

CHAPTER

1

Acronyms

A

AAC : Advanced Audio Coding (audio compression format defined by the **MPEG-2** standard)
ABI : Application Binary Interface
ABR : Area Border Router
ABR : Available Bit Rate
AD : Active Directory
ADC : Analog-To-Digital Converter
ADC : Apple Display Connector (**DVI** variant)
AH : Active Hub
AHA : Accelerated Hub Architecture
Ajax : Asynchronous JavaScript and XML
AL : Active Link
ALGOL : Algorithmic Language
ALU : Arithmetic and Logical Unit
AM : Active Monitor
AMD : Advanced Micro Devices
AMR : Audio Modem Riser
 AoE : ATA over Ethernet
APCI : Application-Layer Protocol Control Information
API : Application Programming Interface
APIPA : Automatic Private IP Addressing
ASCII : American Standard Code for Information Interchange
ASG : Abstract Semantic Graph
ASP : Application Service Provider
AST : Abstract Syntax Tree
ATA : Advanced Technology Attachment
ATM : Asynchronous Transfer Mode
AVC : Advanced Video Coding
AVI : Audio Video Interleaved
AWT : Abstract Windowing Toolkit

B

BASIC : Beginner's All-Purpose Symbolic Instruction Code
BCD : Binary Coded Decimal
BEEP : Blocks Extensible Exchange Protocol
BER : Bit Error Rate
BFD : Binary File Descriptor
BGP : Border Gateway Protocol
bin : binary

BINAC : Binary Automatic Computer
BIOS : Basic Input Output System
bit : binary digit
Blob : Binary large object
Blog : Web Log
BMP : Basic Multilingual Plane
BOOTP : Bootstrap Protocol
BPEL : Business Process Execution Language
bps : bits per second

C

CAD : Computer-Aided Design
CAE : Computer-Aided Engineering
CAI : Computer-Aided Instruction
CAT : Computer-Aided Translation
CAQ : Computer-Aided Quality Assurance
cc : C Compiler
CD : Compact Disc
CD-R : CD-Recordable
CD-ROM : CD Read-Only Memory
CD-RW : CD-Rewritable
CG : Computer Graphics
CGA : Colour Graphics Array
CGI : Common Gateway Interface
CGI : Computer-Generated Imagery
CIFS : Common Internet Filesystem
CLI : Command Line Interface
CLR : Common Language Runtime
CNC : Computer Numerical Control
COBOL : Common Business-Oriented Language
CPU : Central Processing Unit
CRT : Cathode Ray Tube
CSI : Common System Interface
CT : Computerized Tomography
CTCP : Client-To-Client Protocol
CTL : Computational Tree Logic
CTS : Clear To Send
CUA : Common User Access

D

DAC : Digital-To-Analog Converter
DAP : Directory Access Protocol
DB : Database

CLE-10

DBA : Database Administrator
DBMS : Database Management System
DCC : Direct Client-to-Client
DDR : Double Data Rate
DES : Data Encryption Standard
DFD : Data Flow Diagram
DFS : Distributed File System
DTML : Dynamic HTML
DIVX : Digital Video Express
DLL : Dynamic Link Library
DLP : Digital Light Processing
DMA : Direct Memory Access
DOS : Disk Operating System
DPI : Dots Per Inch
DPMI : DOS Protected Mode Interface
DSL : Digital Subscriber Line
DSL : Domain-Specific Language
DSN : Database Source Name (ODBC)
DTE : Data Terminal Equipment
DTR : Data Terminal Ready
DVD : Digital Versatile Disc
DVD : Digital Video Disc
DVD-R : DVD-Recordable
DVD-ROM : DVD-Read Only Memory
DVD-RW : DVD-Rewritable
DVI : Digital Visual Interface
DVR : Digital Video Recorder

