

**AIX Operating System
for the PS/2 and System/370
Library Guide, Glossary, and Master Index**

Document Number SC23-2324-01

**AIX Operating System
for the PS/2 and System/370**

Library Guide, Glossary, and Master Index

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AIX Operating System Library Guide, Glossary, and Master Index
Edition Notice

Edition Notice

Second Edition (March 1991)

This edition applies to Version 1.2.1 of the IBM Advanced Interactive Executive for the System/370 (AIX/370), Program Number 5713-AFL, and for Version 1.2.1 of the IBM Advanced Interactive Executive for the Personal System/2 (AIX PS/2), Program Number 5713-AEQ, and to all subsequent releases until otherwise indicated in new editions or technical newsletters. Make sure you are using the correct edition for the level of the product.

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AIX Operating System Library Guide, Glossary, and Master Index

About This Book

PREFACE About This Book

This book provides an overview of the publications in the Advanced Interactive Executive (AIX) Operating System library. It includes brief descriptions of the contents of the AIX/370 and AIX PS/2 manuals and contains a glossary of terms related to the AIX Operating System library. This book also includes a master index to the contents of each of the publications in the library.

Unless otherwise noted, the term "AIX" refers to both Advanced Interactive Executive for the System/370 (AIX/370) and Advanced Interactive Executive for the Personal System/2 (AIX PS/2) information.

Subtopics

Who Should Read This Book
How to Use This Book
Related Publications

AIX Operating System Library Guide, Glossary, and Master Index

Who Should Read This Book

Who Should Read This Book

This book is written for anyone who uses manuals in the AIX Operating System library.

AIX Operating System Library Guide, Glossary, and Master Index

How to Use This Book

How to Use This Book

Chapter 1, "The AIX Library Guide" contains an overview of the AIX Operating System library. In this chapter, you can find information about ordering publications as well as brief descriptions of the manuals in the library. Use the descriptions to determine the correct manual for your needs.

Chapter 2, "Glossary of Terms and Abbreviations" is a collection of terms and abbreviations used throughout the AIX Operating System library.

Chapter 3, "Master Index" is an index to the contents of the AIX Operating System library. This chapter includes instructions on how to use the index and understand the format of the index entries.

Figure 3-1 in topic 3.0 lists the abbreviations and order numbers for each of the AIX manuals. This table is repeated on a foldout sheet at the end of the manual.

AIX Operating System Library Guide, Glossary, and Master Index
Related Publications

Related Publications

For additional information, you may want to refer to the *IBM Dictionary of Computing*, SC20-1699 for terms and definitions not included in this publication.

AIX Operating System Library Guide, Glossary, and Master Index

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AIX Operating System Library Guide, Glossary, and Master Index

Chapter 1. The AIX Library Guide

1.0 Chapter 1. The AIX Library Guide

This chapter describes the organization of the AIX library as well as the contents of the individual manuals. This information can help you determine which AIX manuals are suitable for your needs. This chapter also describes library-related services, such as methods for ordering, updating, and commenting on library manuals.

Subtopics

- 1.1 Organization of the AIX Library
- 1.2 Overview of the AIX Operating System Library
- 1.3 Abstracts of Manuals
- 1.4 Ordering AIX Publications
- 1.5 Additional IBM Library Information Sources

AIX Operating System Library Guide, Glossary, and Master Index

Organization of the AIX Library

1.1 Organization of the AIX Library

The AIX library is organized according to the nine major tasks that computer users perform. These tasks are:

Evaluation and Planning	Examining and judging the applicability of an IBM product to an installation's needs, and making fundamental decisions about the options a program offers. Planning is an iterative task in that many of the decisions are made before installation, continually evaluated after installation, and revised as appropriate.
Installation and Customization	Making an IBM program ready for use, and then enhancing, extending, and otherwise altering the program to meet an installation's special requirements.
Administration	Defining the characteristics of data processing resources to a program. The resources may be data files, data bases, programs, and users.
Managing	Getting a program running, monitoring it to keep it operating, and shutting it down when it is no longer needed.
Application Development	Designing, coding, compiling, executing, debugging, and maintaining application programs to perform specific functions.
Using	Directly using an IBM program for the purpose for which it was provided.
Diagnosis	Identifying the IBM program that is the source of a programming problem, describing the problem, comparing it to similar known problems, reporting a new problem, and correcting the problem.

PICTURE 1

PICTURE 2

Figure 1-1. The AIX Operating System Library

AIX Operating System Library Guide, Glossary, and Master Index
Overview of the AIX Operating System Library

1.2 Overview of the AIX Operating System Library

Subtopics

1.2.1 What do the Titles Mean?

1.2.2 Using a Manual

1.2.3 Which Manual Should I Read First?

AIX Operating System Library Guide, Glossary, and Master Index

What do the Titles Mean?

1.2.1 What do the Titles Mean?

The first part of the title of a manual identifies the program product that the manual applies to; the subsequent parts more specifically identify the task that the manual helps you perform. For example, the first part of the title *AIX/370 Planning Guide* identifies the manual as an Advanced Interactive Executive (AIX) product, and the second part of the title identifies the task that the manual describes, planning.

Certain key words in the title indicate the level or kind of information that manual contains. For example, the words *introduction* and *general information* in a title indicate that the manual contains general and conceptual material. Such introductory manuals contain basic information and develop the vocabulary used by more detailed manuals.

A *guide* generally contains procedural information or step-by-step instructions on how to do something; for example, the *AIX/370 Diagnosis Guide* provides procedures to help you diagnose problems and determine the causes and sources of errors.

A *reference* manual is a source of information usually arranged alphabetically. The *AIX Operating System Commands Reference* is an example of this type of manual.

A *messages* manual is a kind of reference manual that lists and explains the communications that the system makes to the user and suggests appropriate responses or actions. *AIX Operating System Messages Reference* is an example of a title for a messages manual.

AIX Operating System Library Guide, Glossary, and Master Index

Using a Manual

1.2.2 Using a Manual

The first time you use a manual, start by reading the preface. The preface introduces you to the manual's purpose, audience, main subject, and major topics. It also tells you if you need to have any previous knowledge of the subject matter in order to use the book effectively.

Whenever you want to locate a topic in a manual do the following:

Look at the table of contents in the front. It tells what each chapter and appendix contains, and is a quick way to get an overview of the information in the manual.

Look at the index in the back. It is a detailed guide to the topic in the manual.

AIX Operating System Library Guide, Glossary, and Master Index

Which Manual Should I Read First?

1.2.3 Which Manual Should I Read First?

We suggest that you read either the *AIX/370 General Information* or *AIX PS/2 General Information* manual first. These manuals give an overview of the AIX Operating System and describe how to use it. After you read one of these manuals, you can more easily decide what other manuals you need to use. Your choices will depend on the tasks you want to perform.

Each AIX manual focuses on one major task (like installation). Within each major task are smaller subtasks (like installing hardware or installing an optional program). The library chart on 1-1 shows you the task-oriented design of the AIX library.

AIX Operating System Library Guide, Glossary, and Master Index

Abstracts of Manuals

1.3 Abstracts of Manuals

The following abstracts describe the contents of the various manuals. Use these abstracts to determine whether the manual contains information you need. The titles are listed alphabetically.

