

*Higher Grade*

# Glossary



Computer Systems	Orange
Software Development	White
Computer Networking	Green

<b>(WLAN)</b>	A Wireless Local Area Network (WLAN) is a network of personal devices networked using the Bluetooth wireless technology.
<b>(WPAN)</b>	A Wireless Personal Area Network (WPAN) is an ad-hoc network made up of bluetooth enabled devices such as mobile phones, PDAs or laptop computers.
<b>(WWAN)</b>	A Wireless Wide Area Network (WWAN) is a network using wireless broadband technology.
<b>Acceptance testing</b>	Testing of software outside the development organisation and usually at the client site.
<b>Access Control List (ACL)</b>	An Access Control List is a file used by the network security module of an operating system. Whenever a file is accessed the Operating System consults the Access Control list to check what permissions the user has for that file.
<b>Accumulator</b>	A special purpose register used by the Arithmetic Logic Unit to hold the accumulated results of calculations.
<b>Accuracy</b>	A measure of how well a computer representation of an image, sound etc. matches the original.
<b>Adaptive maintenance</b>	Takes place when a program's environment changes, for example a different operating system.
<b>ADC</b>	Analogue to digital converter used to generate a digital signal from analogue input.
<b>Address Bus</b>	Used to pinpoint a memory location.
<b>Adjustable-Split Keyboard</b>	A three-piece folding keyboard organised into three adjustable sections.
<b>ADSL</b>	ADSL stands for Asymmetric Digital Subscriber Line - a modem technology which converts existing twisted-pair telephone lines into access paths for multimedia and high-speed data communications. ADSL can transmit up to 6Mbps to a subscriber, and as much as 832Kbps or more in both directions.
<b>Adware</b>	Adware is software which is free to use but which pays for itself by presenting the user with advertising material.
<b>Algorithm</b>	A detailed sequence of steps which, when followed, will accomplish a task.
<b>Alpha testing</b>	Testing of software within the development organisation.
<b>ALU</b>	The Arithmetic and Logic Unit, ALU, is part of the CPU. It carries out computation.
<b>Arithmetic Logic Unit</b>	The heart of a computer where data is processed and manipulated.
<b>ASCII</b>	American Standard Code for Information Interchange.
<b>Asymmetric Digital Subscriber Line (ADSL)</b>	ADSL is a modem technology which converts existing twisted-pair telephone lines into access paths for multimedia and high-speed data communications. ADSL can transmit up to 9 Mbps download speed and 640 Kbps upload speed.
<b>Asynchronous Transfer Mode (ATM)</b>	ADSL is a modem technology which converts existing twisted-pair telephone lines into access paths for multimedia and high-speed data communications. ADSL can transmit up to 9 Mbps download speed and 640 Kbps upload speed.
<b>Asynchronous Transmission</b>	A character is sent as soon as it is available rather than

	using a clock pulse to synchronise transfer.
<b>Avi</b>	Audio Video Interleaved.
<b>Bandwidth</b>	Bandwidth describes the amount of data which can be transmitted via a network connection, usually measured in bits per second.
<b>Bandwidth</b>	Bandwidth describes the amount of data which can be transmitted via a network connection, usually measured in bits per second.
<b>Beta testing</b>	Testing of software outside the development organisation using clients or selected members of the public.
<b>Bi-Directional</b>	Transfers data in both directions.
<b>Binary number system</b>	A system in which numbers are represented using only the digits 0 and 1.
<b>Bit</b>	A single unit of binary data.
<b>Bit</b>	A bit is the smallest possible unit of binary information. A bit can be either on or off which can be represented as a 1 or a 0.
<b>Bit map</b>	A representation of image data where each bit corresponds to an individual pixel on the screen.
<b>Bit-depth</b>	The number of bits used to represent each pixel.
<b>Bluetooth</b>	Bluetooth is a wireless networking protocol which allows devices to connect together to provide services like Internet access, printing and data transfer without the intervention of the user.
<b>Bluetooth</b>	Bluetooth is a wireless networking protocol which allows devices to connect together to provide services like Internet access, printing and data transfer without the intervention of the user.
<b>Boolean</b>	Two-state algebra developed by George Boole.
<b>Boot Program</b>	A small program held in ROM that is executed when the computer is powered up.
<b>Bottom-up design</b>	A method of program refinement that starts with individual modules and builds them up into a complete program.
<b>Boundary testing</b>	Running a program with test data that represents the extreme upper and lower values. Within this range the program should operate normally.
<b>Broadcasting</b>	Broadcasting over a network uses the User Datagram Protocol which does not require an acknowledgment. This is a more efficient use of bandwidth than individual downloads.
<b>Broadcasting</b>	Broadcasting over a network uses the User Datagram Protocol which does not require an acknowledgment. This is a more efficient use of bandwidth than individual downloads.
<b>Browser</b>	Software used to render HTML pages.
<b>Bubble Jet Printer</b>	Operates by heating the ink until it forms a vaporised bubble which is then squirted as a tiny droplet of ink onto a page.
<b>Buffer</b>	A part of memory used to hold data when communicating with a peripheral. Used when a fast acting part of the system (CPU) is exchanging data with a slow acting device (printer).

