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| № | Слово или фраза | Транскрипция | Перевод | Определение |
| 1 | Applet | [ˈæp.lət] | Апплет | A program capable of running on any computer regardless of the operating system. Many applets can be downloaded from various sites on the Internet. |
| 2 | Binary file | [ˈbaɪ.nɚ.i faɪl] | Бинарный файл | A file that cannot be read by standard text editor programs like Notepad or Simple Text. |
| 3 | Boolean logic | [ˈbuːliən ˈlɑː.dʒɪk] | Булева логика/Булева алгебра | Boolean algebra is the branch of algebra in which the values of the variables are the truth values true and false, usually denoted 1 and 0 respectively. |
| 4 | Bus | [bʌs] | Шина | In [computer architecture](https://en.wikipedia.org/wiki/Computer_architecture), a bus is a communication system that transfers data between components inside a computer, or between computers. |
| 5 | Byte | [baɪt] | Байт | a unit of computer information, consisting of a group of (usually eight) bits |
| 6 | CD-ROM | [ˌsiː.diːˈrɑːm] | - | compact disc read-only memory: a compact disc that holds large amounts of information that can be read by a computer but cannot be changed |
| 7 | Computer virus | [kəmˈpjuːtər ˈvaɪrəs] | Компьютерный вирус | a computer program or part of a computer program that can make copies of itself and is intended to prevent the computer from working normally |
| 8 | CPU | [ˈsentrəl ˈprəʊsesɪŋ ˈjuːnɪt] | Центральный процессор | the electronic circuitry within a computer that executes instructions that make up a computer program. The CPU performs basic arithmetic, logic, controlling, and input/output (I/O) operations specified by the instructions. |
| 9 | Decorator | [ˈdek.ər.eɪ.t̬ɚ] | Декоратор | a pattern that allows behavior to be added to an individual object, dynamically, without affecting the behavior of other objects from the same class. |
| 10 | Digital computer | [ˈdɪʤɪtl kəmˈpjuːtə] | Цифровая вычислительная машина | any of a class of devices capable of solving problems by processing information in discrete form. |
| 11 | Emulation | [ˌem.jəˈleɪ.ʃən] | Эмуляция | Refers to the ability of a program or device to imitate another program or device |
| 12 | encryption | [ɪnˈkrip.ʃən] | Шифрование | the process of changing electronic information or signals into a secret code (= system of letters, numbers, or symbols) that people cannot understand or use without special equipment |
| 13 | Ethernet | [ˈiː.θɚ.net] | - | a system for connecting computers into networks |
| 14 | Firewall | [ˈfaɪə.wɔːl] | Файрвол | a device or program that stops people from seeing or using information on a computer without permission while it is connected to the internet |
| 15 | Floppy disk | [ˈflɑp·i ˈdɪsk] | Гибкий диск, дискета | a small soft piece of plastic that is protected by a hard cover and is used to store computer information |
| 16 | Function | [ˈfʌŋk.ʃən] | Функция | a set of coded instructions that return a value after being called |
| 17 | Graphical User Interface | [ˈgræfɪkl ˈjuːzər ˈɪntəfeɪs] | Графический интерфейс пользователя | form of user interface that allows users to interact with electronic devices through graphical icons and audio indicator |
| 18 | Hard drive | [ˈhɑːd ˌdraɪv] | Жёсткий диск, винчестер | a part of a computer that reads information on a hard disk, or a separate device that can be connected to a computer in order to do this |
| 19 | Hardware | [ˈhɑːrd.wer] | Аппаратное оборудование | the physical and electronic parts of a computer, rather than the instructions it follows |
| 20 | Host computer | [hoʊst kəmˈpjuː.t̬ɚ] | Хозяин, носитель | the main computer in a network |
| 21 | HTTP | [ˌeɪtʃ.tiː.tiːˈpiː] | - | an application protocol for distributed, collaborative, hypermedia information systems. |
| 22 | Hypertext | [ˈhaɪ.pɚ.tekst] | Гипертекст | text displayed on a computer display or other electronic devices with references (hyperlinks) to other text that the reader can immediately access |
| 23 | IP address | [aɪˈpiː ˌæd.res] | - | a numerical label assigned to each device connected to a computer network that uses the Internet Protocol for communication |
| 24 | Java | [ˈdʒɑː.və] | - | Java is a general-purpose programming language that is class-based, object-oriented, and designed to have as few implementation dependencies as possible. |
| 25 | LAN(Local Area Network) | [læn] | Локальная компьютерная сеть | a local access network, a computer network that interconnects within a limited area such as one or more buildings. |
