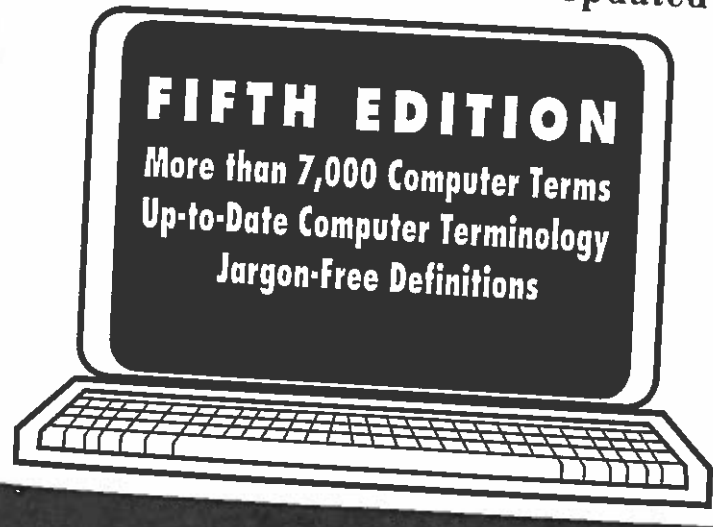


Exhibit 2019

New World Dictionary[®] *of* Computer Terms

Now Completely Revised & Updated



**NEW WORLD
DICTIONARY
OF
COMPUTER
TERMS**

FIFTH EDITION

Compiled by
Donald Spencer

MACMILLAN • USA

Macmillan General Reference
A Prentice Hall Macmillan Company
15 Columbus Circle
New York, NY 10023

Copyright © 1994 by Simon & Schuster, Inc.
All rights reserved
including the right of reproduction
in whole or in part in any form

A Webster's New World™ Book

MACMILLAN is a registered trademark of Macmillan, Inc.
WEBSTER'S NEW WORLD DICTIONARY is a registered trademark
of Simon & Schuster, Inc.

Prentice Hall is a registered trademark of Prentice-Hall, Inc.

Dictionary Editorial Offices:
New World Dictionaries
850 Euclid Avenue
Cleveland, Ohio 44114

Library of Congress Cataloging-in-Publication Data

Spencer, Donald.

ISBN: 0-671-89993-7

Manufactured in the United States of America

10 9 8 7 6 5 4 3 2 1

Fifth Edition

- end mark** A code or signal that indicates termination of a unit of data. See STOP BIT.
- endnote** A footnote at the end of a document.
- end-of-block (EOB)** The termination of a block.
- end-of-file (EOF)** The termination or point of completion of a unit of data. End-of-file marks are used to indicate this point on magnetic files. See END-OF-TAPE MARKER.
- end-of-job (EOJ)** A condition that alerts the program that a job is finished and starts another action.
- end-of-message (EOM)** The termination of a message.
- end-of-page halt** A feature that stops the printer at the end of a completed page of output.
- end-of-tape marker** A marker on a MAGNETIC TAPE used to indicate the end of the permissible recording area.
- end-of-text (EOT)** A transmission control character used to indicate the end of a message. Receiving hardware that the previous character was the last character of the message text.
- end-of-transmission** A control character used to indicate that a transmission has been completed.
- endpoints** In VECTOR GRAPHICS, the points that specify each end of a line segment.
- end user** A person who buys and uses computer software or who has direct contact with computers.
- end-user development** Systems development activities carried out by the end user.
- end-user tools** Nonprocedural packages that let the average programmer solve problems without having to learn a programming language.
- engine** The portion of a program that determines how the program manages and manipulates data. Another name for PROCESSOR.