

Chapter 7

Glossary

1. **ARPANet:** (Advanced Research Projects Agency Network) the precursor to the Internet. Developed in the late 60's and early 70's by the US Department of Defense as an experiment in wide-area-networking to connect together computers that were each running different system so that people at one location could use computing resources from another location.
2. **Bandwidth:** How much stuff you can send through a connection. Usually measured in bits-per-second (bps.)
3. **Binary:** Information consisting entirely of ones and zeros. Also, commonly used to refer to files that are not simply text files, e.g. images.
4. **Bit -- (Binary DigIT):** A single digit number in base-2, in other words, either 1 or zero. The smallest unit of computerized data. Bandwidths usually measured in bits-per-second.
5. **Blog -- (web LOG):** A blog is basically a journal that is available on the web. The activity of updating a blog is "blogging" and someone who keeps a blog is a "blogger." Blogs are typically updated daily using software that allows people with little or no technical background to update and maintain the blog.
6. **Blurb:** Brief information about the writer, usually either at the top or bottom of the article.
7. **Bps -- (Bits-Per-Second):** A measurement of how fast data is moved from one place to another. Broadband generally refers to connections to the Internet with much greater bandwidth than you can get with a modem. There is no specific definition of the speed of a "broadband" connection but in general any Internet connection using DSL or via Cable-TV may be considered a broadband connection.
8. **BTW (By The Way):** Shorthand appended to a comment written in an online forum.
9. **Byte:** A set of Bits that represent a single character. Usually there are 8 Bits in a Byte, sometimes more, depending on how the measurement is being made.
10. **Client:** A software program that is used to contact and obtain data from a Server software program on another computer, often across a great distance. A Web Browser is a specific kind of Client.
11. **Cyberspace:** Term originated by author William Gibson in his novel Neuromancer the word Cyberspace is currently used to describe the whole range of information resources available through computer networks.
12. **DHTML (Dynamic Hypertext Markup Language):** DHTML refers to web pages that use a combination of HTML, JavaScript, and CSS to create features such as letting the user drag items around on the web page, some simple kinds of animation, and many more.
13. **DNS (Domain Name System):** The Domain Name System is the system that translates Internet domain names into IP numbers. A "DNS Server" is a server that performs this kind of translation.
14. **Domain Name:** The unique name that identifies an Internet site. Domain Names always have 2 or more parts, separated by dots. The part on the left is the most specific, and the part on the right is the most general.
15. **Download:** Transferring data (usually a file) from another computer to the computer you are using. The opposite of upload.
16. **DSL (Digital Subscriber Line):** A method for moving data over regular phone lines. A DSL circuit is much faster than a regular phone connection.
17. **Email (Electronic Mail):** Messages, usually text, sent from one person to another via computer. E-mail can also be sent automatically to a large number of addresses.
18. **FAQ (Frequently Asked Questions):** FAQs are documents that list and answer the most common questions on a particular subject. FAQs are usually written by people who have tired of answering the same question over and over.

19. **Finger:** An Internet software tool for locating people on other Internet sites. Finger is also sometimes used to give access to non-personal information, but the most common use is to see if a person has an account at a particular Internet site. Many sites do not allow incoming Finger requests, but many do.
20. **FTP (File Transfer Protocol):** A very common method of moving files between two Internet sites. FTP is a way to login to another Internet site for the purposes of retrieving and/or sending files.
21. **GIF -- (Graphic Interchange Format):** A common format for image files, especially suitable for images containing large areas of the same color.
22. **HTML -- (Hypertext Markup Language):** The coding language used to create Hypertext documents for use on the World Wide Web.
23. **HTTP -- (Hypertext Transfer Protocol):** The protocol for moving hypertext files across the Internet.
24. **Hypertext:** Generally, any text that contains links to other documents - words or phrases in the document that can be chosen by a reader and which cause another document to be retrieved and displayed.
25. **Internet (Lower case I):** Any time you connect 2 or more networks together, you have an internet - as in international or interstate.
26. **Internet (Upper case I):** The vast collection of inter-connected networks that are connected using the TCP/IP protocols and that evolved from the ARPANET of the late 60's and early 70's. The Internet connects tens of thousands of independent networks into a vast global internet and is probably the largest Wide Area Network in the world.
27. **Intranet:** A private network inside a company or organization that uses the same kinds of software that you would find on the public Internet, but that is only for internal use. Compare with extranet.
28. **IP Number -- (Internet Protocol Number):** Sometimes called a dotted quad. A unique number consisting of 4 parts separated by dots, e.g. 165.113.245.2 Every machine that is on the Internet has a unique IP number - if a machine does not have an IP number, it is not really on the Internet.
29. **ISP -- (Internet Service Provider):** An institution that provides access to the Internet in some form, usually for money.
30. **IT -- (Information Technology):** A very general term referring to the entire field of Information Technology - anything from computer hardware to programming to network management.