APPENDIX B

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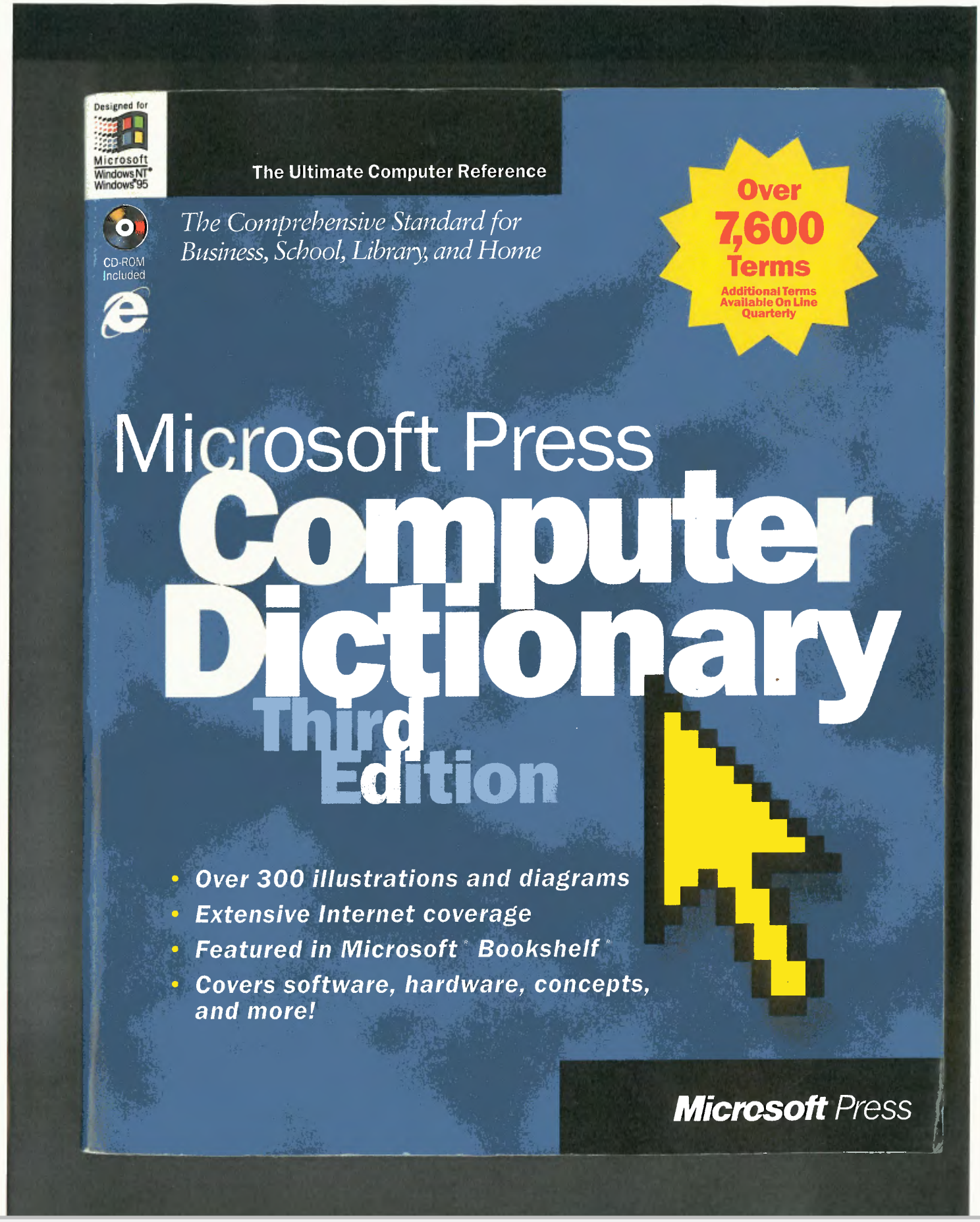

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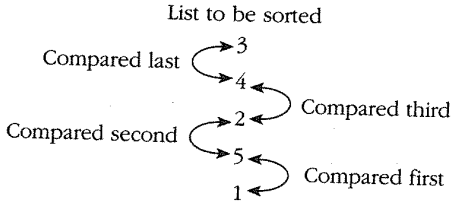
bubble memory \bub´l mem`ər-ē\ *n.* Memory formed by a series of persistent magnetic "bubbles" in a thin film substrate. In contrast to ROM, information can be written to bubble memory. In contrast to RAM, data written to bubble memory remains there until it is changed, even when the computer is turned off. For this reason, bubble memory has had some application in environments in which a computer system must be able to recover with minimal data loss in the event of a power failure. The use of and demand for bubble memory has all but disappeared because of the introduction of flash memory, which is less expensive and easier to produce. *See also* flash memory, nonvolatile memory.

bubble sort \bub´l sōrt`\ *n.* A sorting algorithm that starts at the end of a list with *n* elements and moves all the way through, testing the value of each adjacent pair of items and swapping them if they aren't in the right order. The entire process is then repeated for the remaining $n - 1$ items in the list, and so on, until the list is completely sorted, with the largest value at the end of the list. A bubble sort is so named because the "lightest" item in a list (the smallest) will figuratively "bubble up" to the top of the list first; then the next-lightest item bubbles up to its position, and so on. See the illustration. *Also called* exchange sort. *See also* algorithm, sort. *Compare* insertion sort, merge sort, quicksort.