Subtopics

- 1.3.1 AIX Access for DOS Users Administrator's Guide, SC23-2042
- 1.3.2 AIX Access for DOS Users User's Guide, SC23-2041
- 1.3.3 AIX C Language Reference, SC23-2058
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- 1.3.5 AIX Operating System Commands Reference, SC23-2292 (Volume 1) and SC23-2293 (Volume 2)
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- 1.3.7 AIX Operating System Messages Reference, SC23-2294
- 1.3.8 AIX Operating System Technical Reference, SC23-2300 (Volume 1) and SC23-2301 (Volume 2)
- 1.3.9 AIX Programming Tools and Interfaces, SC23-2304
- 1.3.10 AIX PS/2 DOS Merge User's and Administrator's Guide, SC23-2045
- 1.3.11 AIX PS/2 General Information, GC23-2055
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- 1.3.15 AIX PS/2 Keyboard Description and Character Reference, SC23-2037
- 1.3.16 AIX PS/2 Text Formatting Guide, SC23-2044
- 1.3.17 AIX PS/2 Usability Services Reference, SC23-2039
- 1.3.18 AIX PS/2 Usability Services User's Guide, SC23-2038
- 1.3.19 AIX PS/2 VS COBOL Language Reference, SC23-2003
- 1.3.20 AIX PS/2 VS COBOL Run-Time Guide, SC23-2034
- 1.3.21 AIX PS/2 VS COBOL User's Guide, SC23-2004
- 1.3.22 AIX TCP/IP User's Guide, SC23-2309
- 1.3.23 AIX VS FORTRAN Reference, SC23-2050
- 1.3.24 AIX VS FORTRAN User's Guide, SC23-2049
- 1.3.25 AIX VS Pascal Reference, SC23-2054
- 1.3.26 AIX VS Pascal User's Guide, SC23-2053
- 1.3.27 AIX Workstation Host Interface Program User's Guide and Reference, SC23-2067
- 1.3.28 AIX X-Windows Programmer's Reference, SC23-2118
- 1.3.29 AIX X-Windows User's Guide, SC23-2017
- 1.3.30 AIX/370 Administration Guide, SC23-2088
- 1.3.31 AIX/370 Diagnosis Guide, SC23-2090
- 1.3.32 AIX/370 General Information, GC23-2062
- 1.3.33 AIX/370 Planning Guide, GC23-2065
- 1.3.34 Installing and Customizing the AIX PS/2 Operating System, SC23-2290
- 1.3.35 Installing and Customizing the AIX/370 Operating System, SC23-2066
- 1.3.36 Managing the AIX Operating System, SC23-2293
- 1.3.37 Using the AIX Operating System, SC23-2291

AIX Operating System Library Guide, Glossary, and Master Index
AIX Access for DOS Users Administrator's Guide, SC23-2042

1.3.1 AIX Access for DOS Users Administrator's Guide, SC23-2042

This book explains how to install and administer the AIX Access for DOS Users Program on the IBM PS/2, IBM RT work station, and the IBM System/370 computers running the AIX Operating System with the AIX DOS Server. It covers the responsibilities for installation, daily operation, and maintenance of Access program software.

Access program software allows you to:

Integrate your personal computer into your existing AIX host compute network.

Use file services of one or more AIX hosts while running DO applications as if the host were a fixed disk.

Conduct standard AIX sessions from your personal computer

Use a DOS version of the AIX **vi** editor program on your personal computer.

This book is for the administrator of the system and the person who installs the host software and manages the daily operation of the system. It assumes you are familiar with AIX commands and basic system administration activities such as loading diskettes, making directories, adding users, and starting up the host. It also assumes you are familiar with the information contained in *AIX Access for DOS Users User's Guide*. Familiarity with basic DOS commands and with your network hardware is useful but not required.

AIX Operating System Library Guide, Glossary, and Master Index
AIX Access for DOS Users User's Guide, SC23-2041

1.3.2 AIX Access for DOS Users User's Guide, SC23-2041

This book explains how to use the AIX Access for DOS Users Access program. It describes the Access program software, how to use the software once it is installed, and how to use the Access program commands.

It is for users who have a general knowledge of IBM DOS Version 3.3, and who are interested in taking advantage of information or services that exist in an AIX host computer. Experienced DOS and AIX users who want more information about the structure of the Access program and users responsible for installing and administering the Access program software on the AIX host should refer to the *AIX Access for DOS Users Administrator's Guide*.

AIX Operating System Library Guide, Glossary, and Master Index
AIX C Language Reference, SC23-2058

1.3.3 AIX C Language Reference, SC23-2058

This book describes the C programming language as implemented on the IBM AIX PS/2, the RT, and the System/370. It includes reference information on the lexical and syntactic elements that make up the C programming language and the structure and format of C language programs.

This book is written for programmers who want to write application programs in C language that run on the AIX Operating System.

AIX Operating System Library Guide, Glossary, and Master Index
AIX C Language User's Guide, SC23-2057

1.3.4 AIX C Language User's Guide, SC23-2057

This book shows you how to develop, link, and execute programs in C language, using the IBM AIX Operating System. It describes the operating system dependencies of the language as well as the use of C language-related software utilities and other program development tools.

This book is written for programmers who want to write application programs in C language that run on the AIX Operating System.

AIX Operating System Library Guide, Glossary, and Master Index

AIX Operating System Commands Reference, SC23-2292 (Volume 1) and SC23-2184 (Volume 2)

1.3.5 AIX Operating System Commands Reference, SC23-2292 (Volume 1) and SC23-2

This book contains reference information on the IBM AIX Operating System commands. It describes the commands and provides examples of their use. To use this book, you should know how to run AIX or UNIX System V commands. The manual is designed as a reference for anyone not familiar with the use of AIX commands. Although not designed as a tutorial, it can be used in conjunction with other AIX reference manuals to improve your understanding of the commands and their usage.

AIX Operating System Library Guide, Glossary, and Master Index

AIX Operating System Guide to Multibyte Character Set (MBCS) Support, GC23-2333

1.3.6 AIX Operating System Guide to Multibyte Character Set (MBCS) Support, GC

This book explains the basic concepts of AIX multibyte character set (MBCS) support. It introduces the elements of MBCS, summarizes hardware and software configurations, discusses the fundamentals of MBCS support for the Japanese language and for system and user message catalogs, describes character codes for representing and manipulating data, and lists the data types and library subroutines provided by MBCS support for use in programs.

AIX Operating System Library Guide, Glossary, and Master Index

AIX Operating System Messages Reference, SC23-2294

1.3.7 AIX Operating System Messages Reference, SC23-2294

This book contains the messages that may be displayed when you use the AIX Operating System. For each message that is displayed, this book explains why you received the message and what you should do as a result of receiving the message.

This book is for anyone who uses the AIX Operating System and wants to know what caused a message to be displayed and what corrective action, if any, needs to be taken.