<b>Bugs</b>	A bug is a program error.
<b>Bus Network</b>	Each device on the network is directly connected to a single communications line.
<b>Byte</b>	Eight units of binary data (bits).
<b>Byte</b>	A byte is a unit of information consisting of 8 bits. A byte is sufficient to store a single character in ASCII code.
<b>Bytecode</b>	This is produced by JavaScript and is a form of machine code that runs under the Java virtual environment. The latter is freeware and enables any computer to run Java programs.
<b>Cache Memory</b>	A small amount of random access memory that sits between the processor and RAM in order to speed up data transfer.
<b>Caching</b>	A cache is a local copy of data available over a network. When for example a web page is requested, the network software retrieves the page, but also saves it locally. When the page is requested again, it will make it available from the cache, thus speeding up the process of viewing the page. This only works for web pages which do not have dynamic data on them or which have not altered recently. The system works better for graphics and other elements of a web page which do not change very often.
<b>Caching</b>	A cache is a local copy of data available over a network. When for example a web page is requested, the network software retrieves the page, but also saves it locally. When the page is requested again, it will make it available from the cache, thus speeding up the process of viewing the page. This only works for web pages which do not have dynamic data on them or which have not altered recently. The system works better for graphics and other elements of a web page which do not change very often.
<b>Capacity</b>	The amount of data that can be stored.
<b>Carrier Sense Multiple Access / Collision Detection (CSMA/CD)</b>	Carrier Sense Multiple Access / Collision Detection (CSMA/CD) is the protocol used by the Ethernet standard to ensure that machines on a network can transmit data between them without data loss due to two machines transmitting simultaneously.
<b>CCD</b>	Charge-Coupled Device used to record light intensity. CCDs form the heart of scanners and digital cameras.
<b>Central Processing Unit</b>	The (CPU) coordinates and controls the activities of all other units in the computer system. It executes program instructions and manipulates data in accordance with the instructions.
<b>Character Printer</b>	A device which prints characters one at a time. Examples include the daisy wheel or golf ball.
<b>Character Set</b>	The set of characters that can be represented and displayed by a computer.
<b>Chat rooms</b>	Chat rooms are areas on the Internet where users can communicate using text messages in real time. Chat servers can be accessed using an IRC client which allows you to select different discussion areas which you can join or leave.

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<b>Checksum</b>	A checksum is the result of adding the number of bits in a block of data to be transmitted. The result of this addition is transmitted along with the data. The same calculation is performed by the computer at the receiving end and if the results agree, it is assumed that the data has been transmitted without error.
<b>Client</b>	The person or group that initiates the development process by specifying a problem.
<b>Client/Server</b>	A network model where data is held and controlled centrally on a file server and accessed by individuals on a workstation.
<b>Client-server</b>	A Client-Server network is one where there is at least one server which controls access to resources on the network. Client machines need to access these resources through the server.
<b>Clipping</b>	Reducing the amplitude of a sound sample to fall within a given sample range.
<b>Coercivity</b>	A property of magnetic storage devices which describes how easily magnetisation can be switched from one orientation to another.
<b>Collision</b>	A collision occurs when two devices transmit simultaneously on an Ethernet network.
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<b>Compiler</b>	A program that translates a complete high level language program into an independent machine code program.
<b>Concatenation</b>	Joining of Visual Basic string variables to make longer strings using the '&' operator.
<b>Connection oriented</b>	A connection oriented network is one where information about the state of the connection is retained for the duration of the communication session.
<b>Connectionless</b>	A connectionless network is one where no information about the state of the connection is retained. A packet switched network is a connectionless network because the packets may take a variety of different routes to their destination. TCP provides a "virtual" connection oriented network on top of the connectionless network provided by IP.
<b>Content providers</b>	Content Providers are organisations which provide information which is available over the Internet. This information may be available free of charge, may be available on subscription or may be subsidised by advertising.
<b>Control Characters</b>	Special non-printing characters in a character set, used for special purposes, e.g. carriage return and end of file.
<b>Control Unit</b>	Includes timing/control logic and an instruction decoder.

	It sends signals to other parts of the computer to direct the fetch and execution of machine instructions.
<b>Corrective maintenance</b>	Correction of previously undetected errors during development that is now apparent after installation of the software on the client site.
<b>COTS</b>	Commercial Off The Shelf software. An alternative software development system that allows programmers to purchase ready-made software. Can be an expensive option.
<b>CPU</b>	The CPU, or Central Processing Unit. This is where instructions are processed and computations are carried out. This is the control centre of the computer.
<b>CU</b>	The Control Unit, CU, is part of the CPU. It exerts overall control over the operation of the CPU.
<b>Curie Temperature</b>	The point at which magnetic material ceases to be a permanent magnet.
<b>Customised Keypad</b>	A specially designed input device that can be programmed.
<b>Cycle Time</b>	The cycle time is the time between clock pulses.
<b>Cyclic Redundancy Check</b>	A Cyclic Redundancy Check is a calculation which is performed on a block of data by treating that block of data as a binary number, and transmitted along with that data. The same calculation is performed by the computer at the receiving end and if the results agree, it is assumed that the data has been transmitted without error. A CRC is a more sophisticated error detection method than a checksum.
<b>Cylinder</b>	A collection of tracks on each platter that are equidistant from the spindle.
<b>Data</b>	Unstructured information. A collection of numeric or alphanumeric characters which can be processed by a computer. Raw data is meaningless to people.
<b>Data Bus</b>	Used to transfer data to and from the CPU. The data bus can be common to devices and main memory allowing transfers to take place from and to peripherals or from and to main memory.
<b>Data compression</b>	A technique of reducing the storage space occupied by a file.
<b>Data encryption</b>	A method of securing transmitted data through encoding.
<b>Data modelling</b>	A process used in object oriented languages that identifies objects, how they relate to one another and their manipulation.
<b>Data Overrun</b>	This occurs when the CPU ignores an interrupt request from a peripheral. The interface merely discards the byte and informs the CPU that data has been lost.
<b>Database</b>	An organised and structured collection of related data.
<b>Datagram</b>	A datagram is an Internet Protocol (IP) packet. It contains the source address, the destination address plus the data to be transmitted.
<b>Debugging</b>	The detection, location and removal of errors in a program.
<b>Declarative language</b>	Programmers use this type of language to specify what

	the problem is rather than how to solve it by writing code. The language uses facts and rules to express relationships.
<b>Desk checking</b>	Akin to a dry run where the running of a program is checked without a computer.
<b>Development team</b>	Generic description of the personnel involved in developing the software solution.
<b>Direct Access</b>	Referred to as random access. The retrieval of any disk data given the sector location.
<b>Directories</b>	A human-powered directory, such as Yahoo, depends on humans for its listings - They categorise web pages by their content and by descriptions submitted by their owners.
<b>Disk Based OS</b>	An operating system that is distributed on and loaded from disk.
<b>Domain name</b>	Domain Name Service (DNS) is the Internet's on-line mapping system which translates domain names into IP addresses.
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<b>DRAM</b>	Dynamic Random Access Memory. Slower, volatile store that needs to have a continuous signal to refresh the contents of the chip.
<b>Dry run</b>	A pen and paper exercise to debug a program.
<b>E-commerce</b>	E-Commerce refers to the buying and selling products or services over the Internet.
<b>EEPROM</b>	Electrically Erasable Programmable Read Only Memory can be selectively reprogrammed.
<b>Electronic Forum</b>	An electronic forum is a web based discussion area which require users to join before they can post a message or query. They are often used by software distributors to provide technical support and feedback for their products.
<b>Electronic Funds Transfer (EFT)</b>	The transfer of funds from one account to another electronically. EFT removes the need to physically transfer cash, and is used for credit card and debit card purchases.
<b>Email</b>	Email is system of communication which allows users on a network to send text messages and attached files to another user. Email addresses are usually of the form: username@domainname.
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<b>Email client</b>	An email client is a piece of software which can be used to connect to an email server and retrieve electronic mail.
<b>Email Clients</b>	An email client is a piece of software which can be used to connect to an email server and retrieve electronic mail.
<b>EPROM</b>	Electrically Programmable Read Only Memory can have the contents erased and replaced with new data by the user. Data is erased by shining ultraviolet light onto the chip.

