ALAN FREEDMAN

The Computer Glossary "It's score was the highest for the dictionaries we tested." —PC Magazine

THE COMPUTER GLOSSARY

The Complete Illustrated Desk Reference
Sixth Edition

Includes 1994 disk versions for DOS and Windows. Flat out, the easiest-to-use online computer dictionary in the world. Fully hypertexted– click on a term anywhere to retrieve it.

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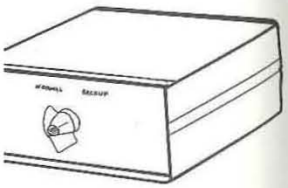

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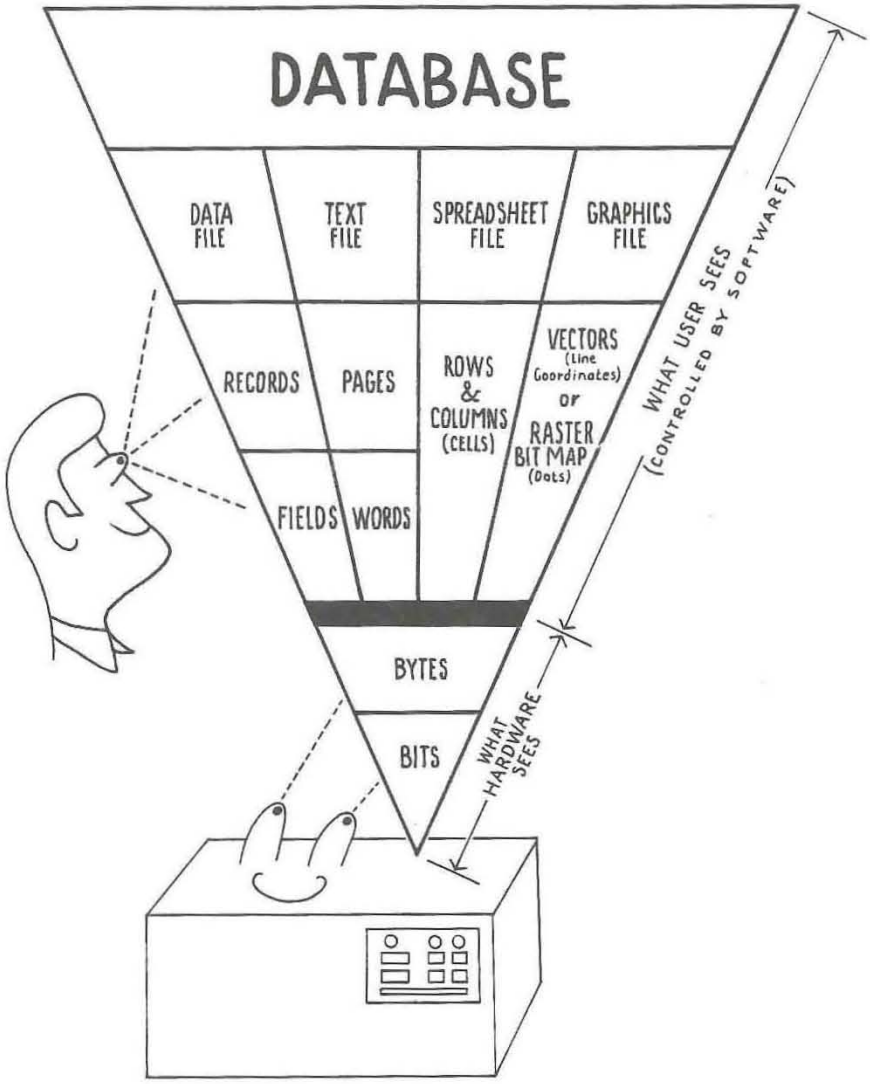
database (1) Set of interrelated files that is created and managed by a DBMS. (2) Any electronically-stored collection of data.



Database 2 See *DB2*.

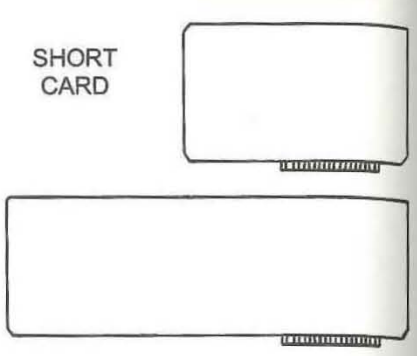
database administrator Person responsible for the physical design and management of the database and for the evaluation, selection and implementation of the DBMS.

long In programming, an integer variable. In C, a long is four bytes and can be signed (−2G to +2G) or unsigned (4G). Contrast with *short*.

long card In PCs, a full-length controller board that plugs into an expansion slot. Contrast with *short card*.

long-haul In communications, modems or communications devices that are capable of transmitting over long distances.

long lines In communications, circuits that are capable of handling transmissions over long distances.



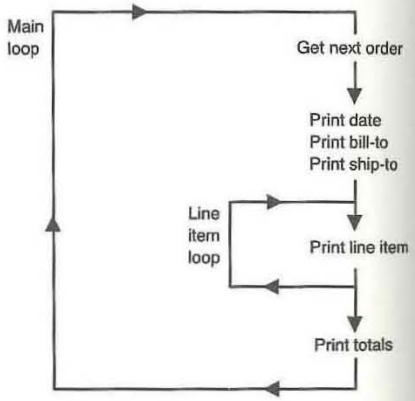
longitudinal redundancy check See *LRC*.

lookup Data search performed within a predefined table of values (array, matrix, etc.) or within a data file.

loop In programming, a repetition within a program. Whenever a process must be repeated, a loop is set up to handle it. A program has a main loop and a series of minor loops, which are nested within the main loop. Learning how to set up loops is what programming technique is all about.

The loop example on the right prints an invoice. The main loop reads the order record and prints the invoice until there are no more orders to read. After printing date and name and addresses, the program prints a variable number of line items. The code that prints the line items is contained in a loop and repeated as many times as required.

Loops are accomplished by various programming structures that have a beginning, body and end. The beginning generally tests the condition that keeps the loop going. The body comprises the repeating statements, and the end is a GOTO that points back to the beginning. In assembly language, the programmer writes the GOTO, as in the following example that counts to 10.




```
        MOVE      "0" TO COUNTER
LOOP    ADD       "1" TO COUNTER
        COMPARE   COUNTER TO "10"
        GOTO      LOOP IF UNEQUAL
        STOP
```

In high-level languages, the GOTO is generated by the interpreter or compiler; for example, the same routine as above using a WHILE loop.

```
COUNTER = 0
DO WHILE COUNTER <> 10
   COUNTER = COUNTER + 1
ENDDO
STOP
```