| 26 | Mainframe | [ˈmeɪn.freɪm] | Мейнфрейм | computers used primarily by large organizations for critical applications; bulk data processing, such as census, industry and consumer statistics |
| 27 | Malware | [ˈmælwer] | Вредоносное ПО | computer software that is designed to damage the way a computer works |
| 28 | Monitor | [ˈmɑː.nə.t̬ɚ] | Монитор | a computer screen or a device with a screen on which words or pictures can be shown |
| 29 | Non-volatile random-access memory (NVRAM) | [nanˈvɑːlətəl ˈrændəm ˈækses ˈmemərɪ] | Энергонезависимая память | NVRAM is random-access memory that is non-volatile. |
| 30 | OpenType | [ˈoʊ.pəntaɪp] | - | OpenType is a format for scalable computer fonts. It was built on its predecessor TrueType, retaining TrueType's basic structure and adding many intricate data structures for prescribing typographic behavior. |
| 31 | Peer-to-peer | [ˌpɪrtəˈpɪr] | Одноранговая/пиринговая сеть | Peer-to-peer (P2P) computing or networking is a distributed application architecture that partitions tasks or workloads between peers. |
| 32 | PING | [pɪŋ] | Пинг | Ping is a computer network administration software utility used to test the reachability of a host on an Internet Protocol (IP) network. |
| 33 | Pixel | [ˈpɪksɪl] | Пиксель | a physical point in a raster image, or the smallest addressable element in an all points addressable display device |
| 34 | plug and play | [ˌplʌɡ ən ˈpleɪ] | - | In computing, a plug and play (PnP) device or computer bus is one with a specification that facilitates the discovery of a hardware component in a system without the need for physical device configuration or user intervention in resolving resource conflicts. |
| 35 | Procedure | [prəˈsiː.dʒɚ] | Процедура | a set of coded instructions that tell a computer how to run a program or calculation. |
| 36 | Proxy | [ˈprɑːk.s] | Прокси | In computer networking, a proxy server is a server application or appliance that acts as an intermediary for requests from clients seeking resources from servers that provide those resources. |
| 37 | Random-access memory | [ˈrændəm ˈækses ˈmemərɪ] | Оперативная память | a form of computer memory that can be read and changed in any order, typically used to store working data and machine code. |
| 38 | Relational database | [rɪˌleɪ.ʃən.əl ˈdeɪ.tə.beɪs] | Реляционная база данных | a database in which many connections are made between the tables in the database |
| 39 | Resolution | [rezəˈluːʃn] | Разрешение | the ability of a microscope, or a television or computer screen, to show things clearly and with a lot of detail |
| 40 | SATA(Serial ATA) | [ˈsætə] | - | a computer bus interface that connects host bus adapters to mass storage devices such as hard disk drives, optical drives, and solid-state drives. |
| 41 | Server | [ˈsɜːvər] | Сервер | a computer or computer program which manages access to a centralized resource or service in a network. |
| 42 | Software | [ˈsɑːft.wer] | Программное обеспечение | the instructions that control what a computer does; computer programs |
| 43 | Subprogram | [səˈprəʊgræm] | Подпрограмма | a sequence of program instructions that performs a specific task, packaged as a unit. |
| 44 | Supercomputer | [suːpəkəmˈpjuːtər] | Суперкомпьютер | computer with a high level of performance as compared to a general-purpose computer. |
| 45 | Unix | [ˈjuːnɪks] | - | UNIX is a family of multitasking, multiuser computer operating systems |
| 46 | VGA(video graphics adapter) | [ ˈvɪdioʊ ˈɡræf.ɪks əˈdæp.tər ] | Видеографический адаптер | an adapter that is converts the processed images from the PC processor to the computer monitor |
| 47 | VPN(Virtual Private Network) | [ˌviː.piːˈen] | - | A virtual private network (VPN) extends a private network across a public network, and enables users to send and receive data across shared or public networks as if their computing devices were directly connected to the private network. |
| 48 | WAN(Wide Area Network) | [wæn] | Глобальная компьютерная сеть | a computer network that connects separate machines over a wide area, for example in different countries, using telecommunication systems |
| 49 | World Wide Web | [ˌwɝːld waɪd ˈweb] | - | an information system where documents and other web resources are identified by Uniform Resource Locators, which may be interlinked by hypertext, and are accessible over the Internet. |
| 50 | WYSIWYG(What you see is what you get) | [ˈwɪz.i.wɪɡ] | - | a system where editing software allows content to be edited in a form that resembles its appearance when printed or displayed as a finished product, such as a printed document, web page, or slide presentation. |