<b>Ethernet</b>	A popular local area network commonly using coaxial cable with transmission rates of 10 or 100Mbps.
<b>Ethernet</b>	Ethernet is a Local Area Network technology developed by the Xerox corporation and now recognised as the industry standard. Data is broken into packets which are transmitted using the CSMA/CD algorithm until they arrive at the destination without colliding with any other. The transmitting machine then waits for an acknowledge . Ethernet cables are classified as "XbaseY", e.g. 10base5, where X is the data rate in Mbps, and Y is the category of cabling. The original cable was 10base5 (Thick Ethernet) but most are 10base2 (Thinnet or "Cheapernet") and 10baseT or 100baseT (using UTP cable).
<b>Event driven</b>	A system that responds to an external event such as mouse click or a key press.
<b>Event driven language</b>	An event driven language that is designed to handle external events like interrupts, mouse clicks etc
<b>Exceptions testing</b>	Testing the robustness of a program by entering silly data - character data instead of numeric data, excessive values etc.
<b>Executable code</b>	Independent machine code that can be run without translation.
<b>Exhaustive testing</b>	Complete testing of a program under every conceivable condition. An expensive method time-wise.
<b>Explicit declaration</b>	Each variable, for example is declared unambiguously by the user so there is much less room for error in running programs Visual basic.
<b>Exponent</b>	Represents the range of a decimal number.
<b>Extensible Hypertext Mark-up Language (XHTML)</b>	Extensible Hypertext Mark-up Language is a strict version of HTML which conforms to the XML specification.
<b>External Memory</b>	Holds quantities of data too large to store in main memory. It is also used to keep a permanent copy of programs and data.
<b>Feedback</b>	A looping system where information is fed back in to a computer system. Previous output becomes new input.
<b>Fetch-Execute Cycle</b>	The repeated process of fetching instructions from main memory, decoding the instructions and executing them until an instruction to HALT is encountered.
<b>File Server</b>	Provides centralised storage and resource management for users of a network.
<b>File servers</b>	A file server is a dedicated machine on a network which controls access to resources on a network. A file server will usually be running a network operating system and have enough disk space to give every user on the network space to store files.
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<b>File Transfer protocol (FTP)</b>	File transfer is the electronic transfer of a file from one location to another. The original protocol for this was FTP (File Transfer Protocol) but files can also be transferred as

	attachments to an email or as downloadable links on web pages.
<b>Firewall</b>	A firewall is software or hardware which protects a local area network from outside access by monitoring and blocking network traffic.
<b>Firewall</b>	A firewall is software or hardware which protects a local area network from outside access by monitoring and blocking network traffic.
<b>Fit for purpose</b>	The finished program runs to specification and is robust and reliable.
<b>Flat-bed Scanner</b>	An input device similar to a photocopy machine where documents are scanned, face down on a glass surface.
<b>Flop</b>	Floating point operations per second.
<b>Frame</b>	A frame is another term for a packet on a network, although frame is normally the term used at the lower levels of the ISO/OSI model. Frames are often used to describe packets on Ethernet networks.
<b>Freeware</b>	Freeware is software which is distributed free by the programmer, or is a cut down version of a commercial product which is distributed free in the hope that users will purchase the full version.
<b>Freeware</b>	Freeware is software which is distributed free by the programmer, or is a cut down version of a commercial product which is distributed free in the hope that users will purchase the full version.
<b>Function</b>	A block of code like a procedure but a value is returned when the function is used.
<b>Functional language</b>	A language that utilises the evaluation of expressions rather than the execution of commands. It is based on the use of functions from which new functions can be created.
<b>Functional specification</b>	This will detail how the developed program will behave under specified conditions.
<b>General purpose language</b>	The language can be used to program solutions covering a broad range of situations.
<b>General Purpose Package</b>	An application package that provides more than a single type of application to solve specific problems e.g. word processing, database, spreadsheet, etc.
<b>General Purpose Registers</b>	A set of registers internal to the CPU whose role is not defined at the time of manufacture. Programmers may use these registers as appropriate within their programs.
<b>Header</b>	A header is the control information which is added to the beginning of a transmitted message or packet.
<b>High-level language</b>	A language designed to be easily understood by programmers. They use commands and instructions based on English words or phrases.
<b>Hosts</b>	A host is an intelligent node on a network.
<b>HTML</b>	Hypertext Mark-up Language.
<b>HTTPS</b>	HTTPS is a secure version of the HTTP protocol used for e-commerce. HTTPS uses the Secure Sockets Layer (SSL) to encrypt data being transferred between client and server.
<b>Hub</b>	A hub is a multi-port repeater in an Ethernet network.

