# 110 Computing Terms

## DAW - IES Virgen del Carmen (Jaén)

Rafael García Cabrera

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## Algorithm

https://en.wikipedia.org/wiki/Algorithm

## ALU

`Arithmetic and Logic Unit`

https://en.wikipedia.org/wiki/Arithmetic_logic_unit

## Android

https://en.wikipedia.org/wiki/Android_(operating_system)

## API

`Application Programming Interface`

https://en.wikipedia.org/wiki/API

## Array

https://en.wikipedia.org/wiki/Array_(data_structure)

## ASCII

`American Standard Code for Information Interchange`

https://en.wikipedia.org/wiki/ASCII

## Assembly language

https://en.wikipedia.org/wiki/Assembly_language

## Backend

https://en.wikipedia.org/wiki/Frontend_and_backend

## Bandwidth

https://en.wikipedia.org/wiki/Bandwidth_(computing)

## Big data

https://en.wikipedia.org/wiki/Big_data

## Bit

Binary digit

https://en.wikipedia.org/wiki/Bit

## Boolean

Boolean data type

https://en.wikipedia.org/wiki/Boolean_data_type

## Browser

https://en.wikipedia.org/wiki/Web_browser

## Buffer

https://en.wikipedia.org/wiki/Buffer#Computing

## Bug

Software bug

https://en.wikipedia.org/wiki/Software_bug

## Byte

https://en.wikipedia.org/wiki/Byte

## Bytecode

https://en.wikipedia.org/wiki/Bytecode

## Bytecode verifier

https://en.wikipedia.org/wiki/Java_virtual_machine#Bytecode_ verifier

## Camel Case

https://en.wikipedia.org/wiki/Camel_case

## Character

`char`

https://en.wikipedia.org/wiki/Character_(computing)

## Class

https://en.wikipedia.org/wiki/Class_(computer_programming)

## CLI

`Command Line Interface`

https://en.wikipedia.org/wiki/Command-line_interface

## Cloud storage

https://en.wikipedia.org/wiki/Cloud_storage

## Compiler

https://en.wikipedia.org/wiki/Compiler

## Conditional statement

https://en.wikipedia.org/wiki/Conditional_(computer_programming)

## Control flow

https://en.wikipedia.org/wiki/Control_flow

## CPU

`Central Processing Unit`

https://en.wikipedia.org/wiki/Central_processing_unit

## Cyber security

https://en.wikipedia.org/wiki/Computer_security

## Database

https://en.wikipedia.org/wiki/Database

## Debugging

https://en.wikipedia.org/wiki/Debugging

## Encapsulation

https://en.wikipedia.org/wiki/Encapsulation_(computer_
programming)

## Exception

https://en.wikipedia.org/wiki/Exception_handling

## Field

https://en.wikipedia.org/wiki/Field_(computer_science)

## FIFO

`First In, First Out. Queue`

https://en.wikipedia.org/wiki/FIFO_(computing_and_electronics)

## File

https://en.wikipedia.org/wiki/Computer_file

## Framework

https://en.wikipedia.org/wiki/Software_framework

## Frontend

https://en.wikipedia.org/wiki/Frontend_and_backend

## Functional programming

https://en.wikipedia.org/wiki/Functional_programming

## Gigabyte

GB

https://en.wikipedia.org/wiki/Gigabyte

## Git

https://en.wikipedia.org/wiki/Git

## GNU Linux

https://en.wikipedia.org/wiki/Linux

## Google

https://en.wikipedia.org/wiki/Google

## GUI

Graphical user interface

https://en.wikipedia.org/wiki/Graphical_user_interface

## Hardware

https://en.wikipedia.org/wiki/Computer_hardware

## HDD

Hard Disk Drive

https://en.wikipedia.org/wiki/Hard_disk_drive

## Hello World

https://en.wikipedia.org/wiki/%22Hello,_World!%22_program

## Hierarchy

https://en.wikipedia.org/wiki/Hierarchy_(disambiguation)

## High-level programming language

https://en.wikipedia.org/wiki/High-level_programming_language

## HTML

HyperText Markup Language

> https://en.wikipedia.org/wiki/HTML

## HTTP

Hypertext Transfer Protocol

> https://en.wikipedia.org/wiki/HTTP

## I/O Devices

Input/Output Devices

> https://en.wikipedia.org/wiki/Input/output

## IDE

Integrated Development Environment

> https://en.wikipedia.org/wiki/Integrated_development_environment

## Information hiding

> https://en.wikipedia.org/wiki/Information_hiding

## Inheritance

> https://en.wikipedia.org/wiki/Inheritance_(object-oriented_programming)

## Instance

> https://en.wikipedia.org/wiki/Instance_(computer_science)

## Integer

> https://en.wikipedia.org/wiki/Integer_(computer_science)

