

Basic Computer Terminology - Part 2 of 2

Author: Administrator

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Programming Language	A special language, such as COBOL or BASIC, in which a program is written so the computer can understand it
Queue	A line or group of items of tasks in a computer system awaiting service
Random Access	The part of the computer's memory where data, instructions are stored temporarily
Read Only Memory	The part of the computer's memory where permanent instructions are stored
Real-Time	Method of operation where data is absorbed by the computer at the actual time of its occurrence
Reserve Words	Words that cannot be used as data names, filenames or procedure names
Remote Access	Communication between a computer system and one or more stations that are located at a distance from the actual computer system
Response Time	In time-sharing system, the elapsed time between the generation of a message at a terminal and the receipt of a reply at the terminal
Routine	A set of coded instructions arranged in proper sequence to direct the computer to perform a specific operation or series of operations
Serial	The handling of operations or processes in a single device in sequential order, one at a time
Software	A set of computer programs or procedures concerned with the operation of data processing
Source Language	A language used by the programmer to write a computer program
Storage String	A line of symbols of indefinite length treated as a single unit
Structured programming	A systematic procedure for writing program in modular form with a clear logical structure
System	A combination of processes, procedures or techniques that work together in an organized effort to accomplish specific and desired operations or tasks
System Analyst	Person trained in the analysis of business problems from solution with the aid of a computing system
Systems Program	Controls the operations of the computer system
Terminal	A device or a point for communicating with the computer
Time-Sharing	A mode of operation in which several users, through numerous terminal devices, share access to a central computer concurrently and interact with the programs during execution
Time-Slicing	Mode of operation in which the computer performs on one program for a short while, then goes to work on another program for another short time and so forth
Track	The actual path on a moving storage medium on which data is recorded
Zero Suppression	Deleting leading zeros from number in order to make results more readable