	Hubs are used to distribute a network connection to a number of machines in a room or an area of a building. Hubs typically have 12 or 24 ports.
<b>Hub</b>	A hub is a multi-port repeater in an Ethernet network. Hubs are used to distribute a network connection to a number of machines in a room or an area of a building. Hubs typically have 12 or 24 ports.
<b>Human computer interface</b>	Allows the program to interact with the outside world. The interface is the only part of the program that users see.
<b>Hypermedia</b>	When data elements are linked to form a structure through which the user can navigate.
<b>Hypertext Transfer protocol (HTTP)</b>	The HTTP protocol is used by web browsers to request a file from a web browser. HTTP transfers one file at a time and only maintains the connection between client and server while the file is being transferred.
<b>Implicit declaration</b>	If a variable, for example is not fully declared by the user then it is given default attributes by the Visual Basic language.
<b>Independent test group</b>	Testing of software by a group out with the development team.
<b>Inheritance</b>	The sharing of characteristics between a class of object and a newly created sub class. This allows code re-use by extending an existing class.
<b>Instruction Register</b>	Used to hold the current instruction that is being executed.
<b>Integrated Keyboard and Touchpad</b>	A keyboard containing both keys and a touchpad.
<b>Integrated Subscriber Digital Network (ISDN)</b>	ISDN stands for Integrated Services Digital Network. With ISDN, voice and data are carried by bearer channels (B channels) occupying a bandwidth of 64 Kbps (Kilo-bits per second). Some switches limit B channels to a capacity of 56 Kbps. A data channel (D channel) handles signalling at 16 Kbps or 64 Kbps, depending on the service type.
<b>Interactive Multimedia</b>	Multimedia presentation where the end user can control what is being displayed by activating buttons and hyperlinks on a page.
<b>Inter-block Gap</b>	Used to describe the empty space between data blocks on a tape device.
<b>Interface</b>	A unit that sits between the CPU and a peripheral device and compensates for the differences in speed, codes, etc.
<b>Intermediate code</b>	A form of compiled code that is specifically produced for a target computer.
<b>Internal bus</b>	The medium for communicating data and control signals between the component parts of the CPU.
<b>Internal commentary</b>	The use of comments within source code to describe what it does.
<b>Internal documentation</b>	The use of comments within source code to describe what it does.
<b>Internet</b>	The Internet is a global internetwork consisting or millions of computers connected together using a variety of high speed communications systems. Home users connect to the Internet using the telephone system.
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	of computers connected together using a variety of high speed communications systems Home users connect to the Internet using the telephone system.
<b>Internet Service Provider (ISP)</b>	An Internet Service Provider (ISP) is a commercial organisation which provides access to the Internet usually via telephone line or fibre optic cable. ISPs may charge a monthly rental for this service or may provide it free, recovering their telecommunications costs from the telephone companies. An ISP will usually also provide a POP3 mailbox, access to a news server and some space on their web server for your web pages. Other services such as mail forwarding can also be provided for a fee.
<b>Internetwork</b>	An internetwork is two or more computer networks connected together.
<b>Interpreter</b>	A program that translates a high level program line by line, which it then tries to execute. No independent object code is produced.
<b>Intranet</b>	An intranet is a private network which provides similar services within an organisation to those provided by the Internet outside it but which is not necessarily connected to the Internet. An intranet is often used for distribution of information within the organisation. Some organisations give limited access to their intranets to other organisations or the general public. This is known as an "extranet".
<b>IR</b>	The Instruction Register, IR, is a register in the CPU. It holds the instruction currently being executed.
<b>ISDN</b>	ISDN stands for Integrated Services Digital Network. With ISDN, voice and data are carried by bearer channels (B channels) occupying a bandwidth of 64 Kbps (Kilo-bits per second). Some switches limit B channels to a capacity of 56Kbps. A data channel (D channel) handles signalling at 16 Kbps or 64 Kbps, depending on the service type.
<b>Iterative</b>	An iterative process is one that incorporates feedback and involves an element of repetition.
<b>Jackson Structured Programming</b>	A diagrammatic design method for small programs that focuses on sequence, selection and iteration.
<b>Java</b>	A language designed by Sun Microsystems. The language is portable because Java interpreters are available for a wide range of platforms.
<b>Keyboard Controller</b>	A special integrated circuit that is used to receive and interpret keyboard scan codes.
<b>Keyword</b>	A reserved word with a special meaning in a computer language. For example for, if, dim in Visual Basic.
<b>Leased line</b>	A leased line is a connection which guarantees a permanent connection between two points. Charges vary according to the distance between the two points and the bandwidth required.
<b>Legal contract</b>	A contract set up between client and development team, the details of which are set out in the requirements specification which becomes legally binding should anything go wrong.
<b>Lexical analysis</b>	Part of the compilation process where the source code is

	tokenised into symbols and stored in the symbol table.
<b>Linear search</b>	A standard algorithm that perform a sequential search on a list of data items.
<b>LINUX</b>	LINUX is an open source operating system developed by Linus Torvalds.
<b>List-Server</b>	A list-server is an email based electronic conference. Any message sent to the list server will be automatically emailed to everyone on that list.
<b>Local Area Network</b>	A Local Area Network (LAN) is a number of computers connected together within a single building or organisation. Local area networks tend to be characterised by high bandwidth, low error rates and short distances between computers.
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<b>Logic gates</b>	A device that performs a logical operation upon its input signals to produce its output signals.
<b>MAC addresses</b>	The Media Access Control layer is a sub layer of the Data Link Layer in the ISO/OSI model. A MAC address is the 6 byte number which uniquely identifies an Ethernet Network Interface Card (NIC).
<b>Machine code</b>	Native computer code that can be understood without translation.
<b>Machine Code Program</b>	A binary code program that is executable by a specific computer processor.
<b>Machine Cycle Time</b>	The cycle time for one fetch-execute-cycle, sometimes expressed in MIPS, millions of instructions per second.
<b>Macro</b>	A block of code that automates a repetitive task. Rather like a batch file they are normally created within an application then run by activating a key press combination or clicking on an icon.
<b>Main Memory</b>	(RAM) stores programs and data while the computer is operating. It is organised so that data can be both read from and written to it. It is a volatile store that loses its contents when the machine is switched off.
<b>Maintenance</b>	The upkeep of a program by repair and modification.
<b>Mantissa</b>	A non-zero value used to represent the precision of a decimal number.
<b>MAR</b>	The MAR, or Memory Address Register, specifies the address in memory for the next read or write operation from or to memory.
<b>Matrix Printer</b>	A device which forms characters or graphics out of ink dots.
<b>MDR</b>	The MDR, or Memory Data Register, contains the data to be written to memory or receives the data read from memory. The MDR is sometimes known as the Memory Buffer Register (MBR).
<b>Media Access Control (MAC)</b>	The Media Access Control layer is a sub layer of the Data Link Layer in the ISO/OSI model. A MAC address is the 6 byte number which uniquely identifies an Ethernet

