

Computer Glossary "P" Alphabet







Packet

A unit of data sent over a network. It contains the sender's and receiver's IP addresses, data, and error-checking information.

Packet Switching

A method of transferring data by breaking it into packets.

Each packet may take a different route to its destination and is reassembled there.





Parallel Processing

The ability of a computer to carry out multiple operations or tasks simultaneously.

Password

A secret string of characters used to authenticate a user's identity on a computer or network.





Patch

A software update or fix designed to address bugs, improve functionality, or enhance security.

Peripheral

An external device attached to a computer, such as a mouse, keyboard, or printer.





Phishing

A method used by cybercriminals to trick users into revealing personal information, such as passwords or credit card numbers, by pretending to be a legitimate source.

Ping

A utility used to test the connectivity between two devices on a network by sending a small amount of data and waiting for a response.





Pixel

The smallest unit of a digital image or graphic that can be displayed and edited on a computer screen.

Port

A physical or virtual connection point where data is transferred in and out of a computer system. Examples include USB ports and network ports (e.g., Port 80 for HTTP).





Processor (CPU)

The central processing unit, responsible for executing instructions in a computer program.

Protocol

A set of rules that define how data is transmitted and received over a network, such as HTTP (Hypertext Transfer Protocol) or FTP (File Transfer Protocol).





Proxy Server

A server that acts as an intermediary between a user's device and the internet, often used to improve security, privacy, or access control.

Python

A high-level programming language known for its readability and simplicity, widely used in web development, automation, and data science.