AIX Operating System Library Guide, Glossary, and Master Index

AIX Operating System Technical Reference, SC23-2300 (Volume 1) and SC23-2301 (Volume 2)

1.3.8 AIX Operating System Technical Reference, SC23-2300 (Volume 1) and SC23-

This book describes the programming interface to the IBM AIX Operating System and provides reference information on AIX Operating System subroutines, system calls, file formats, and special files. Most of the facilities described apply equally well to either AIX PS/2 or AIX/370. When a facility is not common to both systems, it is so indicated.

This book is written for experienced programmers who want to write application programs and systems software for the AIX Operating System.

AIX Operating System Library Guide, Glossary, and Master Index
AIX Programming Tools and Interfaces, SC23-2304

1.3.9 AIX Programming Tools and Interfaces, SC23-2304

This book describes the programming environment of the IBM AIX Operating System and includes information about operating system tools that are used to develop, compile, and debug programs.

AIX Operating System Library Guide, Glossary, and Master Index
AIX PS/2 DOS Merge User's and Administrator's Guide, SC23-2045

1.3.10 AIX PS/2 DOS Merge User's and Administrator's Guide, SC23-2045

This book shows you how to use the IBM AIX PS/2 DOS Merge program on your IBM PS/2, running the AIX Operating System. It provides instructions for using DOS in the AIX environment, including running DOS and AIX programs simultaneously and running AIX commands from the DOS environment. The information in this book also shows you how to install the DOS Merge software and perform administrative tasks.

This book is divided into two parts. Part One is written for the DOS Merge system user - the person who needs to know the basic features of DOS Merge and how to use DOS Merge functions to accomplish daily tasks. It complements AIX and DOS manuals by explaining how you can combine AIX and DOS on one computer. Part Two is written for the DOS Merge administrator - the person responsible for installing the DOS Merge software and for maintaining the day-to-day operation of the system. It shows how to install the DOS Merge system software and how to perform essential system maintenance activities, such as adding user accounts, backing up the file system, and setting up terminals.

AIX Operating System Library Guide, Glossary, and Master Index

AIX PS/2 General Information, GC23-2055

1.3.11 AIX PS/2 General Information, GC23-2055

This book describes the AIX PS/2 functions and capabilities and its position in the AIX family of products.

AIX Operating System Library Guide, Glossary, and Master Index
AIX PS/2 INed, SC23-2001

1.3.12 AIX PS/2 INed, SC23-2001

This book explains how to use the INed editor and the other facilities of the TEN/PLUS user interface on the IBM AIX PS/2.

This book is written for AIX PS/2 Operating System users who need to create, enter, or edit files and directories on the IBM Personal System/2. It provides both guide and reference information on how to:

- Create, access, and save files and directorie
- Move, copy, and delete files and directorie
- Move through file
- Edit tex
- Format text and print file
- Display file
- Customize the INed edito
- Configure your own system

AIX Operating System Library Guide, Glossary, and Master Index
AIX PS/2 INmail/INnet/INftp User's Guide, SC23-2076

1.3.13 AIX PS/2 INmail/INnet/INftp User's Guide, SC23-2076

This book explains how to use the INmail/INnet/INftp/Connect facilities on the IBM AIX PS/2. It provides both guide and reference information on how to:

- Configure your system for local mail and remote function
- Use INmail with the INed editor
- Interact with remote systems

This book is written for AIX PS/2 Operating System users who need to use the mail, terminal emulation, and file transfer facilities of INmail/INnet/INftp in their day-to-day activities.

The parts of this book that discuss how to use the INmail/INnet/INftp functions are designed for users who have an understanding of the IBM PS/2 functions and who are familiar with AIX PS/2 Operating System commands.

The system configuration and technical reference parts of this book are designed for users who have a basic understanding of the AIX PS/2 Operating System, networking experience, and system administration experience. Parts of the technical reference sections also require some programming experience.

AIX Operating System Library Guide, Glossary, and Master Index

AIX PS/2 Interface Library Reference, SC23-2051

1.3.14 AIX PS/2 Interface Library Reference, SC23-2051

This reference book contains information about the library of system calls available with IBM AIX VS Pascal and IBM AIX VS FORTRAN as implemented for use with the IBM AIX PS/2 Operating System.

This book is intended for programmers wishing to use AIX system subroutines in their own VS Pascal or VS FORTRAN application programs. It assumes familiarity with Pascal or FORTRAN and either AIX or UNIX System V commands and system calls.

AIX Operating System Library Guide, Glossary, and Master Index
AIX PS/2 Keyboard Description and Character Reference, SC23-2037

1.3.15 AIX PS/2 Keyboard Description and Character Reference, SC23-2037

This manual describes the IBM international character keyboards available for use with the IBM Personal System/2. This book also provides information on keyboard position codes, keyboard states, control-code points, code-sequence processing, and non-spacing character sequences.

This manual can be used as a reference for systems programmers and developers who need to understand the international character support for a specific country. It can also be used by anyone interested in remapping a keyboard or redefining individual keys.

AIX Operating System Library Guide, Glossary, and Master Index

AIX PS/2 Text Formatting Guide, SC23-2044

1.3.16 AIX PS/2 Text Formatting Guide, SC23-2044

This book describes the text formatting utilities available for the IBM AIX PS/2 Operating System. The information in this book shows you how to use **vi**, an editing program, and how to use the AIX PS/2 Operating System text formatting utilities.

Before you begin, you should know how to use a PS/2 and have a general knowledge of AIX PS/2 Operating System commands, AIX shell procedures, and general text formatting and programming concepts. In addition, some programming experience may be required if you want to interface with printing hardware. The tasks in this book require you to use one of the text editing programs available on the AIX PS/2 Operating System, such as **ed**, **ex**, **INed**, or **vi**.

AIX Operating System Library Guide, Glossary, and Master Index
AIX PS/2 Usability Services Reference, SC23-2039

1.3.17 AIX PS/2 Usability Services Reference, SC23-2039

This book is a reference for computer users learning to work with the IBM AIX PS/2 with Usability Services installed. This book is intended for both experienced and inexperienced computer users who are learning to use the IBM AIX PS/2 Operating System.

AIX Operating System Library Guide, Glossary, and Master Index

AIX PS/2 Usability Services User's Guide, SC23-2038

1.3.18 AIX PS/2 Usability Services User's Guide, SC23-2038

This book discusses Usability Services, a command interpreter program that simplifies the AIX PS/2 Operating System. Usability Services provides display screens that allow you to start the online tutorial, *Exploring Usability Services*, create and organize files, and use AIX commands. With Usability Services installed, you make choices and select commands from display screens.

This book is intended for both experienced and inexperienced computer users who are learning the use the IBM AIX PS/2 Operating System.

AIX Operating System Library Guide, Glossary, and Master Index
AIX PS/2 VS COBOL Language Reference, SC23-2003

1.3.19 AIX PS/2 VS COBOL Language Reference, SC23-2003

This book discusses the IBM PS/2 Personal Computer implementation of the VS COBOL language on the AIX Operating System. The book contains language syntax and semantics representing COBOL at the ANSI 85 High Level and ANSI 74 High Level. This book does not teach COBOL language programming; it is for reference only.

