



## Dictionary of Computing

**Fourth Edition** 

Oxford New York Tokyo
OXFORD UNIVERSITY PRESS
1996



Oxford University Press, Walton Street, Oxford OX2 6DP
Oxford New York

Athens Auckland Bangkok Bogota Bombay Buenos Aires Calcutta Cape Town Dar es Salaam Delhi Florence Hong Kong Istanbul Karachi Kuala Lumpur Madras Madrid Melbourne Mexico City Nairobi Paris Singapore

Taipei Tokyo Toronto and associated companies in Berlin Ibadan

Oxford is a trade mark of Oxford University Press

Published in the United States by Oxford University Press Inc., New York

© Market House Books, 1983, 1986, 1990, 1996

First published 1993 Reprinted 1983, 1984, 1985 Second Edition 1986 Third Edition 1990 Reprinted 1990, 1991 (twice), 1992 Fourth Edition 1996

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without the prior permission in writing of Oxford University Press. Within the UK, exceptions are allowed in respect of any fair dealing for the purpose of research or private study, or criticism or review, as permitted under the Copyright, Designs and Patents Act, 1988, or in the case of reprographic reproduction in accordance with the terms of licences issued by the Copyright Licensing Agency. Enquiries concerning reproduction outside those terms and in other countries should be sent to the Rights Department, Oxford University Press, at the address above.

This book is sold subject to the condition that it shall not, by way of trade or otherwise, be lent, re-sold, hired out, or otherwise circulated without the publisher's prior consent in any form of binding or cover other than that in which it is published and without a similar condition including this condition being imposed on the subsequent purchaser.

A catalogue record for this book is available from the British Library

Library of Congress Cataloging in Publication Data (Data available) ISBN 0-19-853855-3

Text prepared by Market House Books Ltd, Aylesbury Printed in Great Britain by Biddles Ltd, Guildford & King's Lynn

COMPASS EXH. 1019 - Page 3 of 4



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.

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.

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

