

Glossary

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- **Gadget:** a small hardware device.
- **Pixel:** the smallest unit on a display screen or bitmapped image (usually a colored dot).
- **Video adapter:** an expansion card that generates the video signal sent to a computer display.
- **Aspect ratio:** the width of the screen in proportion to its height.
- **Resolution:** the number of pixels contained in a display, horizontally and vertically.
- **Color depth:** the number of bits used to hold a color pixel; this determines the maximum number of colors that can be displayed.
- **Arrow keys:** they are used to move the cursor, as an alternative to the mouse.
- **Return/Enter:** it moves the cursor to the beginning of a new line and is also used to confirm commands.
- **Caps Lock:** it produces UPPER CASE characters.
- **Shift:** it produces UPPER CASE letters, but it does not affect numbers and symbols.
- **Tab:** it moves the cursor horizontally to the right for a fixed number of spaces (in tabulations and data fields).
- **Space bar:** each time it is pressed, it produces a blank space.
- **Backspace:** it removes the character to the left of the cursor or any selected text.
- **Backup:** a copy of data or software usually kept in case the original disk is damaged.
- **Interface:** channels which provide a connection between the CPU and peripherals.
- **Internet:** a global network of computer network which offers services such as email, file transfer, online chats, newsgroups and information retrieval on the Web.
- **Specification:** a detailed description of the requirements for a product, system, or component, often including dimensions, materials, and performance criteria.
- **Technical:** relating to the practical application of knowledge or principles, especially in a particular field or industry.
- **Parameter:** a characteristic or factor that can be measured or quantified and used to define a system or its behavior.
- **Requirement:** a condition or capability that must be met by a system or product to satisfy a contract, **standard**, or specification.
- **CPU (Central Processing Unit):** is the primary component of a computer that executes instructions from programs and processes data. It performs arithmetic, logic, control, and input/output operations specified by the instructions.
- **RAM (Random Access Memory):** is a type of computer volatile memory that is used to store data and machine code currently being used or processed by the CPU.
- **ROM (Read-Only-Memory):** is a type of non-volatile memory that stores data permanently and cannot be easily modified or overwritten. It typically contains firmware or software that is essential for booting up the computer or running critical system functions.
- **Motherboard:** the main printed circuit board (PCB) in a computer that holds and connects the CPU, memory, storage devices, and other essential components. It provides the electrical connections and interfaces needed for these components to communicate with each.
- **Expansion Slots:** are sockets on the motherboard that allow additional expansion cards or peripheral devices to be installed. These slots provide a way to expand the functionality or capabilities of a computer by adding components such as graphics cards, network adapters etc.
- **Floppy Disk:** also known as a floppy or diskette, is a magnetic storage medium that was commonly used for data storage and transfer in personal computers before the widespread adoption of other storage technologies such as CDs, DVDs, and USB flash drives.