E

EAP : Extensible Authentication Protocol
EBCDIC : Extended Binary Coded Decimal Interchange Code
EDO : Extended Data Out
EEPROM : Electronically-Erasable Programmable Read-Only Memory
EFF : Electronic Frontier Foundation
EFI : Extensible Firmware Interface
EGA : Enhanced Graphics Array
EGP : Exterior Gateway Protocol
eID : electronic ID card
EIGRP : Enhanced Interior Gateway Routing Protocol
ELF : Executable and Linkable Format
ELM : Electronic Mail
ENIAC : Electronic Numerical Integrator and Calculator
EOF : End of File
EOL : End of Line
EOM : End of Message
EPROM : Erasable Programmable Read-Only Memory
EUC : Extended Unix Code
EXE : EXEcutable

F

FAP : FORTRAN Assembly Program
FAT : File Allocation Table
FAQ : Frequently Asked Questions
FDC : Floppy Disk Controller
FDD : Floppy Disk Drive
FIFO : First In First Out
FHS : Filesystem Hierarchy Standard
FCS : Frame Check Sequence
FPU : Floating Point Unit
FS : File System
FSB : Front Side Bus
FTP : File Transfer Protocol
FXP : File eXchange Protocol

G

Gb : Gigabit
GB : Gigabyte
GCR : Group Code Recording
GDI : Graphics Device Interface
GIF : Graphics Interchange Format
GIGO : Garbage In, Garbage Out
GPU : Graphics Processing Unit
GUI : Graphical User Interface

H

HAL : Hardware Abstraction Layer
HCI : Human Computer Interaction
HDD : Hard Disk Drive
HD DVD : High Definition DVD
HDL : Hardware Description Language
HHD : Hybrid Hard Drive
HID : Human Interface Device
HIG : Human Interface Guidelines
HPFS : High Performance File System
HSM : Hierarchical Storage Management
HTM : Hierarchical Temporal Memory
HTML : Hypertext Markup Language
HTTP : Hypertext Transfer Protocol
HTTPd : Hypertext Transport Protocol Daemon
HTX : HyperTransport eXpansion
HURD : Hurd of Unix-Replacing Daemons
HVD : Holographic Versatile Disc

I

IBM : International Business Machines
ICMP : Internet Control Message Protocol
ICP : Internet Cache Protocol
IDL : Interface Definition Language
IE : Internet Explorer
IGMP : Internet Group Management Protocol
IGRP : Interior Gateway Routing Protocol
IHV : Independent Hardware Vendor
IIOF : Internet Inter-Orb Protocol
IIS : Internet Information Services
IM : Instant Messaging
IMAP : Internet Message Access Protocol
I/O : Input/Output
IP : Internet Protocol
IPC : Inter-Process Communication
IPP : Internet Printing Protocol
IPsec : Internet Protocol security
IPTV : Internet Protocol Television
IPX : Internetwork Packet Exchange
IRC : Internet Relay Chat
IRP : I/O Request Packet
IRQ : Interrupt Request
ISC : Internet Storm Center
ISO : International Organisation for Standardization
ISOC : Internet Society
ISP : Internet Service Provider
ISR : Interrupt Service Routine
ISV : Independent Software Vendor
IT : Information Technology
ITU : International Telecommunication Union

J

J2CE : Java 2 Cryptographic Edition
JDS : Java Desktop System
JMX : Java Management Extensions
JMS : Java Message Service
JNDI : Java Naming and Directory Interface
JNI : Java Native Interface
JPEG : Joint Photographic Experts Group
JS : JavaScript
JSON : JavaScript Object Notation
JSP : JavaServer Pages
JUG : Java Users Group

K

Kb : Kilobit
KB : Kilobyte
kHz : Kilohertz

L

LAN : Local Area Network
LIFO : Last In First Out
LSB : Least Significant Bit

M

MAN : Metropolitan Area Network
MANET : Mobile Ad-Hoc Network
Mb : Megabit
MB : Megabyte
MBCS : Multi Byte Character Set
MBR : Master Boot Record
MDI : Multiple Document Interface
MICR : Magnetic Ink Character Recognition
MIMO : Multiple-Input Multiple-Output
MIPS : Million Instructions Per Second
MIME : Multipurpose Internet Mail Extensions
MMX : Multi-Media Extensions
MNG : Multiple-image Network Graphics
MPEG : Motion Pictures (Coding) Experts Group
MPL : Mozilla Public License
MSB : Most Significant Bit
MS-DOS : Microsoft DOS
MVS : Multiple Virtual Storage

