Vocabulary Chapter 13

Volatile Storage: temporary storage that is lost when a computer loses power

Random Access Memory (RAM): the temporary storage within a computer

Nonvolatile Storage: permanent storage; it is not lost when a computer loses storage

Computer File: a collection of data stored on a nonvolatile device in a computer system

Permanent Storage Devices: such as hard disks, Zip disks, USB drive, reels or cassettes of magnetic tape, and compact disks, are nonvolatile & hold files

* Text Files: contain data that can be read in a text editor because the data has been encoded using a scheme such as ASCII or Unicode
* Data Files: contain facts & figures, such as a payroll file that contains employee numbers
* Program/Application Files: store software instructions
* Binary Files: contain data that has not been encoded as text

Folders/Directories: used to organize stored files

Root Directory: the main directory of a storage device

Path: the complete list of the disk drive plus the hierarchy of directories in which a file resides

Path Delimiter: the character used to separate path components

Factory Methods: methods that assist in object creation

Absolute Path: a complete path; doesn’t need any other information to locate a file on a system

Relative Path: one that depends on other path information

Static import feature: allows you to use static constants without their class name

TOCTTOU: an error that occurs when changes take place from Time Of Check To Time Of Use

Character: can be any letter, number, or other special symbol (punctuation mark) that comprises data

Field: a group of characters that has some meaning

Record: a collection of fields that contain data about an entity

Sequential Access File: a file that contains records that are accessed one after another in the order in which they were stored

Comma-Separated Values (CSV): fields that are separated by a comma

Open a File: to create an object and associate a stream of byes with it

Close a File: to make it no longer to an application

Stream: a data pipeline or channel

Flushing: clears any byes that have been sent to a buffer for output

Batch Processing: involves performing the same tasks with many records, one after another

Real-Time: applications that require a record be accessed immediately while a client is waiting

Interactive Program: a program in which a user makes direct requests

**Random Access Files:** files in which records can be retrieved directly in any order

* AKA Direct Access or Instant Access Files

File Channel: an object that’s an avenue for reading and writing a file

* Seekable: describes a file channel in which you can search for a specific file location and in which operations can start at any specified position

Wrapped: to be encompassed with another type

Key Field: the field in a record that makes the record unique from all others