- **Hard Drive:** is a non-volatile data storage device that uses magnetic storage to store and retrieve digital information. Data is written to and read from the disk using magnetic heads that move rapidly over the surface of the platters.
- **Partitions:** is a logical division or section of a hard drive or other storage device that appears as a separate volume to the operating system.
- **Database:** is an organized collection of structured data, typically stored and accessed electronically from a computer system.
- **Network:** is a group of interconnected computers, devices, or systems that are capable of exchanging data and resources with each other.
- **Email:** short for electronic mail, is a method of exchanging digital messages between people using electronic devices such as computers, smartphones, or tablets. Each email message typically consists of a sender, one or more recipients, a subject line, and the message body.
- **The Web:** short for World Wide Web, is a system of interconnected documents and resources that are accessed over the internet using web browsers.
- **URL (Uniform Resource Locator) Address:** A URL is a specific web address that identifies the location of a resource on the internet.
- **Domain name:** a name that identifies internet sites, consisting of two or more parts separated by dots. An IP address is translated into a domain name by a Domain Name System.
- **HTTP (Hypertext Transfer Protocol):** is a protocol used for transmitting and receiving information on the World Wide Web. It defines the rules for how web browsers and servers communicate with each other.
- **WWW (World Wide Web):** is an information system on the internet that allows users to access and share multimedia content and resources using web browsers.
- **Newsgroups:** are online discussion forums where users can post and read messages on specific topics of interest.
- **Chat and IM (instant messaging):** are forms of real-time communication that allow users to exchange text-based messages instantly over the internet.
- **FTP:** short for File Transfer Protocol, is a standard network protocol used for transferring files between a client and a server on a computer network, such as the internet.
- **Telnet:** is a network protocol that allows users to establish interactive command-line sessions with remote computers or devices over a computer network, such as the internet.
- **Authorization:** is the process of granting or restricting access to resources based on the identity and permissions of users or systems.
- **E-commerce (Electronic Commerce):** is the buying and selling of goods and services over the internet.
- **Cybernetics:** is the study of communication and control in living organisms and machines, particularly in the context of systems theory and feedback mechanisms.
- **Hackers:** are individuals who use their technical skills and knowledge of computer systems to gain unauthorized access to networks, systems, or data.
- **Cookies:** are small text files stored on a user's computer by websites they visit.
- **Digital Certificates:** are electronic documents that verify the identity of individuals, organizations, or devices on the internet.
- **SSL (Secure Sockets Layer):** is a cryptographic protocol used to secure communication over computer networks, particularly the internet. It encrypts data transmitted between web browsers and servers, preventing eavesdropping and tampering by unauthorized parties.
- **Encryption:** is the process of encoding information in such a way that only authorized parties can access and understand it.
- **Freeware:** is software that is available for use at no cost. (open-source software)

- **Malware (Malicious Software)** is software designed to disrupt, damage, or gain unauthorized access to computer systems, networks, or data. It includes various types of malicious programs such as viruses, worms, Trojans, ransomware, spyware, and adware, which can cause a wide range of security and privacy issues for users and organizations.
- **Raster Graphics**:, also known as bitmap graphics, are images composed of a grid of pixels, where each pixel contains color information. Examples of raster image formats include JPEG, PNG, and GIF.
- **Vector Graphics**: images created using mathematical equations to define geometric shapes and paths. Unlike raster graphics, which are resolution-dependent, vector graphics can be scaled to any size without loss of quality, making them ideal for logos, illustrations, and diagrams. Examples of vector image formats include SVG, EPS, and PDF.
- **Wireframe**: is a simplified visual representation of a three-dimensional object or scene, typically used in computer graphics, design, and modeling.
- **Fractals**: are complex geometric shapes or patterns that exhibit self-similarity at different scales, meaning they appear similar or identical when zoomed in or out.
- **Resolution**: refers to the level of detail and clarity in an image or display, typically measured in terms of the number of pixels or dots per unit of length (such as pixels per inch or dots per inch).
- **Machine Code**: is the lowest-level programming language that a computer can understand directly. Each instruction is encoded as a sequence of binary digits (0s and 1s) that represent machine-level operations such as arithmetic calculations.
- **Interpreter**: is a computer program that translates and executes source code instructions one at a time.
- **Compiler**: is a computer program that translates source code written in a high-level programming language into machine code or executable code.
- **Programming Languages**: are formal languages used to write instructions or commands that can be executed by a computer. They provide a set of rules and syntax for expressing algorithms, data structures, and computational tasks in a human-readable format.
- **Markup Languages**: are used to annotate text with structural and formatting information, typically for displaying or processing documents on computers or the web.
- **Programmer**: is a person who writes, debugs, and maintains computer programs or software applications. Programmers use programming languages and development tools to create software that performs specific tasks or solves particular problems.
- **Bug**: is a flaw, error, or defect in a computer program or software system that causes it to behave unexpectedly, produce incorrect results, or crash.
- **Debug**: is the process of identifying, analyzing, and fixing bugs or errors in a computer program or software system.