COMPUTING DEFINITIONS

1. Parallel programming: **a method in computing of running two or more processors (CPUs) to handle separate parts of an overall task.**
2. Distributed computing: **a model in which components of a software system are shared among multiple computers or nodes.**
3. Quantum computing: **a rapidly-emerging technology that harnesses the laws of quantum mechanics to solve problems too complex for classical computers.**
4. DNS: **a naming database in which internet domain names are located and translated into Internet Protocol (IP) addresses.**
5. Network: **consists of two or more computers that are linked in order to share resources exchange files, or allow electronic communications.**
6. Packet: **a small segment of a larger message.**
7. Protocol: **an established set of rules that determine how data is transmitted between different devices in the same network.**
8. Latency: **an expression of how much time it takes for a data packet to travel from one designated point to another.**
9. Brute force attack: **a hacking method that uses trial and error to crack passwords, login credentials, and encryption keys.**
10. Refactoring: **the process of restructuring code, while not changing its original functionality.**

11. Computer Virus:
12. Ransomware:
13. Packet Switching:
14. Keylogger:
15. Heuristic:
16. Scalability:
17. Bandwidth:
18. Bias in computing:
19. Falt tolerance:
20: Security threates to systems: