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**Computer Glossary**

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## COMPUTER GLOSSARY

Abacus	Earliest calculating machine developed by Chinese about 3000 years ago.
Abort	To halt a processing activity (either by the operating system or human intervention) in a computer before obtaining final result because continuing it as such would not yield meaningful/conclusive output.
Absolute Address	An address that is permanently assigned by the manufacturer to a storage location or a pattern of characters that identifies a unique storage location without further modification. To identify a storage location without the use of any intermediate reference.
Access	To locate the desired data.
Access Arm	A part of disk storage unit that is used to hold one or more reading/writing heads.
Access Method	Any of the data management techniques available to the user for transferring data between main storage and an input/output device.
Access Time	Time interval between the data requested by ALU (arithmetic logic unit in the central processing Unit) and data made available to it. It is often used as a reference to the speed of a memory.
Accuracy	The deviation, or error, by which an actual output varies from an expected ideal or absolute output. Each element in any system contributes errors, which should be separately specified if they significantly contribute to the degradation of total system accuracy. In analog-to-digital converter, accuracy is tied to resolution. For instance a 13 bit A/D converter can resolve to one part in 213 or 8192, so best accuracy as a percentage of full scale range is theoretically 1/8192, or about 0.0125%. ISO 9001:2008 INSTITUTE
Accumulator	A register, or a set of registers in the central processor used for temporarily storing the numerical result on an operation performed by the arithmetic and logic unit.
Acoustic Coupler	A type of modem which enables to feed data from microcomputer (after suitable conversion) to be communicated over regular telephone lines by means of sound signals.
Acoustic Delay Line	A device using regenerated shock waves in a conducting material (like mercury) for storing information.
Activity	A term used to indicate that a record in a master file is used, altered or referred to.
Actual Key	A data item that may be used as a hardware address and that expresses the location of a record on a mass storage device.
Adder	An electronic device (logical circuit) to add together two numbers. It can also subtract two numbers using two's complement arithmetic.
Address	It is an identification mark, usually to reference the location (in memory, or a register) an item of data or an instruction. This address serves for storing data and fetching it out.
Addressing Mode	It is the method used in an instruction for specifying the data to be used or the location into which the result is to be placed.

## COMPUTER GLOSSARY

Algol	Algorithm language-(Programming language)
Algorithm	It is a sort of scheme that narrates the point to point evolution of the technique to deal with solution of a particular task such as flow chart, dealing with program procedure. A set of simple and clearly defined instructions (steps), without involving any personal judgement, which enable solution of any complex problem.
Allocation Mechanism	The means by which a shared resource is assigned to the various elements which are potentially able to use it (a step by step procedure for solving a problem or accomplishing an end).
Alphanumeric	A repertoire of characters which contains 'Aiphabetic' characters, i.e. letters and special characters, as well as figures (numbers).
Alphanumeric Data	Data represented by letters and digits, (with special characters and the space character).
ALU (Arithmetic and Logic Unit)	It is a sort of central processor that organises, controls and carries out arithmetic and logic 1 process.
Ambient Conditions	The environment of an enclosure surrounding a given device or equipment.
Amplitude	The size or magnitude of a voltage or current waveform.
Amplitude Modulation	Variation of carrier's signal strength (amplitude), as a function of an information signal.
Analog	An expression of values which can vary continuously, e.g. resistance, current, voltage etc. or a reference to the representation of data by continuously variable quantities. As contrast to analog, digital means that signal can have 2 stages. viz, zero or full value.
Analog Computer	It uses electronic circuitary to represent physical processes, with change in electric current representing the behaviour of the system being studied.
Analog Data	Data represented by a physical quantity that is considered to be continuously variable and whose magnitude is made directly proportional to the data or to a suitable function of the data.
Analog to Digital (A/D) Converter	A device or sub-system, that changes real world analog data to a form compatible with binary (digital) processing.
AND Gate	A logic circuit whose output is high only when all inputs are high.
AndrOid	A robot appearing as human being.
Annotation	Explanation added to a program to assist the reader.
Annotation Symbol	A symbol used to add messages or notes to a flow chart.
Application Package	A set of programs directed at some application in general, driven by a series of computer commands.
Application Program	A computer program written for or by the end user of a computer system. An application program does not contribute to the effective use of computer system, but it makes a direct contribution to performing a particular role within an organisation and meets the needs of the users.

## COMPUTER GLOSSARY

Application Software	It consists of programs for performing specific processing applications. It is that program which tells the computer how to perform specific task, such as preparation of company pay roll or inventory management.
Architecture	The organisation and interconnection of computer system components and interconnection of various hardware to include details like input/output operation and control, memory organisation and available addressing modes, instruction set and user interface. The structure functional and performance characteristics of a system, specified in an implementation independent way.
Argument (Actual Parameter)	A value or address that is passed to a subroutine, or function, or procedure' at the time it is called.
Arithmetic Instruction	A machine instruction specifying an arithmetic operation and the operand(s) on which the arithmetic operation is to be performed.
Arithmetic Operator	A symbol representing a simple arithmetic operation.
Array	Arrangement of data items in a particular order or pattern. A form in which a collection of data items can be stored in computer memory. One-dimensional array, (called vector) consists of a single sequence of elements. Two-dimensional array (called matrix) consists of a fixed number of rows and a fixed number of columns.
Artificial Intelligence	Field of study that enables computers to think like human beings, and using computers to solve problem that appear to require human intelligence or imagination.
ASCII	An eight level (7 bits+ 1 parity bit) code from American Standard Code for Information Interchange. In it, the letters, numbers and symbols are coded as 7 binary characters, 8th bit being used for parity check. 2 <sup>7</sup> = 128 characters can be represented by this code.
Assembler	It is a program for automatically translating assembly language (a low level programming language in which instructions generally have one to one correspondence with machine code) into machine code (the binary instructions which are directly understood by the computer). Input to assembler is called source program and the output is called the object program.
Assembly Code	It is the code used for writing programs in assembly language. It uses mnemonic symbols like ADD, SUB etc. to specify operations or addition and subtraction.
Assembly Language	A means of communicating with a computer at a lower level (between high level and machine language).
Assignment Statement	A fundamental statement in most programming languages. It assigns a new value to a variable. It causes a new value to be placed at the appropriate storage location where the variable is located in memory.
Associative Storage	Storage in which the cells can be directly addressed by content.

**End of Preview.**

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