## Interface

> https://en.wikipedia.org/wiki/Interface#Computing_and_electronics

## Interpreter

> https://en.wikipedia.org/wiki/Interpreter_(computing)

## Java

https://en.wikipedia.org/wiki/Java_(software_platform)

## JDK

`Java Development Kit`

https://en.wikipedia.org/wiki/Java_Development_Kit

## JEE

`Java Enterprise Edition`

https://en.wikipedia.org/wiki/Jakarta_EE

## JME

`Java Micro Edition`

https://en.wikipedia.org/wiki/Java_Platform,_Micro_Edition

## JRE

`Java Runtime Environment`

https://en.wikipedia.org/wiki/Java_(software_platform)#Java_Runtime_Environment

## JSE

`Java Standard Edition`

https://en.wikipedia.org/wiki/Java_Platform,_Standard_Edition

## Just-in-time compilation

https://en.wikipedia.org/wiki/Just-in-time_compilation

## JVM

`Java Virtual Machine`

https://en.wikipedia.org/wiki/Java_virtual_machine

## Keyboard

https://en.wikipedia.org/wiki/Computer_keyboard

### Kilobyte

`KB`

> https://en.wikipedia.org/wiki/Kilobyte

### LIFO

`Last In, First Out. Stack`

> https://en.wikipedia.org/wiki/Stack_(abstract_data_type)

### Loop

> https://en.wikipedia.org/wiki/Control_flow#Loops

### Low-level programming language

> https://en.wikipedia.org/wiki/Low-level_programming_language

### Machine language

> https://en.wikipedia.org/wiki/Machine_code

### macOS

> https://en.wikipedia.org/wiki/MacOS

### Markup language

> https://en.wikipedia.org/wiki/Markup_language

### Megabyte

`MB`

> https://en.wikipedia.org/wiki/Megabyte

### Message

> https://en.wikipedia.org/wiki/Message#In_computer_science

### Method

> https://en.wikipedia.org/wiki/Method_(computer_programming)

### Microsoft Windows

> https://en.wikipedia.org/wiki/Microsoft_Windows

### Mouse

https://en.wikipedia.org/wiki/Computer_mouse

### Null

https://en.wikipedia.org/wiki/Null_pointer

### Object

https://en.wikipedia.org/wiki/Object_(computer_science)

### OOP

```
Object Oriented Programming
```

https://en.wikipedia.org/wiki/Object-oriented_programming

### Operating system

https://en.wikipedia.org/wiki/Operating_system

### Operator

https://en.wikipedia.org/wiki/Operator_(computer_programming)

### Package

https://en.wikipedia.org/wiki/Java_package

### Procedural programming

https://en.wikipedia.org/wiki/Procedural_programming

### QWERTY

https://en.wikipedia.org/wiki/QWERTY

### RAM

```
Random Access Memory
```

https://en.wikipedia.org/wiki/Random-access_memory

### README

https://en.wikipedia.org/wiki/README

## Reusability

https://en.wikipedia.org/wiki/Reusability

## ROM

`Read Only Memory`

https://en.wikipedia.org/wiki/Read-only_memory

## Secondary storage

https://en.wikipedia.org/wiki/Computer_data_storage#
Secondary_storage

## Software

https://en.wikipedia.org/wiki/Software

## Source code

https://en.wikipedia.org/wiki/Source_code

## SSD

`Solid State Drive`

https://en.wikipedia.org/wiki/Solid-state_drive

## Statement

https://en.wikipedia.org/wiki/Statement_(computer_science)

## Syntax

https://en.wikipedia.org/wiki/Syntax_(programming_languages)

## TCP/IP

`Transmission Control Protocol/Internet Protocol`

https://en.wikipedia.org/wiki/Internet_protocol_suite

## Thread

https://en.wikipedia.org/wiki/Thread_(computing)

### Token

https://en.wikipedia.org/wiki/Statement_(computer_science)

### Touchscreen

https://en.wikipedia.org/wiki/Touchscreen

### UML

`Unified Modeling Language`

https://en.wikipedia.org/wiki/Unified_Modeling_Language

### Unicode

https://en.wikipedia.org/wiki/Unicode

### URL

`Uniform Resource Locator`

https://en.wikipedia.org/wiki/URL

### USB

`Universal Serial Bus`

https://en.wikipedia.org/wiki/USB

### Variable

https://en.wikipedia.org/wiki/Variable_(computer_science)

### Von Neumann architecture

https://en.wikipedia.org/wiki/Von_Neumann_architecture

### Wi-Fi

`Wireless Fidelity`

https://en.wikipedia.org/wiki/Wi-Fi

### WWW

`World Wide Web`

https://en.wikipedia.org/wiki/World_Wide_Web

## XML

Extensible Markup Language

> https://en.wikipedia.org/wiki/XML