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Computer Dictionary

Fifth Edition

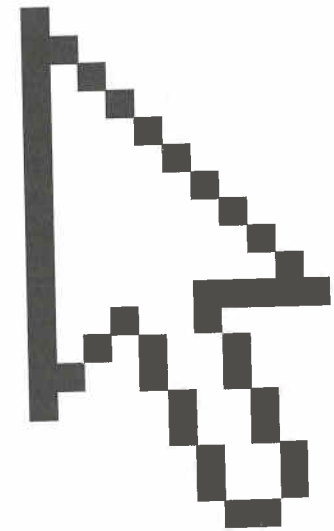


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ratings for computer games and other interactive products such as Web sites, online games, and interactive chat.

e-tail *n.* See e-commerce.

e-text *n.* Short for electronic text. A book or other text-based work that is available on line in an electronic media format. An e-text can be read online or downloaded to a user's computer for offline reading. See also e-zine.

Ethernet *n.* 1. The IEEE 802.3 standard for contention networks. Ethernet uses a bus or star topology and relies on the form of access known as Carrier Sense Multiple Access with Collision Detection (CSMA/CD) to regulate communication line traffic. Network nodes are linked by coaxial cable, by fiberoptic cable, or by twisted-pair wiring. Data is transmitted in variable-length frames containing delivery and control information and up to 1500 bytes of data. The Ethernet standard provides for baseband transmission at 10 megabits (10 million bits) per second and is available in various forms, including those known as Thin Ethernet, Thick Ethernet, 10Base2, 10Base5, 10Base-F, and 10Base-T. The IEEE standard dubbed 802.3z, or Gigabit Ethernet, operates at 10 times 100 Mbps speed. See also ALOHAnet, baseband, bus network, coaxial cable, contention, CSMA/CD, Gigabit Ethernet, IEEE 802 standards, twisted-pair cable. 2. A widely used local area network system developed by Xerox in 1976, from which the IEEE 802.3 standard was developed.

Ethernet/802.3 *n.* The IEEE standard for 10- or 100-Mbps transmissions over an Ethernet network. Ethernet/802.3 defines both hardware and data packet construction specifications. See also Ethernet.

E-time *n.* See execution time.

etiquette *n.* See netiquette.

ETX *n.* See end-of-text.

Eudora *n.* An e-mail client program originally developed as freeware for Macintosh computers by Steve Dorner at the University of Illinois, now maintained in both freeware and commercial versions for both Macintosh and Windows by Qualcomm, Inc.

EULA *n.* See End-User License Agreement.

Euphoria *n.* Acronym for End User Programming with Hierarchical Objects for Robust Interpreted Applications. An interpreted programming language intended for general application development and game programming on MS-DOS, Windows, and Linux platforms.

European Computer Manufacturers Association *n.* See ECMA.

European Laboratory for Particle Physics *n.* See CERN.

EUV lithography *n.* Acronym for Extreme UltraViolet lithography. Manufacturing process allowing smaller circuits to be etched onto chips than is possible with traditional lithographic techniques. With this process, it is possible to economically produce chips that are much faster than those that are created using traditional processes. In EUV lithography, the image of a map of circuits to appear on a chip is bounced off a series of mirrors that condense the image. The condensed image is projected onto wafers containing layers of metal, silicon, and photo-sensitive material. Because EUV light has a short wavelength, extremely intricate circuit patterns can be created on the wafers.

evaluation *n.* The determination, by a program, of the value of an expression or the action that a program statement specifies. Evaluation can take place at compile time or at run time.

even parity *n.* See parity.

event *n.* An action or occurrence, often generated by the user, to which a program might respond—for example, key presses, button clicks, or mouse movements. See also event-driven programming.

event-driven *adj.* Of, pertaining to, or being software that accomplishes its purpose by responding to externally caused events, such as the user pressing a key or clicking a button on a mouse. For example, an event-driven data entry form will allow the user to click on and edit any field at any time rather than forcing the user to step through a fixed sequence of prompts.