This book is intended for persons with some knowledge of COBOL programming concepts and some experience in writing COBOL programs. It assumes you know how to use your AIX PS/2 system. You should be able to log on, create files, edit files, and use various other operating system commands.

AIX Operating System Library Guide, Glossary, and Master Index
AIX PS/2 VS COBOL Run-Time Guide, SC23-2034

1.3.20 AIX PS/2 VS COBOL Run-Time Guide, SC23-2034

The IBM AIX PS/2 VS COBOL Run-Time Environment is a prerequisite for applications developed using the IBM AIX PS/2 VS COBOL Compiler Version 1.1. It is also a prerequisite for using the IBM AIX PS/2 VS COBOL Compiler Version 1.1 to develop code. This guide provides the system requirements and the procedures for installing the AIX PS/2 VS COBOL Run-Time Environment on the IBM PS/2 system.

This guide is for programmers or system managers who are installing the AIX PS/2 VS COBOL Run-Time Environment on the IBM PS/2 system. This manual is a concise guide to installing the AIX PS/2 VS COBOL Run-Time Environment; it is not a reference manual for the AIX PS/2 VS COBOL language. This book assumes you are familiar with the IBM PS/2 system and its operating system, and that you know how to manage the IBM PS/2 system file systems and minidisks.

AIX Operating System Library Guide, Glossary, and Master Index

AIX PS/2 VS COBOL User's Guide, SC23-2004

1.3.21 AIX PS/2 VS COBOL User's Guide, SC23-2004

This book explains how to develop and execute COBOL programs on the IBM PS/2 system using the IBM AIX Operating System.

This book is intended for users who have a good understanding of the COBOL programming language and are familiar with the IBM AIX Operating System.

AIX Operating System Library Guide, Glossary, and Master Index
AIX TCP/IP User's Guide, SC23-2309

1.3.22 AIX TCP/IP User's Guide, SC23-2309

This book explains how to use the Transmission Control Protocol/Internet Protocol (TCP/IP) program on the IBM AIX Operating System. It provides both guide and reference information on how to:

- Install TCP/IP on your system
- Log in to and run commands on remote system
- Print files on remote system
- Manage network
- Send and receive mail and transfer files across the network
- Customize TCP/IP to your own needs

This book is written for AIX Operating System users who want to transfer data between an IBM Personal System/2 or System/370 and another host computer, users who want to use another IBM Personal System/2 or System/370 or host remotely, or users who want to manage networks.

AIX Operating System Library Guide, Glossary, and Master Index
AIX VS FORTRAN Reference, SC23-2050

1.3.23 AIX VS FORTRAN Reference, SC23-2050

This book describes the FORTRAN programming language as implemented on AIX PS/2, AIX RT, and AIX/370. It is a companion reference for the *AIX VS FORTRAN User's Guide*, and it is written for programmers who want to develop VS FORTRAN programs that run in the AIX Operating System environment.

This book describes all the standard features of VS FORTRAN as well as the enhanced functions and capabilities incorporated into IBM AIX VS FORTRAN. You should have a general knowledge of programming concepts and basic familiarity with FORTRAN.

AIX Operating System Library Guide, Glossary, and Master Index

AIX VS FORTRAN User's Guide, SC23-2049

1.3.24 AIX VS FORTRAN User's Guide, SC23-2049

This book is a user's guide for developing and executing FORTRAN programs on AIX PS/2, AIX RT, and AIX/370. This book also explains how to compile and execute programs that contain sections of code written in the VS Pascal and C programming languages.

This book is intended for programmers who have a general knowledge of programming concepts and an understanding of the FORTRAN programming language, as well as the AIX Operating System.

AIX Operating System Library Guide, Glossary, and Master Index
AIX VS Pascal Reference, SC23-2054

1.3.25 AIX VS Pascal Reference, SC23-2054

This book describes the VS Pascal programming language as implemented on the IBM PS/2 or on the RT with the AIX Operating System installed. It is written for programmers who want to develop VS Pascal programs that run in the AIX Operating System environment.

This book describes all the standard features of Pascal as well as the enhanced functions and capabilities incorporated into IBM AIX VS Pascal. You should have a general knowledge of programming and programming concepts and a basic familiarity with Pascal.

AIX Operating System Library Guide, Glossary, and Master Index

AIX VS Pascal User's Guide, SC23-2053

1.3.26 AIX VS Pascal User's Guide, SC23-2053

This book is a user's guide for developing and executing Pascal programs on the IBM PS/2 and on the IBM RT using the AIX Operating System. This book also explains how to compile and execute programs that contain sections of code written in the VS FORTRAN and C programming languages.

This book is intended for programmers who have a general knowledge of programming concepts and an understanding of the Pascal programming language, as well as the AIX Operating System.

AIX Operating System Library Guide, Glossary, and Master Index
AIX Workstation Host Interface Program User's Guide and Reference, SC23-2060

1.3.27 AIX Workstation Host Interface Program User's Guide and Reference, SC23-2060
The Workstation Host Interface Program (WHIP) is a communications software package designed for high-speed communication between AIX workstations and host computer systems. WHIP allows AIX users to communicate with a host system or develop their own software applications to do so.

This book describes what you must know to use all the features included in the WHIP program. To use this manual effectively, both the user and the programmer should have the following skills:

- Knowledge of the AIX Operating System command structure
- Ability to log on the AIX Operating System shell
- Familiarity with the AIX Operating System file system
- Familiarity with VM/CMS, MVS/TSO, or VM/XA host system configuration
- Familiarity with the operation of an IBM 3278/79 terminal
- Knowledge of communication concepts

AIX Operating System Library Guide, Glossary, and Master Index
AIX X-Windows Programmer's Reference, SC23-2118

1.3.28 AIX X-Windows Programmer's Reference, SC23-2118

This reference book describes the IBM AIX X-Windows licensed program, which is a windowing system that allows you to view several programs simultaneously on a bit-mapped high-resolution display. It also provides remote display support for RT and PS/2 systems connected by a local area network (LAN).

This book is a descriptive guide to the low-level C language interface to X-Windows protocol. It is not a programmer's guide to X-Windows. Other high-level abstractions are built on top of the **xlib** library; for example, those provided by the toolkits for X-Windows.

It is intended for anyone using X-Windows macros and functions. It provides detailed information on X-Windows library functions, FORTRAN subroutines, protocols and extensions. It assumes you have a basic understanding of a graphics window system and of the C language or FORTRAN programming language.

AIX Operating System Library Guide, Glossary, and Master Index
AIX X-Windows User's Guide, SC23-2017

1.3.29 AIX X-Windows User's Guide, SC23-2017

This book is intended for anyone using AIX X-Windows. It provides information about starting, running, customizing, and using the X-Windows commands. The appendices contain information on installation and messages.

AIX Operating System Library Guide, Glossary, and Master Index

AIX/370 Administration Guide, SC23-2088

1.3.30 AIX/370 Administration Guide, SC23-2088

This book provides instructions for personnel responsible for supervising AIX/370 systems. AIX/370 systems can consist of System/370 or 370 Extended Architecture computers running IBM AIX/370 for System/370 and System/370XA. This book should be used by the system administrator to oversee file system maintenance and preserve data integrity. It should also be used for performance tuning on the VM and AIX levels and for overseeing the VM File Transfer facility.