	Network Interface Card (NIC).
<b>Memory Address Register</b>	An internal register of the CPU that is used to hold the address of a location in main memory.
<b>Memory Buffer Register</b>	Used to hold data that has just been sent to or from the CPU.
<b>Memory Upgrade</b>	Expanding physical memory by adding more RAM modules.
<b>Methodology</b>	A technique involving various notations that enables the design of software to be implemented.
<b>Metropolitan Area Networks</b>	A network which interconnects buildings or other facilities extending over a citywide area.
<b>MIPS</b>	MIPS stands for Millions of Instructions Per Second. This is used as a performance measure.
<b>Modems</b>	A modem (modulator-demodulator) is used to transmit binary data over telephone lines. A modem encodes binary data onto an analogue signal at the transmitter side and the analogue signal back into binary data on the receiver side.
<b>Modified Keyboard</b>	Keyboards that have been redesigned to suit the needs of the workplace or to improve the health and safety of users.
<b>Module library</b>	A module library includes code for standard algorithms that can be re-used by programmers.
<b>MPEG</b>	A video data standard derived by the Motion Pictures Expert Group.
<b>Multiplexing</b>	Multiplexing is the combining of more than one channel into a single communications signal.
<b>Multiscan Monitor</b>	Display technology able to deal with different scanning frequencies.
<b>Multi-tasking</b>	Where several applications are open at the same time, and the user can switch easily between them.
<b>Name resolution</b>	The process of mapping a name into its corresponding address. This function is normally performed by the Domain Name Service (DNS).
<b>NetBEUI</b>	NetBIOS Extended User Interface (NetBEUI) is a network protocol developed by Microsoft and originally used with LAN Manager.
<b>Network</b>	A network is one or more computers connected together in a way which allows them to communicate or share data and resources.
<b>Network</b>	A network is one or more computers connected together in a way which allows them to communicate or share data and resources.
<b>Network Address Translation (NAT)</b>	A LAN can be set up using a set of private IP addresses such as the range 192.168.0.1 to 192.168.1.254 and a proxy server which translates requests from these addresses into a request of its own. This means that only one public IP address is presented to the outside world.
<b>Network Interface Card</b>	A Network Interface Card (NIC) is an interface fitted inside a personal computer or network terminal which allows it to communicate with other machines over a network. The card technology will vary according to the network used, but every card on a network must have

	some way of uniquely identifying itself and some means of converting the signals from the computer to a form which can be transmitted over the connection.
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<b>Network Manager</b>	Person who controls access to services and shared resources on a local area network.
<b>Network manager</b>	The Network Manager is the person who controls access to services and shared resources on a Local Area Network.
<b>Network Operating System</b>	An operating system that manages access to data and resources on a network, ensuring the privacy and security of data.
<b>Network Topology</b>	The arrangement of computers to form a network.
<b>News Server</b>	A News Server is a computer which stores and forwards Usenet messages.
<b>Newsgroups</b>	Newsgroups are electronic bulletin boards for text based discussion on any subject. Un-moderated newsgroups allow any user to post a message. Moderated newsgroups have an administrator who filters messages before they are posted.
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<b>Non-Volatile</b>	A characteristic of a memory chip which keeps its contents when power is removed.
<b>Normal operation</b>	Running of a program under expected normal conditions.
<b>Object</b>	A data item that can be manipulated by a computer system, for example a database record or a file.
<b>Object oriented design</b>	A method that centres on objects and the operations that can be performed on them.
<b>Object-oriented language</b>	An object-oriented computer language like Java that uses objects rather than actions and data rather than logic. An object is represented by a class that can be extended to involve inheritance.
<b>Octet</b>	An Octet is an 8 bit number. IP addresses consist of 4 octets.
<b>Open Systems Interconnection (OSI)</b>	The Open Systems Interconnection (OSI) model of networking was a hierarchical networking model developed to ensure that communications equipment and networking software would be compatible. The OSI model divided the functions of a network into 7 independent layers.
<b>Optimised</b>	Refinement of code to make it more efficient.
<b>Packet</b>	A packet on a network is a unit of data which is

	transmitted as a single object. It is normally used when referring to the upper layers of the ISO.OSI model. A packet usually contains a source address, a destination address and some form of error detection as well as the data itself. If the route which the packet takes is not always the same one, then the packets will need sequencing information to re-assemble them in the correct order at the receiving end. Packet is a more general term than Datagram.
<b>Page Printer</b>	A device which generates an entire page image. The data is sent to the printer as an entire page which requires it to have a fairly large internal memory. Example include the laser printer.
<b>Parallel Transmission</b>	Each bit of an 8-bit byte is transmitted along a set of parallel wires at the same time.
<b>Parameter</b>	An argument of a procedure or function that represents a local variable.
<b>Parameter passing</b>	The mechanism by which data is passed to and from procedures and the main program.
<b>Parity Bit</b>	An additional bit that is transmitted as part of a byte. The parity bit is altered to reflect even or odd parity. Data transmitted can be checked using the parity bit to ensure there are no errors during transmission.
<b>PC</b>	The Program Counter, PC, is a register in the CPU. It holds the address in memory of the next instruction to be executed in the program.
<b>Peer to Peer</b>	A network model where all computers on the network are equal and data may be shared from computer to computer. Any node may set itself up as a file server.
<b>Perfective maintenance</b>	Takes place when a system has to be enhanced in some way e.g. program run faster.
<b>Phishing</b>	Phishing is the name given to fraudulently extracting credit card and other financial details form individuals using emails and fake company web-sites.
<b>Pit</b>	Pits are areas burned on a CD-ROM by a laser - typically 0.5 microns wide and 0.83 to 3 microns long.
<b>Pixel</b>	A picture element which is the smallest display element.
<b>Pixel Replication</b>	The replication of pixels in the x and y direction by a scale factor to produce an enlarged image.
<b>Point to Point Protocol (PPP)</b>	The Point to Point Protocol (PPP) is used over a serial connection such as one between two modems. It can configure connections to a remote network automatically, test that the link is usable and also provide authentication and compression.
<b>Portable</b>	The ability of a program to run on different machine architectures with different operating systems.
<b>Post Office Protocol (POP3)</b>	Post Office Protocol (POP) is a protocol for client /server email operation. An email client connects to a mail server using POP in order to download mail.
<b>Problem oriented</b>	The focus is on the problem and how it is to be solved rather than on the hardware on which the program will run.

