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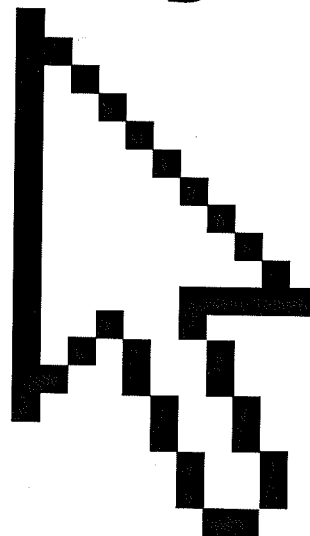


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including the following stages: analysis, design and prototyping, software coding and testing, and implementation.

device *n.* A generic term for a computer subsystem. Printers, serial ports, and disk drives are often referred to as devices; such subsystems frequently require their own controlling software, called device drivers. *See also* device driver.

device address *n.* A location within the address space of a computer's random access memory (RAM) that can be altered either by the microprocessor or by an external device. Device addresses are different from other locations in RAM, which can be altered only by the microprocessor. *See also* device, input/output, RAM.

device control character *n.* *See* control character.

device controller *n.* *See* input/output controller.

device dependence *n.* The requirement that a particular device be present or available for the use of a program, interface, or protocol. Device dependence in a program is often considered unfortunate because the program either is limited to one system or requires adjustments for every other type of system on which it is to run. *Compare* device independence.

device driver *n.* A software component that permits a computer system to communicate with a device. In most cases, the driver also manipulates the hardware in order to transmit the data to the device. However, device drivers associated with application packages typically perform only the data translation; these higher-level drivers then rely on lower-level drivers to actually send the data to the device. Many devices, especially video adapters on PC-compatible computers, will not work properly—if at all—without the correct device drivers installed in the system.

Device Driver Developer Kit *n.* *See* DDK.

Device Driver Kit *n.* *See* DDK.

device independence *n.* A characteristic of a program, interface, or protocol that supports software operations that produce similar results on a wide variety of hardware. For example, the PostScript language is a device-independent page description language because programs issuing PostScript drawing and text commands need not be customized for each potential printer. *Compare* device dependence.

device-independent bitmap *n.* *See* DIB.

device manager *n.* A software utility that allows viewing and changing hardware configuration settings, such as

interrupts, base addresses, and serial communication parameters.

Device Manager *n.* In Windows 95, a function within the System Properties utility that indicates device conflicts and other problems and allows a user to change the properties of the computer and each device attached to it. *See also* property, property sheet.

device name *n.* The label by which a computer system component is identified by the operating system. MS-DOS, for example, uses the device name COM1 to identify the first serial communications port.

device partnership *n.* A registry key, stored on the Windows CE device, that a desktop computer uses to identify that Windows CE device when it is connected to the desktop. The key defines values for synchronization, file conversions, and backup and restore information, which enable multiple Windows CE devices to connect to the same desktop computer. A device partnership is created the first time you connect a Windows CE device to a desktop computer.

device resolution *n.* *See* resolution (definition 1).

DFP *n.* *See* digital flat panel port.

DFS *n.* *See* distributed file system.

DGIS *n.* Acronym for **Direct Graphics Interface Specification**. An interface developed by Graphics Software Systems. DGIS is firmware (generally implemented in ROM on a video adapter) that allows a program to display graphics on a video display through an extension to the IBM BIOS Interrupt 10H interface.

DHCP *n.* Acronym for **Dynamic Host Configuration Protocol**. A TCP/IP protocol that enables a network connected to the Internet to assign a temporary IP address to a host automatically when the host connects to the network. *See also* IP address, TCP/IP. *Compare* dynamic SLIP.

Dhrystone *n.* A general-performance benchmarking test, originally developed by Rheinhold Weicker in 1984 to measure and compare computer performance. The test reports general system performance in dhrystones per second. It is intended to replace the older and less reliable Whetstone benchmark. The Dhrystone benchmark, like most benchmarks, consists of standard code revised periodically to minimize unfair advantages to certain combinations of hardware, compiler, and environment. Dhrystone concentrates on string handling and uses no floating-point operations. Like most benchmarking tests, it is heavily

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