This book is written for the AIX/370 system administrator or anyone who is responsible for the planning and installation of AIX/370.

AIX Operating System Library Guide, Glossary, and Master Index
AIX/370 Diagnosis Guide, SC23-2090

1.3.31 AIX/370 Diagnosis Guide, SC23-2090

This guide provides procedures and tools to help you define and categorize symptoms of problems affecting the operation of the IBM AIX System/370. It also helps you determine the cause and source of an error, which are among the first steps in resolving a problem.

This manual is intended for the system administrator in an environment that uses AIX/370. It helps the system administrator use IBM's support to resolve problems that may arise from operating AIX/370.

AIX Operating System Library Guide, Glossary, and Master Index

AIX/370 General Information, GC23-2062

1.3.32 AIX/370 General Information, GC23-2062

This book describes AIX/370 functions and capabilities and its position in the AIX family of products.

AIX Operating System Library Guide, Glossary, and Master Index
AIX/370 Planning Guide, GC23-2065

1.3.33 AIX/370 Planning Guide, GC23-2065

The book is a planning guide for the IBM AIX/370 Operating System. This book describes the functions and capabilities of AIX/370 and identifies the areas of planning that must be explored before installation and be continually evaluated while the system is in use. The aspects of planning discussed in this book include:

- Installatio
- Customizatio
- Networkin
- Problem diagnosi
- Operatio
- Servic
- Application programming

This book is intended for individuals responsible for purchasing, planning, or installing AIX/370.

AIX Operating System Library Guide, Glossary, and Master Index
Installing and Customizing the AIX PS/2 Operating System, SC23-2290

1.3.34 Installing and Customizing the AIX PS/2 Operating System, SC23-2290

This book shows you how to install AIX PS/2 and how to customize the system to suit your needs. The step-by-step instructions enable you to install the operating system and its accompanying programs.

This book is written for anyone who would like to install the AIX PS/2 Operating System. It should also be read by anyone responsible for planning the installation.

AIX Operating System Library Guide, Glossary, and Master Index
Installing and Customizing the AIX/370 Operating System, SC23-2066

1.3.35 Installing and Customizing the AIX/370 Operating System, SC23-2066

This book shows you how to install AIX/370, and its accompanying programs. It also shows you how to customize the operating system to suit your specific needs.

This book is written for anyone who is planning to install AIX/370, the installer of the system, or the administrator of the system.

AIX Operating System Library Guide, Glossary, and Master Index
Managing the AIX Operating System, SC23-2293

1.3.36 Managing the AIX Operating System, SC23-2293

This book provides instructions for managing the IBM AIX Operating System. It shows you how to keep the operating system in good working order, how to customize the operating system, and how to maintain data communication facilities.

This book is written for the system administrator or anyone who is responsible for managing the AIX Operating System. If more than one person uses your system, system management responsibilities may be given to one person or shared among several. If you are the only person using your system, you still must perform certain system management tasks.

AIX Operating System Library Guide, Glossary, and Master Index

Using the AIX Operating System, SC23-2291

1.3.37 Using the AIX Operating System, SC23-2291

This book is written for those who want to learn how to use the IBM AIX Operating System for the IBM PS/2 and System/370.

If you have never used the AIX Operating System before, the beginning chapters teach the basic commands to get you started. If you are an intermediate or advanced user, this book provides an introduction to some of the more sophisticated features and commands.

This book includes the general information you need to be able to:

- Start the AIX Operating System and use simple command
- Display and print the contents of file
- Use the file system
- Work with processes
- Write shell program
- Use internal and external communication facilities

If you are unfamiliar with the AIX Operating System, you can use this book as a training manual. If you are familiar with the AIX Operating System, you can use this book as a reference.

AIX Operating System Library Guide, Glossary, and Master Index
Ordering AIX Publications

1.4 Ordering AIX Publications

Each AIX manual is identified by both a unique order number and a file number which it shares with other manuals about the same system.

Subtopics

1.4.1 Order Numbers

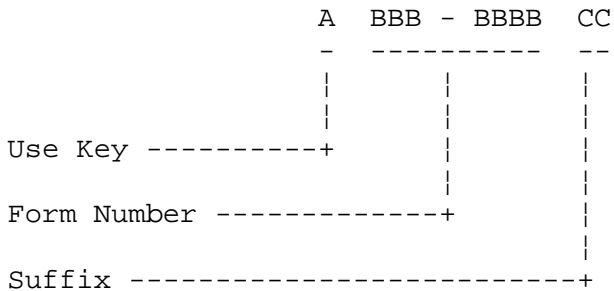
1.4.2 Publication Titles and Order Numbers

AIX Operating System Library Guide, Glossary, and Master Index

Order Numbers

1.4.1 Order Numbers

Order numbers appear on the covers of manuals below the title and release level. They consist of three parts: the use key, the form number, and the suffix.



The use key (A) indicates the conditions of availability of the manual. Following is a list of use-key codes:

G stands for *general*, which means that the manual is available without charge to users of IBM systems.

S means that the manual is for *sale*.

L means that the manual is only available to *licensed* users of a particular program product.

The form number (BBB-BBBB) is a unique number that identifies the manual.

The suffix (CC) identifies the edition of the manual (note that this number is *not* necessarily the same as the release level). For example, the first edition of a manual has a suffix of 00, the second edition has a suffix of 01, and so forth. To order the most current edition of any manual, use the order number *without* the suffix. See "Publication Titles and Order Numbers" in topic 1.4.2 for the list of AIX publications and their order numbers.

AIX Operating System Library Guide, Glossary, and Master Index
Publication Titles and Order Numbers

1.4.2 Publication Titles and Order Numbers

Publication Title	Order No.
AIX Access for DOS Users Administrator's Guide	SC23-2042
AIX Access for DOS Users User's Guide	SC23-2041
AIX C Language Reference	SC23-2058
AIX C Language User's Guide	SC23-2057
AIX Operating System Commands Reference (Volume 1)	SC23-2292
AIX Operating System Commands Reference (Volume 2)	SC23-2184
AIX Operating System Guide to Multibyte Character Set (MBCS) Support	GC23-2333
AIX Operating System Library Guide, Glossary, and Master Index	SC23-2324
AIX Operating System Messages Reference	SC23-2294
AIX Operating System Technical Reference (Volume 1)	SC23-2300
AIX Operating System Technical Reference (Volume 2)	SC23-2301
AIX Programming Tools and Interfaces	SC23-2304
AIX PS/2 DOS Merge User's and Administrator's Guide	SC23-2045
AIX PS/2 General Information	GC23-2055
AIX PS/2 INed	SC23-2001
AIX PS/2 INmail/INnet/INftp User's Guide	SC23-2076
AIX PS/2 Interface Library Reference	SC23-2051
AIX PS/2 Keyboard Description and Character Reference	SC23-2037
AIX PS/2 Text Formatting Guide	SC23-2044
AIX PS/2 Usability Services Reference	SC23-2039
AIX PS/2 Usability Services User's Guide	SC23-2038
AIX PS/2 VS COBOL Language Reference	SC23-2003
AIX PS/2 VS COBOL Run-time Guide	SC23-2034
AIX PS/2 VS COBOL User's Guide	SC23-2004
AIX TCP/IP User's Guide	SC23-2309
AIX VS FORTRAN Reference	SC23-2050

