer to the 8088, 80286, 80386, and 80486 computer chips. See  $\it CPU$ .

This magazine also loves acronyms. While these are not necessarily new, they are in current usage:

ACL Access Control List ALU Arithmetic Logic Unit

ART Automatic Recognition Technology

AWK Aho, Wienberger, Kernighan (originators)

AWKc AWK compiler

CADE Computer Aided Data Entry
CAE Computer Aided Engineering
CBT Computer-Based Training

CISC Complex Instruction Set Computer

CMS Color Management System

COCA Clearinghouse On Computer Accommodation

CPL Control Panel Library

DAC Discretionary Access Controls

DAT Digital Audio Tape

DBMS Database Management System

DLL Dynamic Link Library

dpi dots per inch DTV Desktop Video

DQ-DAF Double Quadrupole Dynamic Astigmatism Focus

DSP Digital Signal Processing
EFD Electronic Forms Designer
EIA Electronics Industry Association

FAT File Allocation Table
FLOP Floating-point operation
FPS Frames Per Second
FPU Floating Point Unit

GB Gigabyte

HMA High Memory Area

HWD Height by Width by Depth

IET Image Enhancement Technology

IFL Intelligent Forms Language

IGES Initial Graphics Exchange Specification

IPC Interprocess communications

LPC Local Procedure Call MAC Media Access Control

MAPI Messaging Application Programming Interface

MCI Media Controller Interface
MFC Microsoft Foundation Class
MHS Message Handling System
MKS Mortice Kern Systems

NTFS New Technology File System
ODBC Open Database Connectivity
PCL Printer Control Language

PGA Pin Grid Array

PIF Program Information File

PIM Personal Information Manager

ppm pages per minute QIC quarter-inch cartridge

RISC Reduced Instruction Set Chip

RIT Resolution Improvement Technology RSA Rivest-Shamir-Adelman (encryption)

SOHO Small Office/Home Office
TCM Thermal Cooling Module (fan)
TIE Teleform Interpretation Engine

VB Visual Basic

VFW Video for Windows VDM Virtual DOS Machine

VM Virtual Machine

VIM Vendor-Independent Messaging

WFW Windows for Workgroups WOW Windows on Windows

WYSIWYG What You See Is What You Get

XA extended architecture ZIF Zero Insertion Force