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Terminology and Abbreviations used in Computing and IT

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ADCCP (Advanced Data Communications Control Procedures) - A bit-oriented, ANSI-standard communications link-layer protocol.

Actuator - The mechanism which moves the read/write head in a hard disk drive.

Address Mask - A bit mask used to select bits from an Internet address for subnet addressing. Also known as Subnet Mask.

AFP (AppleTalk File Protocol) - Apple's network protocol provides file server/client access in an AppleShare network.

ALAP (AppleTalk Link Access Protocol) - A link access layer (or data link layer) protocol that governs packet transmission on LocalTalk.

APPC (Advanced Program-to-Program Communications) - A high-level communications protocol from IBM that enables one program to interact with another anywhere on the network. It supplies commands for managing a session, sending and receiving data, and transaction security and integrity (two-phase commit).

APPN (Advanced Peer-to-Peer Networking) - An addition to IBM's SNA communication, APPN provides the most efficient route for establishing direct communication between users anywhere on the network.

ARA 2.0 (Apple Remote Access) - Communication software designed to offer remote access to an AppleTalk-compatible network via an ARA server.

ARP (Address Resolution Protocol) - A TCP/IP protocol used to obtain a node's physical address when only its logical IP address is known. An ARP request with the IP address is broadcast onto the network, and the node with that address responds by sending back its hardware address so that packets can be transmitted. The protocol translates IP addresses into physical network addresses, such as Ethernet IDs, by converting the 32-bit IP addresses into the 48-bit physical network Ethernet addresses. Another TCP/IP protocol which plays a less visible, but equally important role in the operation of TCP/IP networks. Reverse ARP, or RARP, is used by a diskless workstation to obtain its logical IP address.

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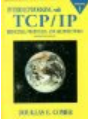
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AUP (Acceptable Use Policy) - Procedures used to govern the appropriate usage of a network or service.

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Authentication - The process by which a user's identity is checked within the network to ensure that the user has access to the requested resources.

Auto Reconstruction/Recovery - The ability to reconstruct the data automatically either after a hard drive has been replaced or without user intervention once a failure has been detected.

Availability - Also known as system availability refers to the ability of the system to keep serving even when one of the component servers fails. Availability is possible with as few as two servers, but it shows its power when the cluster consists of multiple servers. It is also the ability to access data even after a disk driver failure without disrupting any applications.



Bisync or BSC (Binary SYNChronous) - A synchronous communications protocol that transmits binary-coded data between two devices by using a set of control characters and control character sequences. Unlike asynchronous transmissions, Bisync requires that both sending and receiving devices are synchronized before transmission of data is started.

Bandwidth - The capacity or amount of data that is transmitted over a network, processor bus, cache bus, or I/O bus. Normally expressed in bits/second, bytes/second, or cycles/second.

Bad Block Table - An area on the hard drive disk reserved for keeping information on failed sectors on the device.

BNC (British Naval) Connector - A connector commonly used with coaxial cable.

Boost - The addition of UPS battery power to utility power to increase voltage to an acceptable level (usually 120 volts).

BOOTP (Bootstrap Protocol) - Protocol that allows an Internet node to discover certain startup information, such as its IP address. An alternate to RARP.

Brownout - A condition in which utility voltage falls by more than 10 percent.

Buck - The blocking of overly high-voltage utility power by a UPS before it reaches the attached devices.



Cache Flush - The act of writing all the data in the cache to either system memory or the hard drive.

Channel - A direct path from one resource to another. For example, a direct path to a set of hard disk drives or a direct path from a NIC to another NIC.

CHAP/PAP (Challenge Handshake and Authentication Protocol/Password Authentication Protocol) - Standard authentication protocol for PPP connections.

CLNP (Connectionless Network Protocol) - An OSI network layer protocol that does not require a circuit to be established before data is transmitted. An example of this type of protocol is UDP.

Clustering - Linking multiple servers to ensure system resources will be made available to all users. A clustered system is transparent to users, seeing no difference between a cluster and a stand-alone server.

Collision - The loss of electronic signals, or packets, that results when two workstations or two computers attempt to transmit data simultaneously across a shared medium. Data must be re-sent as a consequence.

Command Queuing - The issuing of multiple commands and allowing the disk controller to execute these commands out of sequence.

Concurrent Reconstruction - The act of reconstructing data of a failed hard drive while the server is still executing applications and servicing client users.


Consistency Check - In the case of hard drives, this is the act of checking the hard drives with a shared parity drive to see if their XOR'd data matches.

Cookie - A piece of information sent by a Web server to a Web browser. The browser software is then expected to save the data and send it back to the server whenever the browser makes additional requests from the server.

Crossover Cable - A type of networking cable in which some wires are reversed from one end to the other to join two computers or two hubs.



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Web Browser - A program that can retrieve HTML documents from Web servers using the HTTP protocol and format them for display. A browser also knows how to interpret hyperlinks within the body of an HTML document and use them to navigate from one HTML document to another on the same or another Web server. Cello, Lynx, Mosaic, Microsoft Internet Explorer and Netscape Navigator are examples of Web browsers.

Web Client - A common presentation Internet navigator, normally an Intel-based personal computer or notebook attached to an Internet connection. A web front end is a GUI-based, hypertext network browser that makes Internet navigation a mouse click away. It lets users jump from one information source to another, anywhere in the world, get data, set off applications, view the results, or just communicate in real time across the whole internet. Web clients are available for literally every form of computer-from dumb terminals on MVS or VMS, to X Windows, NextStep, OS/2, Windows 3.1, Windows95 and Windows NT, even MS-DOS. Major operating system vendors normally ship a web browser with their software.

Web Server - An Internet-based distributed-processing system. The Web server is conducting a background process called the Hypertext Transfer Protocol (HTTP), which implements a reduced version of the Internet's FTP (File Transfer Protocol) commonly used for packaging and transferring files across the Internet.

Web Server Program - A program that understands the HTTP protocol and responds to resource requests from Web browsers using that protocol. A Web server program must run on an Internet host that is addressable with an IP number, found via its corresponding DNS host name. The machine that runs the Web server program is often referred to informally as a Web server as well, although the machine may well be running many other programs at the same time (including other types of server programs).

WWW - A colloquial abbreviation for the World-Wide Web. The Web, which was invented by physicists at the European Community's particle physics research center in Switzerland (CERN), is more of a conceptual construct than a physical entity. All the Web servers on the Internet taken together constitute the World-Wide Web, but there is no central administration or coordination of servers. Each server is identified by a DNS host name; each document or other resource on a Web server is designated by a URL.



X.25 - The protocol that provides devices with a direct connection to a packet switched network. The devices usually include large computers such as mainframes and mini-computers. Word processors, PCs, workstations and dumb terminals, and so forth do not support X.25 packet switching protocols unless they are connected to the network via PADs (Packet Assembler / Dis-assemblers).

XNS (Xerox Network Services) - A distributed-file-system protocol that allows network stations to use other non-local computers' files and peripherals. It is a five-layer architecture of protocols and was the foundation of the OSI seven-layer model.



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