AIX Operating System Library Guide, Glossary, and Master Index
Publication Titles and Order Numbers

AIX VS FORTRAN User's Guide	SC23-2049
AIX VS Pascal Reference	SC23-2054
AIX VS Pascal User's Guide	SC23-2053
AIX Workstation Host Interface Program User's Guide and Reference	SC23-2060
AIX X-Windows Programmer's Reference	SC23-2118
AIX X-Windows User's Guide	SC23-2017
AIX/370 Administration Guide	SC23-2088
AIX/370 Diagnosis Guide	SC23-2090
AIX/370 General Information	GC23-2062
AIX/370 Planning Guide	GC23-2065
Installing and Customizing the AIX PS/2 Operating System	SC23-2290
Installing and Customizing the AIX/370 Operating System	SC23-2066
Managing the AIX Operating System	SC23-2293
Using the AIX Operating System	SC23-2291

AIX Operating System Library Guide, Glossary, and Master Index

Additional IBM Library Information Sources

1.5 Additional IBM Library Information Sources

There are various methods of obtaining information about IBM libraries, several of which are described in the following sections.

Subtopics

1.5.1 Virtual Machine/System Product (VM/SP) Library

1.5.2 System Library Subscription Services (SLSS)

1.5.3 Online Documentation

1.5.4 Reader's Comment Forms

AIX Operating System Library Guide, Glossary, and Master Index

Virtual Machine/System Product (VM/SP) Library

1.5.1 Virtual Machine/System Product (VM/SP) Library

AIX/370 operates as a guest running under Virtual Machine/System Product (VM/SP). You may wish to refer to the following manuals for more information about the VM/SP Operating System:

The *IBM System/370, 30xx, 4300, and 9370 Processors Bibliography*, GC20-0001, lists by subject code and provides abstracts (by order number) of all the publications available which pertain to VM/SP. These abstracts are descriptions of the purpose, scope, and intended audience of each publication.

The *VM/SP Library Guide and Master Index*, GC19-6207, explains the organization of the VM/SP publications library. It also provides a master index to the contents of the library, and a directory of the programming interfaces that customers can use which are documented in the library.

The *VM/SP General Information Manual*, GC20-1838, introduces and describes the features of the IBM VM/SP program product. It provides information for installation managers and system programmers.

AIX Operating System Library Guide, Glossary, and Master Index

System Library Subscription Services (SLSS)

1.5.2 System Library Subscription Services (SLSS)

The System Library Subscription Service (SLSS) is an automatic updating service for technical documentation. If IBM releases a new or revised document which matches your SLSS subscription, you automatically receive the latest version or edition of the publication.

You can enter a subscription in two different ways: by creating an interest profile, or by listing the order numbers of the manuals you want. Both methods use the SLSS order form, G120-1816.

Order by interest profile when you need all the documents relating to your installation. Profiles are composed of specific information about your processor, program, communication needs, and special subjects of interest about your system. You should subscribe by order number when you need multiple copies, when the publication was not part of the set shipped with the software, or when it is not available through the profile service. For example, when you order the AIX Operating System, an initial library is shipped with it, and you automatically receive updates to these books without an SLSS subscription. Use SLSS when you want updating service for multiple copies of these books, or for any additional or optional books you want to order. You will be billed for any use-key S manuals which you receive from SLSS.

You can update your subscription at any time by using the SLSS order form. For more information on SLSS see *Entering an SLSS Subscription*, G320-1561, or contact your IBM marketing representative.

AIX Operating System Library Guide, Glossary, and Master Index

Online Documentation

1.5.3 Online Documentation

AIX Operating System users can access online information on AIX commands, system calls, subroutines, files and file formats, and TCP/IP commands using the **man** command. For more information on the **man** command, see *AIX Operating System Commands Reference*.

AIX Operating System Library Guide, Glossary, and Master Index

Reader's Comment Forms

1.5.4 *Reader's Comment Forms*

A postpaid reader's comment form is included at the back of most IBM manuals. This form:

Explains how to comment on a manual and provides space to do so

Alerts readers that they can order manuals using this form

Gathers general information about readers and their level of satisfaction with the manual.

Users in countries other than the United States can submit their comments free by giving them to their IBM representative, who will forward them. Manuals that will not be updated or revised may not contain this form.

AIX Operating System Library Guide, Glossary, and Master Index

Chapter 2. Glossary of Terms and Abbreviations

2.0 Chapter 2. Glossary of Terms and Abbreviations

This glossary defines terms that have special meaning in AIX Operating System publications. It does not include terms that are defined in nontechnical dictionaries and that have no special meaning in information processing. This glossary also includes terms and definitions from the *IBM Dictionary of Computing*, SC20-1699.

Subtopics

- 2.1 Sequence of Entries
- 2.2 Organization of Entries
- 2.3 Cross-References
- 2.4 Selection of Terms

AIX Operating System Library Guide, Glossary, and Master Index

Sequence of Entries

2.1 Sequence of Entries

For clarity and consistency of style, this glossary arranges entries on an alphabetical letter-by-letter basis. In other words, only the letters of the alphabet determine sequence; special characters are ignored.

AIX Operating System Library Guide, Glossary, and Master Index

Organization of Entries

2.2 Organization of Entries

Each entry consists of a single-word or multiple-word term or the abbreviation or acronym for a term, followed by a commentary. A commentary includes one or more items (definitions or references) and is organized as follows:

An item number, if the commentary contains two or more term

A usage label, indicating the area of application of the term; fo
example, *in service* or *in RSCS*

Annotative sentences that provide additional or explanator
information

References that direct the reader to other entries or items in th
glossary.

AIX Operating System Library Guide, Glossary, and Master Index

Cross-References

2.3 Cross-References

This glossary uses the following cross-references:

Contrast with. This refers to a term that has an opposed or substantively different meaning.

Synonym for. This indicates that the term has the same meaning as a preferred term, which is defined in its proper place in the glossary.

Synonymous with. This is a backward reference from a defined term to all other terms that have the same meaning.

See also. This refers the reader to related terms that have a related, but not synonymous, meaning.

