31/03/2021 Portail lexical

CODER, verbe trans.

**Transcrire un message**, une information en échangeant l'écriture courante contre les **signes conventionnels** d'un code (*cf. code* B 2 b et c). Anton. *décoder. Un message est formé par une* ***succession de signaux*** *représentant des informations convenablement codées* (*Hist. gén. des sc.,*t. 3, vol. 2, 1964, p. 104).

**Prononc. :** [kɔde], *(je) code* [kɔd]. **Étymol. et Hist.** 1954 (Amadou, *La Parapsychologie,* p. 244). Dér. de *code*\*; dés. *-er.* **Fréq. abs. littér. :** 16.

# DÉR.

**Codage**, subst. masc. **Action de coder**, déroulement de cette action. *P. méton.* Conditions dans lesquelles s'opère ce déroulement. Anton. *décodage.* ***Les problèmes du codage et du décodage*** *ont fait l'objet de nombreux travaux, parmi lesquels on signalera* ***la théorie de la scansion*** *par B. Mandelbrot. L'étude de la transmissibilité d'un message dans un temps donné est dominée par un théorème fondamental de Cl. E. Shannon. Il met en évidence une vitesse mesurable appelée :* ***vitesse d'information****. La transmission d'un message peut être affectée par diverses altérations :* ***dispersion, distorsion, bruits***(*Hist. gén. des sc.,*t. 3, vol. 2, 1964, p. 104).**−** [kɔda:ʒ]. **−** 1reattest.

1957 (E.-C. Berkeley, *Cerveaux géants,* p. 61); de *coder,* suff. *-age*\*.

**BBG. −** Dub. Dér. 1962, p. 30 *(s.v. codage).* − Pinchon (J.). Questions de vocab. *Fr. Monde.* 1968, no60, p. 53. − Schmidt (H.). Fr. vivant. *Praxis.* 1968, t. 15, p. 410 *(s.v. codage).* − Termes techn. fr. Paris, 1972, p. 29 *(s.v. codage).*

*Robert:* [*https://dictionnaire.lerobert.com/definition/coder*](https://dictionnaire.lerobert.com/definition/coder)

### coder​​​ verbe transitif

 Mettre en code ; procéder au codage de. ➙ [encoder](https://dictionnaire.lerobert.com/definition/encoder). —  **AU PARTICIPE PASSÉ** *Message codé.*

**INFORMATIQUE** Écrire le code de (un programme, une application). —  **SANS COMPLÉMENT** *Apprendre à coder.*

# coding

from Butterfield, A., & Ngondi, Gerard Ekembe. (2016). *A dictionary of computer science* (Seventh ed.). Oxford, England: Oxford University Press.

[*https://www-oxfordreference-com.ezproxy.lancs.ac.uk/view/10.1093/acref/9780199688975.001.0001/acref-9780199688975-e-825?rskey=YXxbwG&result=949*](https://www-oxfordreference-com.ezproxy.lancs.ac.uk/view/10.1093/acref/9780199688975.001.0001/acref-9780199688975-e-825?rskey=YXxbwG&result=949)

The transformation of a detailed design into a program. Use of the term coding generally implies a straightforward activity-simply expressing an existing design in some formal programming language-and that any decisions made during the activity (such as the choice among arbitrary locations for particular variables) would not be classed as design decisions since they are of a relatively trivial nature. *See also* [software life cycle](https://www-oxfordreference-com.ezproxy.lancs.ac.uk/view/10.1093/acref/9780199688975.001.0001/acref-9780199688975-e-4908).

# code

**1.** A rule for transforming a message from one symbolic form (the **source alphabet**) into another (the **target alphabet**), usually without loss of information. The process of transformation is called **encoding** and its converse is called **decoding**. These processes are carried out by an **encoder** and a **decoder** respectively; the encoder and decoder may be implemented in hardware or software, the encoding and decoding processes being algorithmic in nature. The term ‘an encoding’ is sometimes used synonymously with ‘a code’.

From a more formal viewpoint, a code is a one-to-one [homomorphism](https://www-oxfordreference-com.ezproxy.lancs.ac.uk/view/10.1093/acref/9780199688975.001.0001/acref-9780199688975-e-2410) *h* from the set of Σ‎-words, Σ‎1\*, to the set Σ‎2\*, where Σ‎1 and Σ‎2 are alphabets (*see* [word](https://www-oxfordreference-com.ezproxy.lancs.ac.uk/view/10.1093/acref/9780199688975.001.0001/acref-9780199688975-e-5841), [formal language](https://www-oxfordreference-com.ezproxy.lancs.ac.uk/view/10.1093/acref/9780199688975.001.0001/acref-9780199688975-e-2050)). Since *h* is one to one, *h*(*w*) may be ‘decoded’ to obtain *w* for any *w* in Σ‎1\*.

*See also* [channel coding theorem](https://www-oxfordreference-com.ezproxy.lancs.ac.uk/view/10.1093/acref/9780199688975.001.0001/acref-9780199688975-e-686), [cryptography](https://www-oxfordreference-com.ezproxy.lancs.ac.uk/view/10.1093/acref/9780199688975.001.0001/acref-9780199688975-e-1126), [error-correcting code](https://www-oxfordreference-com.ezproxy.lancs.ac.uk/view/10.1093/acref/9780199688975.001.0001/acref-9780199688975-e-1768), [error-detecting code](https://www-oxfordreference-com.ezproxy.lancs.ac.uk/view/10.1093/acref/9780199688975.001.0001/acref-9780199688975-e-1770), [fixed-length code](https://www-oxfordreference-com.ezproxy.lancs.ac.uk/view/10.1093/acref/9780199688975.001.0001/acref-9780199688975-e-2000), [source coding theorem](https://www-oxfordreference-com.ezproxy.lancs.ac.uk/view/10.1093/acref/9780199688975.001.0001/acref-9780199688975-e-4942), [variable-length code](https://www-oxfordreference-com.ezproxy.lancs.ac.uk/view/10.1093/acref/9780199688975.001.0001/acref-9780199688975-e-5656).

**2.** Any piece of program text written in a programming language (as opposed to a data structure or algorithm illustrated by a diagram or flowchart, or a program specified or sketched out in natural language prose). The term sometimes implies executable code as opposed to declarations or tables, but this is by no means always the case. *See also* [coding](https://www-oxfordreference-com.ezproxy.lancs.ac.uk/view/10.1093/acref/9780199688975.001.0001/acref-9780199688975-e-825).

**3.** The particular language in which some code is written, e.g. [machine code](https://www-oxfordreference-com.ezproxy.lancs.ac.uk/view/10.1093/acref/9780199688975.001.0001/acref-9780199688975-e-3051), [source code](https://www-oxfordreference-com.ezproxy.lancs.ac.uk/view/10.1093/acref/9780199688975.001.0001/acref-9780199688975-e-4940).

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