

# EXHIBIT 7

# IBM DICTIONARY OF COMPUTING

*Compiled and edited by*  
**GEORGE McDANIEL**

**McGRAW-HILL, INC.**  
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This book is printed on acid-free paper.

a line on paper. (I) (A) (2) In a duplicator, the process by which the ink or other substance used for making an image is transferred from the master to the copy paper either directly or indirectly. (T)

**inking up** In a duplicator, the operation of supplying the master or ink-carrying elements in the machine with ink. (T)

**ink jet printer** A nonimpact printer in which the characters are formed by projecting particles or droplets of ink onto paper. (T) See Figure 76.

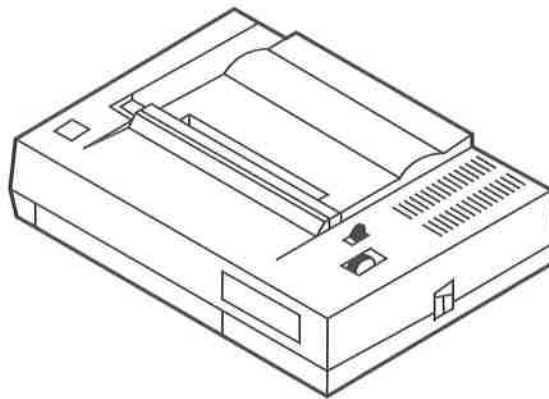


Figure 76. Ink Jet Printer

**ink lever** In a duplicator, a lever that moves the inking system rollers into and out of their operating positions. (T)

**ink metering control** In a duplicator, a device that regulates the supply of ink to the master. (T)

**ink oscillating roller** In a duplicator, an ink distributor roller that has a lateral oscillating motion in addition to rotation to assist in the distribution of ink over the width of the ink rollers. (T)

**ink roller cleaning device** In a duplicator, a mechanism for cleaning the ink rollers by applying solvent to them. (T)

**ink screen** In a duplicator, material adjacent to the periphery of the printing cylinder that supports a stencil master and allows a controlled quantity of ink to pass through the perforations in the master. (T)

**ink selector** In a duplicator, a control for determining the position across the width of the master to which ink is to be applied. (T)

**ink vibrator interrupter** In a duplicator, a device that interrupts the movement of the ink vibrator roller

during paper feed stoppages and the build-up of ink on the master. (T)

**ink vibrator roller** In a duplicator, a roller that directly or indirectly contacts the ink duct roller and the vibrator roller. (T)

**inline** (1) In printing, the direction of printing characters in a line of text. Synonym for horizontal direction. (2) In the AS/400 system, a type of spooled input data that is read into memory as it is received.

**inline code** In a program, instructions that are executed sequentially, without branches, loops, subroutines, or other programs.

**inline data file** In the AS/400 system, a file created by a Data Transfer Utility (DTU) included as part of a job when the job is read from an input device or a database file. The file is deleted when the job ends.

**inline direction** Synonym for horizontal direction.

**inline exit routine** (1) An exit routine that is executed at a predetermined point in the execution of a program. Contrast with asynchronous exit routine. (2) In VTAM, a SYNAD or LYNAD routine. Contrast with asynchronous exit routine.

**inline (I) extent** A measurement of the length of an inline direction.

**inline margin** The place where the margin appears in each line of text.

**inline recovery** Error recovery in a program. The process is resumed from a point in the program after the error. (T)

**inmessage subgroup** The part of a message (MH) incoming group that specifies the message taken after a complete message. Synonym for message control program (MCP).

**i-node** In the AIX operating system, a data structure that describes the individual files in the file system; there is one i-node for each file. An i-node contains the node, type, owner, and permissions of a file. A table of i-nodes is stored in memory of a file system. Synonymous with i-list, intermediate node, system node.

**i-node number** In the AIX operating system, a number specifying a particular i-node in the file system.

**i-nodetab** An AIX kernel parameter that specifies a table in memory for storing copies of i-nodes for active files.

**input mode** (1) A mode in which records can be read from a file. (2) In the CMS Editor, the mode that allows the user to key in new lines of data. Contrast with edit mode. (3) In COBOL, the state of a file after execution of an OPEN statement, with the INPUT phrase specified for that file and before the execution of a CLOSE statement without the REEL or UNIT phrase for that file. Contrast with output mode. (4) In TSO, an entry mode that accepts successive lines of input under the EDIT command for a line data set. The lines are not checked for the presence of subcommands. (5) In IMS/VS, the way in which input fields from certain devices are defined by the user to be scanned by the message format service (MFS). (6) In DPPX, the state of a terminal session in which data may be entered into a data set.

**InputOnly window** In an AIX graphics environment, an invisible window that can be used to control such things as cursors, input event generation, and grabbing. This window cannot be used for graphics requests.

**input/output (I/O)** (1) Pertaining to input, output, or both. (A) (2) Pertaining to a device, process, or channel involved in data input, data output, or both.

**input/output adapter (IOA)** (1) A functional unit or a part of an I/O controller that connects devices to an I/O processor. (2) The electrical circuits on a logic card that connect one device to another.

**input/output channel** (1) In a data processing system, a functional unit that handles transfer of data between internal and peripheral equipment. (I) (A) (2) In a computing system, a functional unit, controlled by a processor, that handles transfer of data between processor storage and local peripheral devices. In data processing terminology, a channel, that is, an I/O channel or data channel, provides two-way transfers, or moves, of data between processor storage and peripheral devices. In data communication terminology, a channel (that is, a data communication channel), provides one-way (simplex) transmission; data circuits and logical channels provide two-way (duplex) transmission. (3) Synonymous with data channel, I/O channel. (4) Contrast with data communication channel.

**input/output controller (IOC)** (1) A functional unit that controls one or more input/output channels. (T) (2) In the AS/400 system, a functional unit that combines an I/O processor and one or more I/O adapters, and directly connects and controls one or more input or output devices.

**input/output control system (IOCS)** In VSE, a group of routines provided by IBM for handling transfer of data between main storage and auxiliary

storage devices. See also IOCS.

**input/output device** Synonym for I/O device.

**input-output file** In COBOL, a file in the I-O mode.

**input/output interruption** See I/O interruption.

**input/output (I/O)** (1) Pertaining to parts that can perform an input/output process at the same time. (I) (A) (2) A functional unit or channel involved in an input process, output process, or both, and to the data involved in such processes.

*Note:* The phrase input/output data, input/output data, input/output process when such a phrase is in such context. (3) Pertaining to input/output. (4) See also radial transfer.

**input/output list** In DPPX FOR AIX, a list of storage locations into which data are to be read from which data are to be read.

**input/output processor (IOP)** The part of an I/O controller that handles programmed instructions and controls input/output devices or adapters.

**Input-Output section** In COBOL, a section in the Environment Division that names external media required by an application and provides information required for the handling of data during execution of a program.

**input/output statement** (1) A statement that transfers data between main storage and peripheral devices. (2) In COBOL, a statement that is to be processed by performing an input/output on individual records or upon the file as a whole.

*Note:* The input-output statement (with the identifier phrase), INPUT, INPUT ON, DISABLE, DISPLAY, ENABLE, READ, RECEIVE, REWRITE, SEND, SEND ON, TO ON or TO OFF phrase), STOP, STOP ON.

**input/output unit** A device that transfers data to a system by means of which data are transferred to a system, received from the system, or both. Synonymous with input/output device.

**InputOutput window** In an AIX graphics environment, a kind of opaque window that allows input/output. InputOutput window, InputOutput and InputOnly window.