AIX Operating System Library Guide, Glossary, and Master Index

Selection of Terms

2.4 Selection of Terms

A term is a word or group of words to be defined. In this glossary, the singular form of the noun and the infinitive form of the verb are the terms most often selected to be defined. If the term can be abbreviated, the abbreviation is given in parentheses immediately following the term. Most abbreviations are also defined in their proper place in the glossary.

```
+---+
|  A  |
+---+
```

AADU. See *AIX Access for DOS Users*.

abbreviated combined relation condition. The combined condition that results from the explicit omission of a common subject or a common subject and common relation operator in a consecutive sequence of relation conditions.

acceleration. A multiplier for mouse movement.

access. (1) To obtain computing services. (2) To obtain data from or put data in storage. (3) The manner in which files or data sets are referred to by the computer.

access control list. A list of hosts (maintained by X-Windows) that have access to client programs. By default, only programs on the local host and those in this list can use the display. The list can be changed by clients on the local host, and some server implementations can also modify the list. The authorization protocol name and data received by the server at connection setup may affect the list as well. Synonymous with *access list*.

access list. Programs can use the display if they are run on the host system or on any of the systems listed in this file.

access mode. The manner in which records are to be operated upon within a file.

access permission. A group of designations that determine who can access a particular AIX file and how the user may access the file. The access permissions are read, write and execute.

account. The login directory and other information that give a user access to the system. Synonymous with *user account*.

action. In *awk*, *lex* and *yacc*, a C language program fragment that defines what the program does when it finds input that it recognizes.

AIX Operating System Library Guide, Glossary, and Master Index
Selection of Terms

action table. A table that specifies the mapping of externally available procedure strings to the corresponding procedure implemented by the widget class. All widget class records contain an action table.

active grab. A grab actually owned by the grabbing client. Synonymous with *button grabbing*. See also *grab* and *passive grab*.

active icon. The miniature terminal window that is displayed instead of an icon window.

activity manager. A collection of system programs allowing users to manage their activities. Provides the ability to list current activities (Activity List) and to begin, cancel, hide and activate activities.

actual decimal point. The physical representation, using the decimal point characters period (.) or comma (,), of the decimal point position in a data item.

adapter. See **communications adapter**.

address. (1) A name, label or number identifying a location in storage, a device in a network or any other data source. (2) A number that identifies the location of data in memory.

address field. The part of a packet containing addressing information.

addressing. (1) In data communications, the way that the sending or control station selects the station to which it is sending data. (2) A means of identifying storage locations.

adiscf. A utility for setting up the ADISCTRL database.

ADISCTRL database. The configuration file for the AIX VS COBOL ADIS Accept/Display module. Use the *adiscf* utility to alter entries in this database.

administrative event. A specified group of base events for which a user can be audited.

ADT. Application Development Toolkit.

AIX Access for DOS Users (AADU). A program that allows you to bridge the gap between PC and UNIX hosts.

AIX Operating System Library Guide, Glossary, and Master Index
Selection of Terms

AIX cluster. A group of computers operating under the AIX Operating System with the Transparent Computing Facility (TCF).

all points addressable (APA) display. A display that allows each pixel to be individually addressed. An APA display allows for images to be displayed that are not made up of images predefined in character boxes. Contrast with **character display**.

allocate. To assign a resource, such as a disk file, diskette or a tape file, to perform a specific task.

alphabet name. A user-defined word, in the SPECIAL-NAMES paragraph of the Environment Division, that assigns a name to a specific character set or collating sequence.

alphabetic. Pertaining to the set of letters A through Z.

alphabetic character. A letter or a space character.

alphanumeric. Consisting of letters, numbers and often other symbols, such as punctuation marks and mathematical symbols.

alphanumeric-edited character. A character within an alphanumeric character string that contains at least one B, 0 (zero) or / (slash).

alt keyboard state. See *alternate keyboard state*.

alt gr keyboard state. See *alternate graphic keyboard state*.

alternate keyboard state. A state of the keyboard obtained by pressing the Alt key in combination with another key.

alternate graphic keyboard state. A state of the keyboard obtained by pressing the AltGr key in combination with another key.

alternate record key. A key, other than the prime record key, whose contents identify a record within an indexed file.

American National Standard Code for Information Interchange (ASCII). The code developed by ANSI for information interchange among data processing systems, data communication systems and associated equipment. The ASCII character set consists of 7-bit control characters and symbolic characters.

American National Standards Institute (ANSI). An organization sponsored by the Computer and Business Equipment Manufacturers Association for

AIX Operating System Library Guide, Glossary, and Master Index
Selection of Terms

establishing voluntary industry standards.

ancestor. A widget that has inferior widgets. In other words, the superior or predecessor of an inferior widget. If W is inferior of A , then A is an ancestor of W .

ANIMATOR. An interactive program debugging tool for use with AIX VS COBOL programs.

ANSI. See *American National Standards Institute*.

APAR. See *authorized program analysis report*.

append. The action that causes data to be added to the end of existing data.

application. (1) A particular task, such as inventory control or accounts receivable. (2) A program or group of programs that apply to a particular business area, such as inventory control, word processing or accounts receivable.

application program. A program used to perform an application or part of an application.

argument. (1) An expression that is passed to a function, subroutine or procedure for evaluation. (2) Numbers, letters or words that expand or change the way commands work.

arithmetic expression. An identifier or a numeric elementary item, a numeric literal, such identifiers and literals separated by arithmetic operators, two arithmetic expressions separated by an arithmetic operation or an arithmetic expression enclosed in parentheses.

arithmetic operator. A single character or a fixed two character combination that belongs to the following set:

Character Meaning

+	addition
-	subtraction
*	multiplication
/	division
**	exponentiation

ARP. Address resolution protocol.

ascending key. A key upon the values of which data is ordered, starting with the lowest value of the key up to the highest value of the key, in

AIX Operating System Library Guide, Glossary, and Master Index
Selection of Terms

accordance with the rules for comparing data items.

ASCII. See *American National Standard Code for Information Interchange*.

ASCII control characters. Characters listed in the ASCII code table.

assembler. A computer program that converts assembly language instructions into object code.

assignment name. A name that identifies the organization of a COBOL file and the name by which it is known to the system.

assumed decimal point. A decimal point position that does not involve the existence of an actual character in a data item. The assumed decimal point has logical meaning with no physical representation.

asynchronous transmission. In data communication, a method of transmission in which the bits included in a character or block of characters occur during a specific time interval. However, the start of each character or block of characters can occur at any time during this interval. Contrast with **synchronous transmission**.

AT END condition. A condition caused:

During the execution of a READ statement for a sequentially accessed file, when no next logical record exists in the file or when the number of significant digits in the relative record number is larger than the size of the relative key data item or when an optional input file is not present.

During the execution of a RETURN statement, when no next logical record exists for the associated sort or merge file.

During the execution of a SEARCH statement, when the search operation terminates without satisfying the condition specified in any of the associated WHEN phrases.

atom. A unique ID corresponding to a string name. Atoms are used to identify properties, types and selections.

attribute. A characteristic; for example, the attribute for a displayed field could be underlined, intensified or blinking.

audit. To review and examine the activities of a data processing system mainly to test the adequacy and effectiveness of procedures for data security and data integrity.

audit pipe. A chain of filter programs connected by pipes.

AIX Operating System Library Guide, Glossary, and Master Index
Selection of Terms

audit trail. (1) Data, in the form of a logical path linking a sequence of events, used for tracing the transactions that have affected the contents of a record. (2) Information that allows tracing of the history of things such as a customer account of item record.

auditing class. A list of administrative auditing events that define which security-relevant events are recorded for a user. They are defined by the system administrator in the user data base.

authorize. To grant to a user the right to communicate with, or make use of, a computer system or display station.

authorized program analysis report (APAR). A report of a problem that is caused by a suspected defect in a current unaltered release of a program.

authentication. In computer security, a process used to verify the user of an information system or protected resources.

auto carrier return. The system function that places carrier returns automatically within the text and on the display. This is accomplished by moving whole words that exceed the line end zone to the next line.