List after first pass	List after second pass
1	1
3	2
4	3
2	4
5	5

Bubble sort.

bubble storage \bub´l stōr`əj\ *n.* *See* bubble memory.

bucket \buk´ət\ *n.* A region of memory that is addressable as an entity and can be used as a receptacle to hold data. *See also* bit bucket.

buffer[1] \buf´ər\ *n.* A region of memory reserved for use as an intermediate repository in which data is temporarily held while waiting to be transferred between two locations, as between an application's data area and an input/output device. A device or its adapter may in turn use a buffer to store data awaiting transfer to the computer or processing by the device.

buffer[2] \buf´ər\ *vb.* To use a region of memory to hold data that is waiting to be transferred, especially to or from input/output (I/O) devices such as disk drives and serial ports.

buffer pool \buf´ər pōōl`\ *n.* A group of memory or storage-device locations that are allocated for temporary storage, especially during transfer operations.

buffer storage \buf´ər stōr`əj\ *n.* **1.** The use of a special area in memory to hold data temporarily for processing until a program or operating system is ready to deal with it. **2.** An area of storage that is used to hold data to be passed between devices that are not synchronized or have different bit transfer rates.

bug \bug\ *n.* **1.** An error in coding or logic that causes a program to malfunction or to produce incorrect results. Minor bugs, such as a cursor that does not behave as expected, can be inconvenient or frustrating, but do not damage information. More severe bugs can require the user to restart the program or the computer, losing whatever previous work had not been saved. Worse yet are bugs that damage saved data without alerting the user. All such errors must be found and corrected by the process known as *debugging.* Because of the potential risk to important data, commercial application programs are tested and debugged as completely as possible before release. After the program becomes available, further minor bugs are corrected in the next update. A more severe bug can sometimes be fixed with a piece of software called a *patch,* which circumvents the problem or in some other way alleviates its effects. *See also* beta test,

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file server \fīl´ sər`vər\ *n.* A file-storage device on a local area network that is accessible to all users on the network. Unlike a disk server, which appears to the user as a remote disk drive, a file server is a sophisticated device that not only stores files but manages them and maintains order as network users request files and make changes to them. To deal with the tasks of handling multiple—sometimes simultaneous—requests for files, a file server contains a processor and controlling software as well as a disk drive for storage. On local area networks, a file server is often a computer with a large hard disk that is dedicated only to the task of managing shared files. *Compare* disk server.

file sharing \fīl´ shâr`ēng\ *n.* The use of computer files on networks, wherein files are stored on a central computer or a server and are requested, reviewed, and modified by more than one individual. When a file is used with different programs or different computers, file sharing can require conversion to a mutually acceptable format. When a single file is shared by many people, access can be regulated through such means as password protection, security clearances, or file locking to prohibit changes to a file by more than one person at a time.

file size \fīl´ sīz\ *n.* The length of a file, typically given in bytes. A computer file stored on disk actually has two file sizes, logical size and physical size. The logical file size corresponds to the file's actual size—the number of bytes it contains. The physical size refers to the amount of storage space allotted to the file on disk. Because space is set aside for a file in blocks of bytes, the last characters in the file might not completely fill the block (allocation unit) reserved for them. When this happens, the physical size is larger than the logical size of the file.

filespec \fīl´spek\ *n. See* file specification (definition 1).

file specification \fīl` spes`ə-fə-kā´shən\ *n.* **1.** Abbreviated filespec. The path to a file, from a disk drive through a chain of directory files to the filename that serves to locate a particular file. **2.** A filename containing wildcard characters that indicate which files among a group of similarly named files are requested. **3.** A document that describes the organization of data within a file.

file structure \fīl´ struk`chur\ *n.* A description of a file or group of files that are to be treated together for some purpose. Such a description includes file layout and location for each file under consideration.

file system \fīl´ si`stəm\ *n.* In an operating system, the overall structure in which files are named, stored, and organized. A file system consists of files, directories, and the information needed to locate and access these items. The term can also refer to the portion of an operating system that translates requests for file operations from an application program into low-level, sector-oriented tasks that can be understood by the drivers controlling the disk drives. *See also* driver.

file transfer \fīl´ trans`fər\ *n.* The process of moving or transmitting a file from one location to another, as between two programs or over a network.

File Transfer Protocol \fīl` trans-fər prō´tə-kol\ *n. See* FTP[1] (definition 1).

file type \fīl´ tīp\ *n.* A designation of the operational or structural characteristics of a file. A file's type is often identified in the filename. With MS-DOS, a file's type is usually reflected in the filename extension. *See also* file format.

fill \fil\ *n.* In computer graphics, to "paint" the inside of an enclosed figure, such as a circle, with color or a pattern. The portion of the shape that can be colored or patterned is the fill area. Drawing programs commonly offer tools for creating filled or nonfilled shapes; the user can specify color or pattern.

film at 11 \film` at ə-lev´ən\ A phrase sometimes seen in newsgroups. An allusion to a brief newsbreak on TV that refers to a top news story that will be covered in full on the 11 o'clock news, it is used sarcastically to ridicule a previous article's lack of timeliness or newsworthiness. *See also* newsgroup.

film recorder \film´ rə-kōr`dər\ *n.* A device for capturing on 35-mm film the images displayed on a computer screen.

film ribbon \film´ rib`ən\ *n. See* carbon ribbon.

filter \fil´tər\ *n.* **1.** A program or set of features within a program that reads its standard or designated input, transforms the input in some desired way, and then writes the output to its standard or

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