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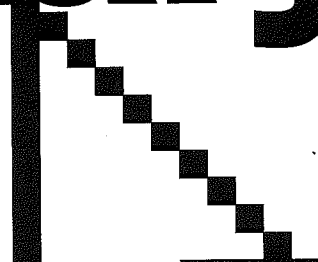
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**Computer  
Dictionary**  
Fourth  
Edition

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# Computer Dictionary

Fourth  
Edition



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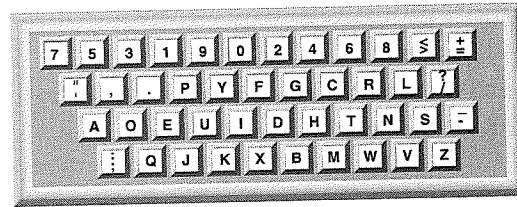
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tion, pairs of letters were separated so that the hands could alternate typing them. See the illustration. *See also* ergonomic keyboard, keyboard. *Compare* QWERTY keyboard.



*Dvorak keyboard.*

**DVST** *n.* *See* direct view storage tube.

**DXF** *n.* Short for drawing interchange format. A computer-aided design file format originally developed by Autodesk; for use with the AutoCAD program to facilitate transfer of graphics files between different applications.

**dyadic** \dī-ad'ik\ *adj.* Of, pertaining to, or characteristic of a pair—for example, a dyadic processor, which contains two processors controlled by the same operating system. The term is usually limited to describing a system with two microprocessors. Dyadic Boolean operations are those such as AND and OR in which the outcome depends on both values. *See also* Boolean algebra, operand. *Compare* unary.

**dye-diffusion printer** *n.* *See* continuous-tone printer.

**dye-polymer recording** *n.* A recording technology used with optical discs in which dye embedded in a plastic polymer coating on an optical disc is used to create minute bumps on the surface that can be read by a laser. Dye-polymer bumps can be flattened and re-created, thus making an optical disc rewritable.

**dye-sublimation printer** *n.* *See* continuous-tone printer.

**dynalink** *n.* Short for **dynamic link**. *See* dynamic-link library.

operating system when it needs more memory.

**dynamic address translation** *n.* On-the-fly conversion of memory-location references from relative addresses (such as “three units from the beginning of X”) to absolute addresses (such as “location number 123”) when a program is run. *Acronym:* DAT.

**dynamic allocation** *n.* The allocation of memory during program execution according to current needs. Dynamic allocation almost always implies that dynamic deallocation is possible too, so data structures can be created and destroyed as required. *See also* allocate, deallocate. *Compare* static allocation.

**dynamic binding** *n.* Binding (converting symbolic addresses in the program to storage-related addresses) that occurs during program execution. The term often refers to object-oriented applications that determine, during run time, which software routines to call for particular data objects. *Also called* late binding. *Compare* static binding.

**dynamic caching** *n.* A technique for storing recently used data in memory where cache size is based on how much memory is available rather than how much memory is assigned to the application currently running.

**Dynamic Data Exchange** *n.* *See* DDE.

**dynamic dump** *n.* A listing, either stored on disk or sent to a printer, of memory contents generated at the time of a break in the execution of a program—a useful tool for programmers interested in knowing what is happening at a certain point in the execution of a program.

**Dynamic Host Configuration Protocol** *n.* *See* DHCP.

**dynamic HTML** *n.* A technology designed to add richness, interactivity, and graphical interest to Web pages by providing those pages with the ability to change and update themselves dynamically, that is, in response to user actions, without the need for repeated

dynamic keys

downloads from a server. Dynamic HTML enables client-side scripts programs that affect elements on a Web page produced with languages such as VBScript and JavaScript to control and manipulate elements, such as fonts and graphics, by means of HTML tags that describe how the page is to appear on the user's screen. From the user's point of view, dynamic HTML produces the type of interactivity and relatively rapid download times associated with multimedia CD-ROM products. Examples of dynamic HTML actions include moving graphics on the page and displaying information, such as menus or tables, in response to mouse movements or clicks. A number of vendors, including Microsoft and Netscape, have developed their own versions of Dynamic HTML and have submitted them to the World Wide Web Consortium (W3C) for possible inclusion in the Document Object Model (DOM) specification being developed by W3C. *See also* Document Object Model.

**dynamic keys** *n.* An encryption technique in which messages are encrypted differently for each transmission based on different keys so that if a key is captured and decrypted, it would never be useful again. *See also* encryption, key (definition 3).

**dynamic-link library** *n.* A feature of the Microsoft Windows family of operating systems and OS/2 that allows executable routines to be stored separately as files with DLL extensions and to be loaded only when needed by a program. A dynamic-link library has several advantages. First, it does not consume any memory until it is used. Second, because a dynamic-link library is a separate file, a programmer can make corrections or improvements to only that module without affecting the operation of the calling program or any other dynamic-link library. Finally, a programmer can use the same dynamic-link library with other programs. *Acronym:* DLL.

dynamic Web page

**dynamic RAM** \di-nam'ik ram\ *n.* A form of semiconductor random access memory (RAM). Dynamic RAMs store information in integrated circuits containing capacitors. Because capacitors lose their charge over time, dynamic RAM boards must include logic to refresh (recharge) the RAM chips continuously. While a dynamic RAM is being refreshed, it cannot be read by the processor; if the processor must read the RAM while it is being refreshed, one or more wait states occur. Despite being slower, dynamic RAMs are more commonly used than RAMs because their circuitry is simpler and because they can hold up to four times as much data. *Acronym:* DRAM. *See also* RAM. *Compare* static RAM.

**dynamic random access memory** *n.* *See* dynamic RAM.

**dynamic relocation** *n.* The relocation in memory of data or of the code of a currently running program by an internal system routine. Dynamic relocation helps a computer use memory efficiently.

**dynamic scheduling** *n.* The management of concurrently running processes (programs), usually by the operating system.

**dynamic SLIP** \di-nam'ik slip\ *n.* Short for **dynamic Serial Line Internet Protocol**. Internet access under SLIP in which the user's IP address is not permanent but is reassigned from a pool each time the user connects. The number of IP addresses an Internet service provider needs to offer is reduced to the number of connections that can be in use at once, rather than the total number of subscribers. *See also* IP address, ISP, SLIP.

**dynamic storage** *n.* 1. Information storage systems whose contents will be lost if power is removed from the system. RAM (random access memory) systems are the most common form of dynamic storage, and both dynamic RAM (DRAM) and static RAM (SRAM) are considered forms of dynamic storage.



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