N

NEXT : Near-End CrossTalk
NFS : Network File System
NIO : New I/O
NMI : Non-Maskable Interrupt
NNTP : Network News Transfer Protocol
NOP : No Operation
NOS : Network Operating System
NT (Windows) : New Technology
NTP : Network Time Protocol

O

OCR : Optical Character Recognition
OMR : Optical Mark Reader
OOP : Object-Oriented Programming
OPML : Outline Processor Markup Language
OS : Operating System
OSS : Open-Source Software

P

P2P : Peer-To-Peer
PAN : Personal Area Network
PAP : Password Authentication Protocol

CLE-12

PATA : Parallel ATA
PC : Personal Computer
PCI : Peripheral Component Interconnect
PCIe : PCI Express
PCL : Printer Command Language
PGA : Pin Grid Array
PIC : Peripheral Interface Controller
PIC : Programmable Interrupt Controller
PINE : Program for Internet News & Email
PIO : Programmed Input/Output
PnP : Plug-and-Play
PoE : Power over Ethernet
PPC : PowerPC
PPI : Pixels Per Inch
PPP : Point-to-Point Protocol
PPPoA : PPP over ATM
PPPoE : PPP over Ethernet
PPTP : Point-to-Point Tunneling Protocol
PSU : Power Supply Unit

Q

QDR : Quad Data Rate
QFP : Quoted For Permanence
QoS : Quality of Service

R

RADIUS : Remote Authentication Dial In User Service
RAID : Redundant Array of Independent Disks
RAM : Random Access Memory
RARP : Reverse Address Resolution Protocol
RDBMS : Relational Database Management System
RDF : Resource Description Framework
REFAL : REcursive Functions Algorithmic Language
RIP : Routing Information Protocol
ROM : Read Only Memory
ROMB : Read-Out Motherboard
RTOS : Real Time Operating System

S

SaaS : Software as a Service
SAN : Storage Area Network
SATA : Serial ATA
SAX : Simple API for XML
SBP-2 : Serial Bus Protocol 2
SBU : Standard Build Unit
SCSI : Small Computer System Interface

SDL : Simple DirectMedia Layer
SDN : Service Delivery Network
SDR : Software-Defined Radio
SDRAM : Synchronous Dynamic Random Access Memory
SMBIOS : System Management BIOS
SMTP : Simple Mail Transfer Protocol
SP : Service Pack
SPI : Serial Peripheral Interface
SQL : Structured Query Language
SUS : Single UNIX Specification
SVD : Structured VLSI Design

T

TCP : Transmission Control Protocol
TCP/IP : Transmission Control Protocol/Internet Protocol
TTA : True Tap Audio
TTF : TrueType Font
TTS : Text-to-Speech
TTY : Teletype

U

UAC : User Account Control
UART : Universal Asynchronous Receiver Transmitter
UEFI : Unified Extensible Firmware Interface
UI : User Interface
UL : Upload
UPS : Uninterruptible Power Supply
URI : Uniform Resource Identifier
URL : Uniform Resource Locator
URN : Uniform Resource Name
USB : Universal Serial Bus

V

var : variable
VB : Visual Basic
VBA : Visual Basic for Applications
VBS : Visual Basic Script
VDU : Visual Display Input
VFAT : Virtual FAT
VFS : Virtual File System
VGA : Video Graphics Array
VGCT : Video Graphics Character Table
VLAN : Virtual Local Area Network
VM : Virtual Memory
VOD : Video On Demand
VoIP : Voice over IP
VPN : Virtual Private Network
VT : Video Terminal

