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smart portable devices, such as cellular phones and hand-held computers; Internet access devices, such as set-top boxes; networking devices, such as switches and routers; and embedded controls, such as entertainment devices and automation equipment. *See also* ARM.

strong name *n.* A name that consists of an assembly's identity: its simple text name, version number, and often the culture information strengthened by a public key and a digital signature generated over the assembly. Assemblies with the same strong name are expected to be identical.

strong typing *n.* A characteristic of a programming language that does not allow the program to change the data type of a variable during program execution. *See also* data type, variable. *Compare* weak typing.

structure *n.* **1.** The design and composition of a program, including program flow, hierarchy, and modularity. **2.** A collection of data elements. *See also* data structure.

structured graphics *n. See* object-oriented graphics.

structured programming *n.* Programming that produces programs with clean flow, clear design, and a degree of modularity or hierarchical structure. *See also* modular programming, object-oriented programming. *Compare* spaghetti code.

structured query language *n.* A database sublanguage used in querying, updating, and managing relational databases—the de facto standard for database products. *Acronym:* SQL.

structured walkthrough *n.* **1.** A meeting of programmers working on different aspects of a software development project, in which the programmers attempt to coordinate the various segments of the overall project. The goals, requirements, and components of the project are systematically reviewed in order to minimize the error rate of the software under development. **2.** A method for examining a computer system, including its design and implementation, in a systematic fashion.

STT *n. See* Secure Transaction Technology.

stub *n.* A routine that contains no executable code and that generally consists of comments describing what will eventually be there; it is used as a placeholder for a routine to be written later. *Also called:* dummy routine. *See also* top-down programming.

StuffIt *n.* A file compression program originally written for the Apple Macintosh, used for storing a file on one or more disks. Originally shareware, StuffIt is now a commercial product for Macs and PCs that supports multiple compression techniques and allows file viewing. StuffIt files can be uncompressed using a freeware program, StuffIt Expander.

style sheet *n.* **1.** A file of instructions used to apply character, paragraph, and page layout formats in word processing and desktop publishing. **2.** A text file containing code to apply semantics such as page layout specifications to an HTML document. *See also* HTML document, semantics (definition 1).

stylus *n.* A pointing device, similar to a pen, used to make selections, usually by tapping, and to enter information on the touch-sensitive surface.

subclass *n.* A class in object-oriented programming that is derived from, and inherits its attributes and methods from, another class known as a superclass. *Compare* superclass.

subcommand *n.* A command in a submenu (a menu that appears when a user selects an option in a higher-level menu).

subdirectory *n.* A directory (logical grouping of related files) within another directory.

subdomain *n.* A domain, often representing an administrative or other organizational subgroup within a second-level domain. *See also* domain.

subform *n.* A form contained within another form or a report.

subject drift *n. See* topic drift.

subject tree *n.* A type of World Wide Web index that is organized by subject categories, many of which are broken down into subcategories, or "branches." An example of a World Wide Web subject tree is Yahoo! *See also* Yahoo!

submarining *n.* A phenomenon that occurs when some part of a screen display moves more quickly than the screen can show. The object (such as the mouse pointer) disappears from the screen and reappears where it comes to rest, just as a submarine resurfaces after a dive. Submarining is especially a problem with the slowly responding passive-matrix LCD displays on many laptop computers.

submenu *n.* A menu that appears as the result of the selection of an item on another, higher-level menu.

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