event-driven processing *n.* A program feature belonging to more advanced operating-system architectures such as the Apple Macintosh operating system, Windows, and UNIX. In times past, programs were required to interrogate, and effectively anticipate, every device that was expected to interact with the program, such as the keyboard, mouse, printer, disk drive, and serial port. Often, unless sophisticated programming techniques were used, one of two events happening at the same instant would be lost. Event processing solves this problem through the creation and maintenance of an event queue. Most common events that occur are appended to the event queue for the program to process in turn; however, certain types of events can preempt others if they have a higher priority.

achieve personalization and privacy concomitantly, OPS is based on the concept of a Personal Profile, which is stored on the individual's computer and contains the user's unique identification, demographic and contact data, and possibly content preferences. This information remains under the user's control and can be released wholly or in part to the requesting site. *Acronym:* OPS. *See also* cookie, digital certificate.

open shop *n.* A computer facility that is open to users and not restricted to programmers or other personnel. An open shop is one in which people can work on or attempt to solve computer problems on their own rather than handing them over to a specialist.

Open Shortest Path First *n.* *See* OSPF.

Open Software Foundation *n.* *See* OSF.

open source *n.* The practice of making the source code (program instructions) for a software product freely available, at no cost, to interested users and developers, even though they were not involved in creating the original product. The distributors of open source software expect and encourage users and outside programmers to examine the code in order to identify problems, and to modify the code with suggested improvements and enhancements. Widely used open source products include the Linux operating system and the Apache Web server.

open standard *n.* A publicly available set of specifications describing the characteristics of a hardware device or software program. Open standards are published to encourage interoperability and thereby help popularize new technologies. *See also* standard (definition 2).

open system *n.* **1.** In communications, a computer network designed to incorporate all devices—regardless of the manufacturer or model—that can use the same communications facilities and protocols. **2.** In reference to computer hardware or software, a system that can accept add-ons produced by third-party suppliers. *See also* open architecture (definition 1).

Open Systems Interconnection reference model *n.* *See* ISO/OSI reference model.

OpenType *n.* A collaborative initiative by Microsoft and Adobe to unify support for Microsoft TrueType and Adobe PostScript Type 1 fonts. The OpenType font format enables font creators and users to work with the font type that best suits their needs without having to worry about

whether the font is based on TrueType or PostScript technology. *Also called:* TrueType Open version 2. *See also* PostScript font, TrueType.

Opera *n.* A Web browser developed by Opera Software S/A. Opera is notable for its strict W3C standards support. Opera is often chosen by Web developers to test Web sites for W3C compliance. *See also* W3C, Web browser.

operand *n.* The object of a mathematical operation or a computer instruction.

operating system *n.* The software that controls the allocation and usage of hardware resources such as memory, central processing unit (CPU) time, disk space, and peripheral devices. The operating system is the foundation software on which applications depend. Popular operating systems include Windows 98, Windows NT, Mac OS, and UNIX. *Acronym:* OS. *Also called:* executive.

operation *n.* **1.** A specific action carried out by a computer in the process of executing a program. **2.** In mathematics, an action performed on a set of entities that produces a new entity. Examples of mathematical operations are addition and subtraction.

operation code *n.* The portion of a machine language or assembly language instruction that specifies the type of instruction and the structure of the data on which it operates. *Also called:* opcode. *See also* assembly language, machine code.

operations research *n.* The use of mathematical and scientific approaches to analyze and improve efficiency in business, management, government, and other areas. Developed around the beginning of World War II, operations research was initially used to improve military operations during the war. The practice later spread to business and industry as a means of breaking down systems and procedures and studying their parts and interactions to improve overall performance. Operations research involves use of the critical path method, statistics, probability, and information theory.

operator *n.* **1.** In mathematics and in programming and computer applications, a symbol or other character indicating an operation that acts on one or more elements. *See also* binary¹, unary. **2.** A person who controls a machine or system such as a computer or telephone switchboard.

operator associativity *n.* A characteristic of operators that determines the order of evaluation in an expression