



DICTIONARY OF COMPUTING

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times for the transistors constructed in this way.

scissoring Removing the portion of an image that lies outside a specified region. *See also* clipping.

scope That part of a program in which a particular *declaration applies.

Scott-Ershov domain *See* domain.

scratchpad A type of semiconductor memory that usually has small capacity but very fast access. It is used for temporary storage of intermediate results or other information that is required during the course of a computation.

screen 1. The surface of a cathode-ray tube or other *display device on which information can be displayed.

2. To select and display information in response to an instruction or an inquiry.

screen dump A way of transferring the entire graphical or textual contents of a display screen to a printer. Each *pixel of the display appears as a dot of suitable density on the printer. Color screens can be dumped to color printers.

screened cable *See* cable.

screen editor *See* text editor.

screensaver A program that is initiated after a display has remained unchanged for a definable period of time, usually a few minutes, to prevent a permanent pattern being physically burnt into the screen. In its simplest form the program merely blanks the screen, but screensavers have become something of a subculture and can range from complex moving abstract shapes to colorful animated stories with many variations. It is also possible to have a whole set of screensavers and have one chosen at random on each occasion.

script 1. (**command file**) A file containing commands or other actions that could have been entered from the keyboard. This is a useful way of replaying often-used sequences of actions. In fact the *scripting languages usually have extra commands not available for direct use such as branches, loops, and procedure calls. There are also usually optional

*parameters that allow the script to be made more general.

2. *See* script theory.

scripting language A programming language that can be used to write programs to control an application or class of applications, typically interpreted. It may for example be a language, such as AppleScript, Script-X, or HyperTalk, for defining multimedia presentations. *See also* PERL, Python, Tcl.

script theory A representation for modeling sequential series of events. Originally designed for *natural language processing, *scripts* capture the main events and themes in a story. A script can be seen as a stereotype and matched against other scripts or situations.

scroll To move the information displayed on a screen in a vertical or horizontal direction: as information disappears at one edge new information becomes visible at the other edge, or alternatively space is provided for the entry of new data. The scrolling action is perceived as a smooth movement. In some displays the movement is in discrete increments of one line pitch and this is referred to as *racking*. Scrolling is technically more difficult to achieve but eases simultaneous reading.

scroll bar, scroll box *See* slider bar.

SCSI (pronounced skuzy) *Acronym* for small computer systems interface. A standard way of connecting peripheral devices, such as disk storage units, to small and medium-sized computers. It is widely used to couple CD-ROM drives to personal computers. Up to seven disk units and one computer can be connected to each SCSI. The interface is specified in a document from the ANSI committee X3.31. The first SCSI standard, SCSI-1, was specified in 1986, SCSI-2 came in 1992, and SCSI-3 is under development.

SDH *Abbrev. for* synchronous digital hierarchy. A set of CCITT standards, and products that implement those standards, intended to support high-speed wide area networking; the intention is to support bit rates from the 100 Mbps range upward. The basic unit within