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By Bryan Pfaffenberger, Ph.D.

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Dictionary of Computer Terms, 6th Edition

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268 **interpolated resolution**

the same *optical resolution*, it can cost effectively improve scan quality.

interpreted Executed line-by-line from *source code* rather than from *object code* created by a *compiler*. See *interpreted code*, *interpreter*.

interpreted code Program code that requires an *interpreter* to execute, in contrast to *compiled* programs, which are *executable*.

interpreter A *translator* for a *high-level programming language* that translates and runs the program at the same time. Interpreters are excellent for learning how to program because, if an error occurs, the interpreter shows you the likely place (and sometimes even the cause) of the error. You can correct the problem immediately and execute the program again, learning interactively how to create a successful program. However, interpreted programs run much more slowly than compiled programs. See *compiler*.

interprocess communication (IPC) In a *multitasking* computing environment, such as *Microsoft Windows* running in the *386 Enhanced mode*, the communication of data or commands from one program to another while both are running, made possible by *dynamic data exchange (DDE)* specifications. In *Microsoft Excel*, for example, you can write a DDE command that accesses changing data, such as stock prices, that's being received online in a communications program.

interrupt A signal to the *microprocessor* indicating that an event has occurred that requires its attention. Processing is halted momentarily so that input/output or other operations can take place. When the operation is finished, processing resumes.

interrupt controller Part of the *motherboard's chip set* that distributes hardware *interrupt request (IRQ) lines*. The interrupt controller prevents more than one *peripheral* device from communicating with the *microprocessor* at one time.

interrupt handler A program that executes when an *interrupt* occurs. Such programs deal with events that are far below the threshold of user perception; for example, they deal with matters as minute as the reception of characters from the keyboard input.