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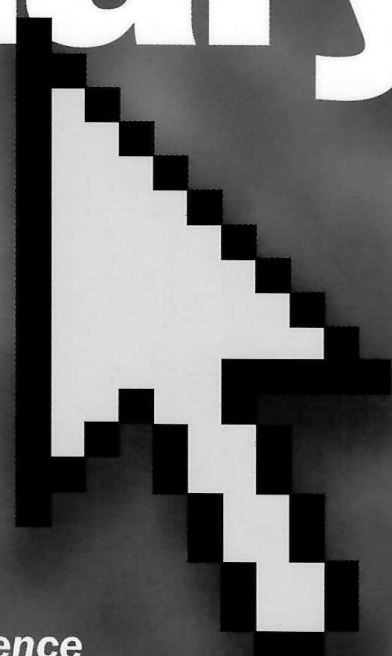
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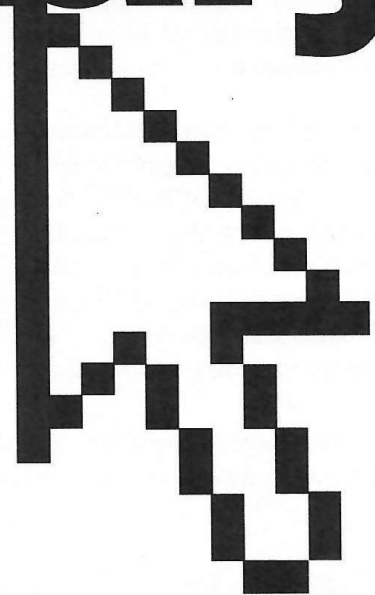
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DVMRP *n.* See Distance Vector Multicast Routing Protocol.

Dvorak keyboard \də-vōr'ak kē'bōrd, də-vōr'zhak\
n. A keyboard layout developed by August Dvorak and William L. Dealey in 1936 as an alternative to the overwhelmingly popular QWERTY keyboard. The Dvorak keyboard was designed to speed typing by placing the characters on the keyboard for easiest access to the most frequently typed letters. In addition, pairs of letters that often occur sequentially 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.

Dynaload drivers *n.* Device drivers that are supported by Dynaload. Dynaload is a command that can be run from a DOS prompt under IBM's PC DOS 7 and will load compliant device drivers without modification of the CONFIG.SYS file. *See also* CONFIG.SYS.

dynamic *adj.* Occurring immediately and concurrently. The term is used in describing both hardware and software; in both cases it describes some action or event that occurs when and as needed. In dynamic memory management, a program is able to negotiate with the 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

way; read-only memory (ROM) holds programs that cannot be changed; a read-only storage medium, such as CD-ROM, can be played back but cannot be used for recording information. *Compare* read/write.

read-only attribute *n.* A file attribute, stored with a file's directory entry, indicating whether or not a file may be changed or erased. When the read-only attribute is off, the file can be modified or deleted; when it is on, the file can only be displayed.

read-only memory *n.* *See* ROM.

read-only terminal *n.* *See* RO terminal.

read/write *adj.* Able to be both read from and written to. *Abbreviation:* R/W. *Compare* read-only.

read/write channel *n.* *See* input/output channel.

read/write head *n.* *See* head.

read/write memory *n.* Memory that can be both read from and written to (modified). Semiconductor RAM and core memory are typical read/write memory systems. *Compare* ROM (definition 2).

real address *n.* An absolute (machine) address specifying a physical location in memory. *See also* physical address. *Compare* relative address, virtual address.

RealAudio *n.* Web software developed by RealNetworks (formerly Progressive Networks) that streams prerecorded or live audio to a client, such as a Web browser, by decompressing it on the fly so that it can be played back to the user in real time.

reallocate *n.* A function in C that allows the programmer to request a larger portion of heap memory than was previously assigned to a particular pointer. *See also* dynamic memory allocation, heap (definition 1).

real mode *n.* An operating mode in the Intel 80x86 family of microprocessors. In real mode, the processor can execute only one program at a time. It can access no more than about 1 MB of memory, but it can freely access system memory and input/output devices. Real mode is the only mode possible in the 8086 processor and is the only operating mode supported by MS-DOS. In contrast, the protected mode offered in the 80286 and higher microprocessors provides the memory management and memory protection needed for multitasking environments such as Windows. *See also* 8086, privileged mode. *Compare* protected mode, virtual real mode.

real-mode mapper *n.* An enhancement for Windows 3.x systems that allows 32-bit file system access. The

real-mode mapper provides a 32-bit disk access interface to the DOS device driver chain. *Acronym:* RMM.

real number *n.* **1.** A number that can be represented in a number system with a given base, such as the decimal system, by a finite or infinite sequence of digits and a radix point. For example, 1.1 is a real number, as is 0.33333.... *See also* irrational number. *Compare* complex number, imaginary number. **2.** A data type, in a programming language such as Pascal, that is used for storing, to some limit of precision, values that include both integer and fractional parts. *See also* double-precision, single-precision. *Compare* floating-point number, integer.

Real Soon Now *adv.* Soon, but not really expected to be as soon as claimed. One might say, for example, that a commercial program will have some desired feature Real Soon Now if several versions ago the vendor knew of the need for the feature and has done nothing. *Acronym:* RSN.

real storage *n.* The amount of RAM memory in a system, as distinguished from virtual memory. *Also called* physical memory, physical storage. *See also* virtual memory.

real-time *adj.* Of or relating to a time frame imposed by external constraints. Real-time operations are those in which the machine's activities match the human perception of time or those in which computer operations proceed at the same rate as a physical or external process. Real-time operations are characteristic of aircraft guidance systems, transaction-processing systems, scientific applications, and other areas in which a computer must respond to situations as they occur (for example, animating a graphic in a flight simulator or making corrections based on measurements).

real-time animation *n.* Computer animation in which images are computed and updated on the screen at the same rate at which the objects simulated might move in the real world. Real-time animation allows dynamic involvement by the user because the computer can accept and incorporate keystrokes or controller movements as it is drawing the next image in the animation sequence. Arcade-style animation (such as in a flight simulator program) makes use of real-time animation in translating game plays into on-screen actions. In contrast, in animation done in virtual time, image frames are first calculated and stored and later replayed at a higher rate to achieve smoother movement. *See also* animation, bit block.

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