W

WAFS : Wide Area File Services
WAIS : Wide Area Information Server
WAN : Wide Area Network
WAP : Wireless Application Protocol
Wi-Fi : Wireless Fidelity
WIMAX : Worldwide Interoperability for Microwave Access
WinFS : Windows Future Storage
WINS : Windows Internet Naming Service
WLAN : Wireless Local Area Network
WMA : Windows Media Audio
WMV : Windows Media Video
WOL : Wake-on-LAN
WOM : Wake-on-Modem
WPA : Wi-Fi Protected Access
WSDL : Web Services Description Language
WUSB : Wireless Universal Serial Bus
WWAN : Wireless Wide Area Network
WWID : World Wide Identifier
WWW : World Wide Web

X

XAML : eXtensible Application Markup Language
XHTML : eXtensible Hypertext Markup Language
XML : eXtensible Markup Language
XMMS : X Multimedia System
XNS : Xerox Network Services
XSL : eXtensible Stylesheet Language
XSL-FO : eXtensible Stylesheet Language Formatting Objects
XSLT : eXtensible Stylesheet Language Transformations
XUL : XML User Interface Language

Y

Y2K : Year Two Thousand

Z

ZIFS : Zero Insertion Force Socket
ZISC : Zero Instruction Set Computer
ZMA : Zone Multicast Address

OBJECTIVE QUESTIONS

1. ALU is
 - (1) Arithmetic Logic Unit
 - (2) Array Logic Unit
 - (3) Application Logic Unit
 - (4) None of above
 - (5) None of these
2. VGA is
 - (1) Video Graphics Array
 - (2) Visual Graphics Array
 - (3) Volatile Graphics Array
 - (4) Video Graphics Adapter
 - (5) None of these
3. MSI stands for
 - (1) Medium Scale Integrated Circuits
 - (2) Medium System Integrated Circuits
 - (3) Medium Scale Intelligent Circuit
 - (4) Medium System Intelligent Circuit
 - (5) None of these
4. WAN stands for
 - (1) Wap Area Network
 - (2) Wide Area Network
 - (3) Wide Array Net
 - (4) Wireless Area Network
 - (5) None of these
5. MICR stands for
 - (1) Magnetic Ink Character Recognition

- (2) Magnetic Ink Code Reader
- (3) Magnetic Ink Cases Reader
- (4) None
- (5) None of these
6. EBCDIC stands for
 - (1) Extended Binary Coded Decimal Interchange Code
 - (2) Extended Bit Code Decimal Interchange Code
 - (3) Extended Bit Case Decimal Interchange Code
 - (4) Extended Binary Case Decimal Interchange Code
 - (5) None of these
7. BCD is
 - (1) Binary Coded Decimal
 - (2) Bit-Coded Decimal
 - (3) Binary Coded Digit
 - (4) Bit Coded Digit
 - (5) None of these
8. ASCII stands for
 - (1) American Stable Code for International Interchange
 - (2) American Standard Case for Institutional Interchange
 - (3) American Standard Code for Information Interchange
 - (4) American Standard Code for Interchange Information
 - (5) None of these

9. "GUI" Stands for-
 - (1) Gnutella Universal Interface
 - (2) Graphical user interface
 - (3) Graphic Uninstall/install
 - (4) General utility interface
 - (5) None of these
10. IBM Stands for-
 - (1) International Business Machine
 - (2) Inter connected Business Machine
 - (3) Internal Business Machine
 - (4) Interacting Business Machine
 - (5) None of these
11. _____ terminals (formerly known as cash registers) are often connected to complex inventory and sales computer systems.
 - (1) Data
 - (2) Point-of-sale (POS)
 - (3) Sales
 - (4) Query
 - (5) None of these

ANSWERS

1. (1)	2. (1)	3. (1)	4. (2)
5. (1)	6. (1)	7. (1)	8. (3)
9. (2)	10. (1)	11. (2)	