Exhibit C

1994 ed

IBM DICTIONARY OF COMPUTING

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McGRAW-HILL, INC.

New York San Francisco Washington, D.C. Auckland Bogotá
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1 2 3 4 5 6 7 8 9 0 DOC/DOC 9 9 8 7 6 5 4 3

ISBN 0-07-031488-8 (HC)
ISBN 0-07-031489-6 (PBK)

The sponsoring editor for this book was Daniel A. Gonneau and the production supervisor was Thomas G. Kowalczyk.

Printed and bound by R. R. Donnelley & Sons Company.

Tenth Edition (August 1993)

This is a major revision of the *IBM Dictionary of Computing,* SC20-1699-8, which is made obsolete by this edition. Changes are made periodically to the information provided herein.

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Note: There may be other "clear" keys on the machine used to cancel specified functions.

cleartext Synonym for plaintext.

clear user data In X.25 communications, data optionally included in the clear request packet by the user application.

C library A system library that contains common C language subroutines for file access, string operators, character operations, memory allocation, and other functions.

click To press and release a button on a pointing device without moving the pointer off the choice. See double-click. See also drag select.

client (1) A user. (2) A functional unit that receives shared services from a server. (T). (3) In an AIX distributed file system environment, a system that is dependent on a server to provide it with programs or access to programs. (4) In AIX Enhanced X-Windows, an application program that connects to an Enhanced X-Windows server by means of an interprocess communication (IPC) path, such as a Transmission Control Protocol (TCP) connection or a shared memory buffer. The program can be referred to as the client of the server, but it is actually the interprocess communication path itself. Programs with multiple paths open to the server are viewed as multiple clients by the protocol. (5) In AIX Enhanced X-Windows, a Toolkit routine that uses a widget in an application or for composing another widget. (6) In AIXwindows, a software application that fills the role of the client in the traditional client-server model upon which Enhanced X-Windows and AIXwindows are based.

client agent See Location Broker Client Agent.

client area In SAA Advanced Common User Access architecture, the part of the window inside the border that is below the action bar. It is the user's workspace, where a user types information and selects choices from selection fields. In primary windows, it is the area where an application programmer presents the objects that a user works on.

client end node An end node for which the network node provides network services.

client-server In TCP/IP, the model of interaction in distributed data processing in which a program at one site sends a request to a program at another site and awaits a response. The requesting program is called a client; the answering program is called a server.

client-side caching In the AIX operating system, a [illegible] tion. The primary purpose of client-side caching is to reduce access time to key information.

client window The window in which the application displays output and receives input. This window is located inside the frame window, under the window title bar and any menu bar, and within any scroll bars.

client workstation In the NetView Graphic Monitor Facility, a workstation that depends on a server workstation to provide it with views and status information. A client workstation receives status information from the server workstation over an LU 6.2 session.

clip (1) In SAA Advanced Common User Access architecture, to truncate information by removing those parts of a displayed image that lie outside a given boundary. (2) In multimedia applications, a section of recorded, filmed, or videotaped material. See also audio clip, video clip.

clip art In personal computer software applications, machine-readable artwork that can be retrieved from a file (a "clipboard file") and used completely or in part to create graphics such as computer-generated foils, slides, and hardcopy or softcopy graphs, charts, or pictures.

clipboard In SAA Common User Access architecture, an area of computer memory, or storage, that temporarily holds data. Data in the clipboard is available to other applications.

clip list In AIX Enhanced X-Windows, a list of rectangles designated for clipping.

clipping (1) In computer graphics, removing those parts of display elements that lie outside of given boundary. (I) (A) (2) In System/38 graphics, the process of cutting off the picture at the edge of the window but allowing the lines to be constructed on world coordinates that extend outside the window. (3) In AIX graphics, removal of parts of a primitive that overlap the boundaries of a window. The part of a primitive that appears in the window is displayed and the rest is ignored. There are several types of clipping that occur in the system. Three-dimensional drawing primitives are clipped to the boundaries of a frustum (for perspective transformations) or to a rhombohedron (for orthographic projections). This three-dimensional clipping applies as well to the origin of character strings, but not to the characters themselves. A two-dimensional clipping is also performed, in which all drawing is clipped to the boundaries of the Enhanced X-Windows window. For character strings, clipping of the individual characters to the screenmask is performed. See fine clipping, gross clipping. See also clipping planes, screenmask, trans-[illegible]