<b>Problem specification</b>	A document outline of what is to be solved in terms of programming a solution to a given problem.
<b>Procedural language</b>	Also known as imperative languages because the programs follow a sequence of steps until they terminate. The code is made up of procedures and functions.
<b>Procedure</b>	A block of code that, when called from within a program will perform a specific action.
<b>Process</b>	An activity that is performed by a piece of software.
<b>Process</b>	A program in execution.
<b>Program Counter</b>	An internal register of the CPU used to hold the address of the next instruction to be executed.
<b>Programming team</b>	A section of the development team responsible for the coding, testing, implementation and maintenance of the software.
<b>Project manager</b>	A member of the development team who is responsible for the supervision of the project. The main tasks are to keep the project on schedule and within budget.
<b>Propagation delay</b>	The propagation delay of a network is the time it takes for a signal to travel from one end of a link to another.
<b>Protocol</b>	A protocol is an agreed set of rules for communicating. A protocol will typically define the speed and mode of communication together with the data format which is to be used.
<b>Proxy Server</b>	A Proxy Server is a machine which receives requests for internet pages and forwards them. A proxy server can provide a LAN with a single point of access to the Internet and can act as a filter to block access to unsuitable material.
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<b>Pseudo-code</b>	A notation combining natural language and code used to represent the detailed logic of a program i.e. algorithmic notation.
<b>Quantisation</b>	The rounding of sound samples to the nearest integer.
<b>QuickTime</b>	An Apple standard for storing and playing video data. Provides a methodology for interleaving audio data with video data.
<b>RAD</b>	Rapid Application Development. An alternative software development model that uses event driven languages for its implementation.
<b>RAID</b>	A Redundant Array of Inexpensive hard Disks (RAID) is a method of providing fault tolerant hard disk storage so that if one disk fails, the operating system can recover the data from the other disks and recreate the failed hard disk image when it is replaced.
<b>Random Array of Inexpensive Disks (RAID)</b>	Random Array of Inexpensive Disks (RAID) comes in a variety of configurations. The purpose is to ensure that data is not lost when a hard disk fails, and this is achieved by saving enough data on the disk array to enable it to be recreated from the other disks in the event of the failure

	of one of them.
<b>Raster Graphics</b>	A method of producing an image on a display screen by illuminating horizontal lines of dots on the screen.
<b>Recursion</b>	A programming technique that is iterative in that a procedure or function can call itself. It is very demanding of computer memory.
<b>Redirector</b>	A redirector is a LAN device driver which translates operating system requests into network events and transmits them to the right protocol stack.
<b>Reference parameter</b>	Here the address of the actual parameter is accessed by the formal parameter. Information is passed OUT from the procedure to the main program.
<b>Reliable</b>	A program is reliable if it runs well and is never brought to a halt by a design flaw.
<b>Removable Storage</b>	A storage device that is external to the computer and can be disconnected to facilitate data transfer to another machine.
<b>Repetition</b>	A process that repeats itself a finite number of times or until a certain condition is met.
<b>Repetitive Strain Injury</b>	A disorder that is caused by awkward posture or movement when using a keyboard.
<b>Requirements specification</b>	A document describing what the system must be able to do in order to meet user requirements.
<b>Resolution</b>	The total number of pixels in the width and height of an image.
<b>Resolution Independent</b>	A graphical representation that is independent of the display resolution.
<b>Ring Network</b>	Each device is connected on the network to a ring communications line around which signals are sent.
<b>Robust</b>	A program is robust if it can cope with problems that come from outside and are not of its own making.
<b>ROM based OS</b>	An operating system program stored on a ROM chip.
<b>Rotational Speed</b>	The speed at which a disk rotates. Measured in revolutions per minute (rpms).
<b>Router</b>	A router is a computer with two network cards which is responsible for routing data from one network to another. A router keeps track of the IP addresses of the computers on the networks connected to its network interface cards and directs IP packets appropriately. A router functions at the Network layer of the OSI model.
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<b>Sample Size</b>	The amount of data that is stored per sample.
<b>Sampling</b>	An analogue sound value measured every nth fraction of a second and stored digitally.
<b>Sampling Rate</b>	The number of sound samples that are taken per second.
<b>Scan Code</b>	A code that is generated when a key is pressed on the keyboard.
<b>Scripting language</b>	Used for writing small programs or scripts that enhances

	existing software. The best example is JavaScript which is used to enhance web pages.
<b>SCSI</b>	Small Computer Systems Interface.
<b>Search Engine</b>	A search engine is a service provided on the Internet which indexes web pages. When you enter a term in a search engine it will respond with a list of all the web pages it has indexed where that term occurs. Using a search engine takes practice as it is important to choose the term you search for with care so that the search engine returns a usable number of "hits".
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<b>Sector</b>	A simplified representation of data storage is to view the surface of the disk as having 1s, representing a "north" magnetisation and 0s, representing a "south" magnetisation. Strictly speaking, the data is compressed using run-length limited (RLL) encoding, but this method and its purpose are beyond the scope of this topic. The smallest addressable portion of a track and the smallest unit of data that can be read or written.
<b>Semantics</b>	Semantics is the meaning of a statement in a given language.
<b>Serial Line Internet Protocol (SLIP)</b>	Serial Line Internet Protocol (SLIP) modifies a standard Internet Datagram by appending a special SLIP END character to it, which allows Datagrams to be distinguished as separate. SLIP does not provide error correction so it is unsuitable for an error prone connection.
<b>Serial Transmission</b>	Each bit of the byte is sent out, one at a time over the communications line.
<b>Service Provider</b>	A Service Provider is a commercial supplier of Internet services such as connection, web space and access to a mail server and a news server.
<b>Shareware</b>	Shareware is software which requires you to pay a fee to the distributor if you want to continue using it after a certain period of time. Sometimes the trial period is enforced by the software ceasing to function after the period has expired, sometimes the decision is left to the user's conscience.
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<b>SHTTP</b>	Secure Hyper Text Transmission Protocol (SHTTP) encrypts data transmitted over the Internet. It is often

