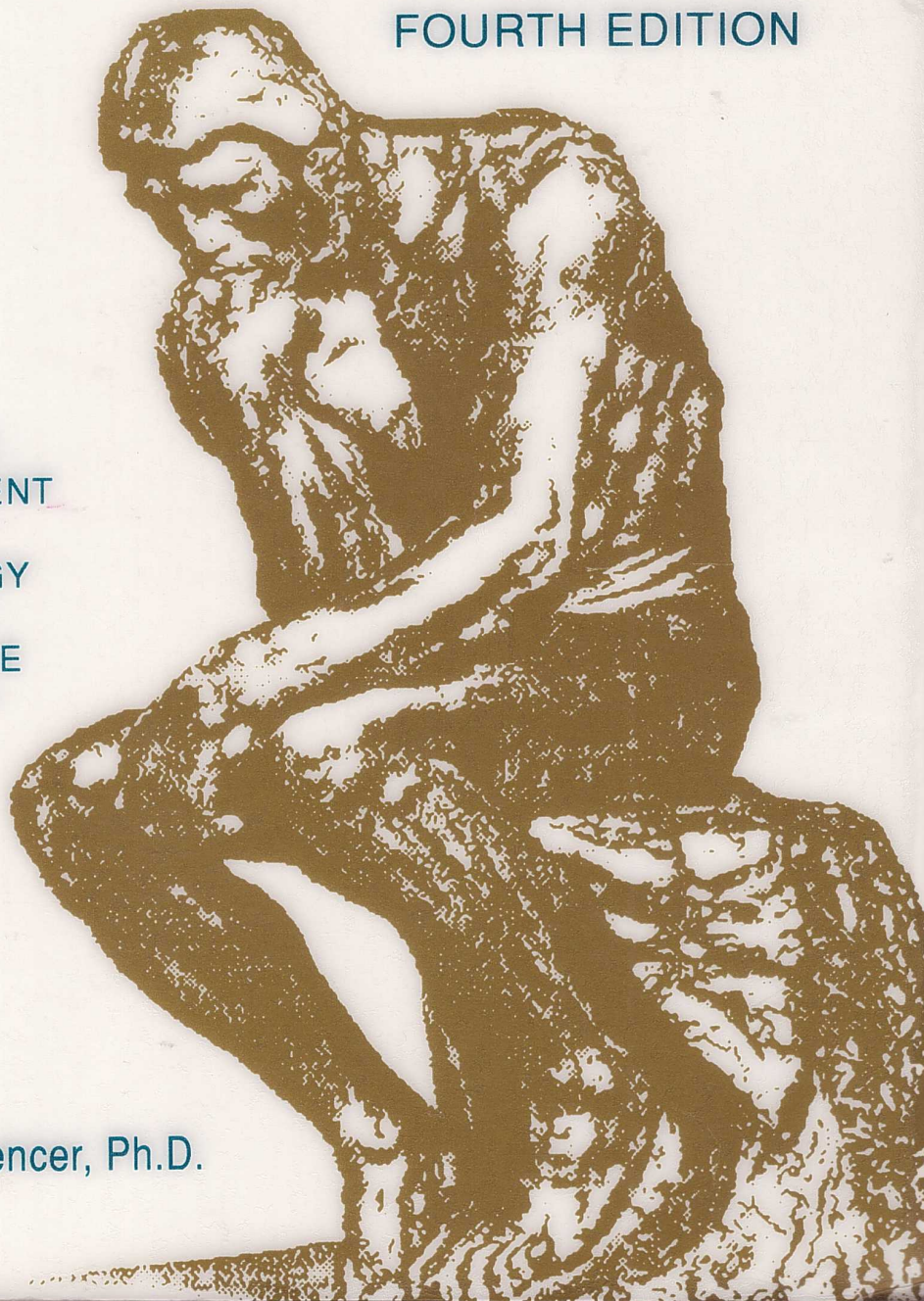


# COMPUTER DICTIONARY

FOURTH EDITION

COVERS THE  
MOST CURRENT  
COMPUTER  
TERMINOLOGY  
WITH CLEAR  
JARGON-FREE  
DEFINITIONS

by  
Donald D. Spencer, Ph.D.





Published by  
Camelot Publishing Company  
P.O. Box 1357  
Ormond Beach, FL 32175

This book was laser typeset in Helvetica.  
Printed on acid free paper.

Copyright © 1993, 1992, 1979, 1977 by Camelot Publishing Company. All rights reserved. No portion of this book may be reproduced in any form, electronic or mechanical, including photocopy, recording, or any information storage and retrieval system, without permission in writing from the publisher.

#### TRADEMARKS

Trademarked names appear throughout this dictionary. Rather than list the names and entities that own the trademarks or insert a trademark symbol with each mention of the trademarked name, the publisher states that it is using the names only for editorial purposes and to the benefit of the trademark owner with no intention of infringing upon that trademark.

ISBN 0-89218-239-3

#### Library of Congress Cataloging-in-Publication Data

Spencer, Donald D.

Computer dictionary / Donald D. Spencer. -- 4th ed.

p. cm.

ISBN 0-89218-239-3 : \$24.95

1. Computers--Dictionaries. 2. Electronic data processing--Dictionaries. I. Title.

QA76.15.S64 1993

004'.03--dc20

92-34432

CIP

PR  
HO  
A  
B  
C  
D  
E  
F  
G  
H  
I  
J  
K  
L  
M  
N  
O  
P  
Q  
R  
S  
T  
U  
V  
W  
XY  
#  
CC  
AE



**hand-held scanner** An optical scanner that is operated by manually running a scanning head over an image. Small rollers on the bottom of the scanning head serve to guide the hand movement.

**handle** (1) In computer graphics, a small square associated with a graphical object that can be used to move or reshape the image. (2) A number that can be used to uniquely identify an object. (3) In programming, a pointer to a pointer. In other words, a variable that contains the address of another variable, which in turn contains the address of yet another variable.

**handler** (1) Program with the sole function of controlling a particular input, output, or storage device, a file, or the interrupt facility. (2) In object oriented programming, the program instructions (called a script) embedded within an object. The instructions are designed to trap messages that begin within the object.

**handshaking** Procedures and standards (protocol) used by two computers or a computer and a peripheral device to establish communication.

**hands-on** Pertaining to the process of physically using a computer system.

**handwriting recognition** Scanning handwritten material with a computer-controlled visual scanning device to determine information content or to verify a signature.

**hanging indent** A paragraphing style with a full-measure first line and indented succeeding lines (called turnover lines).

**hang-up** Nonprogrammed stop in a routine. Usually an unforeseen or unwanted halt in a machine run caused by improper coding of a problem, by equipment malfunction, or by the attempted use of a nonexistent or illegal operation code.

**hard clip area** Limits beyond which lines cannot be drawn on a digital plotter.

**hard contact printing** Contact printing in which the mask is pressed against the substrate with appreciable force.

**hard copy** Printed copy of machine output in readable form, such as reports, listings, graphic images, documents, or summaries. Contrast with soft copy.

**hard disk** Fast auxiliary storage device either mounted in its own case or permanently mounted inside a computer. A single hard disk has storage capacity of several million characters or bytes of information. This storage media makes computers usable in the real world. Contrast with floppy disk.

**hard error** Error caused by a malfunction in the hardware.