	used to allow users to purchase items over the Internet using e-commerce, or to transfer sensitive information.
<b>Sign and Magnitude</b>	The most significant bit of the word is used to represent the sign of the number with the remaining bits representing the magnitude.
<b>Simple Mail Transfer Protocol (SMTP)</b>	Simple Mail Transfer Protocol (SMTP) is the TCP/IP standard protocol for transferring electronic mail messages from one machine to another. An email client will normally use SMTP to send outgoing mail.
<b>Simulation</b>	Replication of a process by computer that would not be possible to do manually. For example studying the projected traffic analysis of an airport or throwing a die many hundreds of times.
<b>Skewing</b>	Occurs in parallel transmission where the individual bits of a byte arrive may at their destination at different times.
<b>Socket</b>	A socket is a port number together with a source and destination IP address which enables communication between two applications on a network.
<b>Software development environment</b>	The high level language programming environment that offers tools and techniques to design and implement a software solution.
<b>Software development process</b>	A series of stages involving defined methods to produce a software project according to an initial specification.
<b>Software engineering</b>	A sphere of computing where the emphasis is on the development of high quality, cost effective software produced on schedule and within agreed costs.
<b>Source code</b>	The code for a program written in a high level language. This code is then translated into machine code.
<b>Spam</b>	Spam is a term used to describe electronic junk mail.
<b>Spam</b>	Spam is a term used to describe electronic junk mail.
<b>Special purpose language</b>	Languages designed for specific tasks such as prolog for artificial intelligence or C for writing operating systems.
<b>Specification</b>	A document outlining the program requirements set by the client.
<b>Spiders</b>	Spiders are software agents which are able to search for new web pages by following links, and which create indexes of the contents of these pages.
<b>Spooling</b>	The temporary storage of input or output data on magnetic disk or tape. Preferred method used when a peripheral is shared across a network or when large data files are being transferred.
<b>SRAM</b>	Static Random Access Memory. Very fast volatile store suited to cache memory.
<b>SSADM</b>	Structured Analysis and Design Model. An alternative to the waterfall model that deals only with the analysis and design phases of software development.
<b>Standard algorithm</b>	An algorithm that appears over and over again in many programs. Also called common algorithms.
<b>Star Network</b>	All devices on the network connect though a central connection point or controller.
<b>Start Bit</b>	Marks the beginning of a character in asynchronous transmission.
<b>Stepwise refinement</b>	Similar to top-down design of sectioning a large and

	complex system into smaller and more easily manageable components.
<b>Stop Bit</b>	Marks the ends of a character in asynchronous transmission.
<b>Stored Program</b>	A series of machine instructions that are held in main memory.
<b>Stored program concept</b>	The idea that the sequence of instructions to solve a problem should be stored in the same memory as the data. This concept was proposed by John Von Neumann in 1945.
<b>Structure charts</b>	A diagrammatic method of designing a solution to solve a software problem.
<b>Structured data</b>	Data that is organised in some way, for example an array or database.
<b>Structured listing</b>	Program listing clearly showing the modules involved complete with commentary and meaningful variable and procedure names.
<b>Stub</b>	A temporary addition to a program used to assist with the testing process.
<b>Switch</b>	A switch is a device to divide an Ethernet network up into separate collision domains. A switch keeps a database of the address of each machine on the network and only transmits a frame of data for a machine on to the segment of cable which that machine is connected to.
<b>Switch</b>	A switch is a device to divide an Ethernet network up into separate collision domains. A switch keeps a database of the address of each machine on the network and only transmits a frame of data for a machine on to the segment of cable which that machine is connected to.
<b>Symbol table</b>	Part of the compilation process where the tokens created by the lexical analysis phase are stored.
<b>Synchronous Transmission</b>	The transmission of data between two devices is timed to a clock pulse.
<b>Syntax</b>	Syntax means structure or grammar of a statement in a given language.
<b>System bus</b>	The medium for communicating data and control signals between the main components of the computer.
<b>Systems analyst</b>	The person responsible for analysing and determining whether a task is suitable for pursuit using a computer. They are also responsible for the design of the computer systems.
<b>Systems developer</b>	Another name for a systems analyst.
<b>Systems specification</b>	An indication of the hardware and software required to run the developed program effectively. It will be the basis of subsequent stages which prepare a working program.
<b>T1</b>	T1 is the term often used to refer to a leased line providing a 1.544 Mbps connection.
<b>Tag</b>	A tag is used in an HTML document to give information to a browser about how to display the content of the page. For instance if the <p> and </p> tags surround a piece of text, then that text is treated as a paragraph element. The <body> and </body> tags define the body element on a page which contains the main content.

<b>Tags</b>	A tag is used in an HTML document to give information to a browser about how to display the content of the page. For instance if the <p> and </p> tags surround a piece of text, then that text is treated as a paragraph element. The <body> and </body> tags define the body element on a page which contains the main content.
<b>Technical guide</b>	Documentation intended for people using a system containing information on how to install software and details system requirements such as processor, memory and backing storage.
<b>Tele-working</b>	Tele-Working is the ability to work from somewhere geographically separate from the company you work for.
<b>Tele-working</b>	Tele-Working is the ability to work from somewhere geographically separate from the firm you work for.
<b>Telnet</b>	Telnet is a communications protocol which enables the user to remotely log on to a computer across a network using their machine as if it were a terminal connected to the remote computer.
<b>Test data</b>	Data that is used to test whether software works properly and that it is reliable and robust.
<b>Test log</b>	A record of how a program responds to various inputs.
<b>Test plan</b>	A strategy that involves testing software under verifying conditions and inputs.
<b>Testing</b>	Running a program with test data to ensure a program is reliable and robust.
<b>The Integrated Services Digital Network (ISDN)</b>	ISDN stands for Integrated Services Digital Network. With ISDN, voice and data are carried by bearer channels (B channels) occupying a bandwidth of 64 Kbps (Kilo-bits per second). Some switches limit B channels to a capacity of 56 Kbps. A data channel (D channel) handles signalling at 16 Kbps or 64 Kbps, depending on the service type.
<b>Token</b>	A signal that passes around a network and is a carrier for a data packet.
<b>Top-down design</b>	A design approach of sectioning a large and complex system into smaller and more easily manageable components.
<b>Trace facility</b>	A method used to debug a program by tracing the change in values of the variables as the program is run.
<b>Track</b>	A circular section of a disk that is divided into equal-length sections called sectors.
<b>Traditional model</b>	An alternative name for the waterfall model that details the seven stages of program development.
<b>Transmission Control Protocol / Internet Protocol</b>	TCP/IP stands for Transmission Control Protocol / Internet Protocol and is responsible for verifying the correct delivery of data from client to server. TCP adds support to detect errors or lost data and to trigger retransmission until the data is correctly and completely received. IP - is responsible for moving packets of data from node to node. IP forwards each packet based on a four byte destination address (the IP address).
<b>Trojan</b>	A trojan (named after the trojan horse from Greek mythology) is a piece of software which when installed on a user's machine allows someone else to access data on

	that machine or to take control of it. Trojan software is similar to remote control software in that it opens a port on the internet to allow sending and receiving of control data.
<b>Two's Complement</b>	A representation of negative integers that is formed by changing each 1 bit to a 0 and each 0 bit to a 1 and then adding 1.
<b>Two-State Machine</b>	Electronic components of a computer that can be in one of only two states. Binary digits 0 and 1 are used to represent these two states.
<b>UART</b>	Universal Asynchronous Receiver/Transmitter.
<b>UDP</b>	The User Datagram Protocol (UDP) allows an application program on one machine to send a Datagram to an application program on another. No checks are made by the sending station or acknowledgments by the receiving station, to confirm that a Datagram has arrived.
<b>Unicode</b>	A 16-bit symbol representation system.
<b>Uni-Directional</b>	Transfers data in one direction only.
<b>UNIX</b>	UNIX is a network operating system originally developed by AT Bell laboratories.
<b>Unusual user activity</b>	Running a program with exceptional data.
<b>URL</b>	Uniform Resource Locator.
<b>User Datagram Protocol (UDP)</b>	The User Datagram Protocol (UDP) allows an application program on one machine to send a Datagram to an application program on another. No checks are made by the sending station or acknowledgments by the receiving station, to confirm that a Datagram has arrived.
<b>User guide</b>	A document intended for people using a system containing information on how to use the software.
<b>UTP</b>	Unshielded Twisted Pair (UTP) cabling is used in 10baseT and 100baseT Ethernet installations. It consists of thin cables twisted together to avoid interference created by electrical induction. UTP cabling is classified according to the data transfer rate it can support and its immunity to interference.
<b>Value parameter</b>	Here a copy of the actual parameter is passed in to the formal parameter. Information is passed IN to the procedure from the main program.
<b>Vector Graphic</b>	A mathematical representation of a graphical object.
<b>Video Conferencing</b>	Video Conferencing is a system using video cameras, and a high bandwidth network connection such as an ISDN line which allows a number of people to communicate with each other using sound, video and to share data such as text and graphics even though they are thousands of miles apart.
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<b>Video Controller</b>	Special circuitry that is used to generate the signals needed for a video output device to display data.

<b>Video Digitising</b>	The conversion of analogue video data to a digital representation.
<b>Virtual Memory</b>	Part of the hard disk is used as if it was main memory.
<b>Virtual Private Networking (VPN)</b>	Some companies require their employees to travel around the country, but still need to give them secure access to the company network. A Virtual Private Network (VPN) provides this facility enabling users to connect to the company network through the Internet, thus avoiding expensive dedicated telephone lines or call charges. VPN software is also used to secure Wireless Local Area Networks.
<b>Virus</b>	A Virus is a piece of malicious code which has been inserted into a host program in order to cause damage to or gain control over a computer system. Viruses usually have the ability to propagate themselves over a network and some can change their characteristics in order to avoid detection.
<b>Voice Over IP</b>	Voice over IP (VoIP) is the process of sending digitized speech across an IP network. Although it refers to any speech transmitted in this way, the most common application for VoIP is IP telephony.
<b>Volatile</b>	Refers to a type of memory which loses its contents when power is no longer supplied to the chip.
<b>Von Neumann architecture</b>	Von Neumann architecture is based upon the basic idea that the sequence of instructions to solve a problem should be stored in the same memory as the data.
<b>VRAM</b>	A separate memory, operating at high-speed used to hold screen data that is to be displayed.
<b>Waterfall model</b>	One of the earliest models for software development that incorporates 7 stages from analysis to implementation and maintenance.
<b>Web Server</b>	A web Server is a piece of software running on a machine on a network which provides which sends out web pages in response to requests from Internet browsers.
<b>Wide Area Network</b>	A Wide Area Network (WAN) is a number of computers connected together which are geographically remote. Wide area networks tend to be characterised by low bandwidth, high error rates and long distances between computers. A wide area network may not be controlled by any one organisation.
<b>Wide Area Networks</b>	A network linking machines worldwide.
<b>Windows 2000 Server</b>	Windows 2000 Server is a network operating system developed by Microsoft as a replacement for Windows NT.
<b>Windows NT</b>	Windows New Technology (NT) is a network operating system developed by Microsoft.
<b>Wired Equivalent Privacy (WEP)</b>	This is an encryption system supplied as part of the IEEE802.11b wireless networking standard, which although providing encryption, has been criticised because of the ease with which it can be cracked.
<b>Wireless Application Protocol</b>	Wireless Application Protocol (WAP) is a protocol which runs on mobile phones and provides a universal open standard for bringing Internet content to mobile phones and other wireless devices.

<b>Wireless Application protocol (WAP)</b>	Wireless Application Protocol (WAP) is a protocol which runs on mobile phones and provides a universal open standard for bringing Internet content to mobile phones and other wireless devices.
<b>Wireless Local Area Network (WLAN)</b>	A Wireless Local Area Network (WLAN) is a network of personal devices networked using the Bluetooth wireless technology.
<b>Wireless personal area network (WPAN)</b>	A Wireless Personal Area Network (WPAN) is an ad-hoc network made up of bluetooth enabled devices such as mobile phones, PDAs or laptop computers.
<b>Wireless Wide Area Network (WWAN)</b>	A Wireless Wide Area Network(WWAN) is a network using wireless broadband technology.
<b>World Wide Web (WWW)</b>	The World Wide Web is the term used to describe that part of the Internet which can be accessed using hyperlinks on Web pages.
<b>Worm</b>	A Worm is a malicious program which propagates itself over a network in order cause damage or to or gain control over computer systems. Unlike a virus, a worm does not require a host program in order to function.