AUTOLOG. Otherwise called "automatic logon," this feature is a process by which a user's virtual machine is initiated by someone other than the user of that virtual machine; for example, the primary system user's virtual machine is activated automatically during initialization. A user can issue the AUTOLOG command to activate some other (disconnected) virtual machine.

automatic locking. A type of data locking, in which a single record or multiple records are locked by accessing them.

```
+---+
| B |
+---+
```

backend. The program that sends output to a particular device. There are two types of backends: friendly and unfriendly.

backing store. The collection of off-screen save pixels maintained by the server.

background process. (1) A process that does not require operator intervention and that can be run by the computer while the work station is used to do other work. (2) A mode of program execution in which the shell does not wait for program completion before prompting the user for another command. Synonymous with *batch printing* and *batch processing*. Contrast with *foreground processing*.

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backup copy. A copy, usually of a file or group of files, that is kept in case the original file or files are unintentionally changed or destroyed.

backup diskette. A diskette containing information copied from a fixed disk or from another diskette. It is used in case the original information becomes unusable.

backup format. A compressed file format. When the **backup** command makes a copy of a file, it writes the file in this format. A file in this format must be restored by the **restore** command before it can be used.

backup format file. A file in backup format.

backup tape. A tape containing information copied from disks or another tape. It is used in case the original information is unintentionally destroyed.

bad block. A portion of a disk that can never be used reliably.

BAL. Basic assembler language.

bandwidth. The difference, in hertz, between the two limiting frequencies of a band.

base address. The beginning address for resolving symbolic references to locations in storage.

base event. An action for which a user may be audited.

base keyboard state. Default state of the keyboard characterized by no shift keys being pressed.

base name. (1) The last element to the right of a full path name. (2) A file name specified without its parent directories.

Base System Program. That part of the AIX/370 Operating System that contains operating system files and data. The AIX/370 Operating System consists of the Base System Program, which contains the operating system files.

Basic Networking Utility (BNU). A program that enables users to communicate with computers other than their local computers. Based on the UNIX to UNIX Copy (UUCP) network facility, it uses hardwired, telephone, or IBM Token-Ring network or Ethernet lines.

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batch mode. A method for passing parameters to a module by specifying them on the command line or in a file instead of giving them interactively.

batch printing. Queueing one or more documents to print as a separate job. The operator can type or revise additional documents at the same time. Synonym for *background process*.

batch processing. A processing method in which a program or programs process serially with little or no operator action. Synonym for *background process*. Contrast with **interactive processing**.

baud. A unit of signaling speed equal to the number of discrete conditions or signal events per second.

binary. (1) Pertaining to a system of numbers to the base two; the binary digits are 0 and 1. (2) Involving a choice of two conditions, such as on-off or yes-no.

binary item. A numeric data item represented in binary notation (on the base 2 numbering system). Binary items have a decimal equivalent consisting of the decimal digits 0 through 9, plus an operation sign. The leftmost bit of the item is the operational sign.

binary search. A dichotomizing search in which, at each step of the search, the set of data elements is divided by two; some appropriate action is taken in case of an odd number.

binary sequential file. A sequential file that contains binary records.

binding. An interpretation of what a key produces when used with a modifier key; for example, pressing **A** and the **Shift** or **Lock** key produces an **A** (an uppercase A) with the US English keyboard mappings.

bit. Either of the binary digits 0 or 1 used in computers to store information. See also **byte**.

bit gravity. The attraction of window contents for a location in a window. When a window is resized, its contents can be relocated. The server can be requested to relocate the previous contents to a region of the window.

bit patterns. Combination of bits used to form data stream characters.

bit plane. On a color display, each pixel has more than one bit defined. Data in display memory can be either pixels (multiple bits per pixel) or bit planes. There is a 1-bit plane for each usable bit in the pixel.

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bit rate. The speed at which serialized data is transmitted, usually expressed in bits per second.

bitmap. A pixmap with a depth of one bit plane.

block. (1) A group of records that is recorded, processed or sent as a unit. Synonymous with **physical record** and *data block*. (2) A physical unit of data that is normally composed of one or more logical records. For mass storage files, a block may contain a portion of a logical record. The size of a block has no direct relationship to the size of the logical record(s) that are either contained within the block or that overlap the block.

block file. A file listing the usage of blocks on a disk.

block special file. A special file that provides access to an input or output device capable of supporting a file system. See also **character special file**.

BNU. See **Basic Networking Utility**.

boot. See *bootstrap*.

bootstrap. A small program that loads larger programs during system initialization. Synonym for *IPL (Initial Program Load)*. Synonymous with *boot*.

bounding box. A geometry management technique. There are four types: fixed, heterogeneous, homogeneous and shell.

Bourne shell. A flexible command language that can be customized to specific applications or user needs.

BPI. Bits per inch.

branch. In a computer program, an instruction that selects one of two or more alternative sets of instructions. A conditional branch occurs only when a specified condition is met.

breakpoint. A place in a computer program, usually specified by an instruction, where execution may be interrupted by external intervention or by a monitor program.

bridge. In the connection of local loops, channels or rings, the equipment and techniques used to match circuits and facilitate accurate

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data transmission.

broadband. Transmission media and techniques that use a broad frequency range that is divided into sub-bands of narrower frequency.

BSD. Berkeley Software Distribution.

buffer. (1) A temporary storage unit, especially one that accepts information at one rate and delivers it at another rate. (2) An area of storage, temporarily reserved for performing input or output, into which data is read or from which data is written.

bug. A problem in the logic of a program that causes the program to perform differently than expected.

burst pages. On continuous-form paper, pages of output that can be separated at the perforations.

button. (1) A word, number, symbol or picture on the screen that can be selected. A button may represent a command, file, window or value, for example. (2) A key on a mouse that is used to select buttons on the display screen or to scroll the display image.

button grabbing. (1) The mouse can be grabbed by a client, either passively by the program itself or actively by clicking a button. (2) Enacting a grab using a mouse button. Synonym for *active grab*.

byte. The amount of storage required to represent one character; a byte is 8 bits.

byte order. The order of bytes as defined by the server for pixmap or bitmap data. Clients with different native byte ordering must swap bytes as necessary.

```
+---+  
|  C  |  
+---+
```

C language. A general-purpose programming language that is the primary language of the AIX Operating System.

cable. The physical media for transmitting signals; includes copper conductors and optical fibers.

cache. A high-speed buffer storage that contains frequently accessed instructions and data. It is used to reduce access time. See also *write back cache*.

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call. (1) To activate a program or procedure at its entry point. Contrast with **load**. (2) In data communications, the action necessary in making a connection between two stations on a switched line.

called program. A program that is the object of a CALL statement combined at object time with the calling program to produce a run-unit. Synonymous with *subprogram*.

calling program. A program that executes a CALL to another program.

callout. An AIX kernel parameter establishing the maximum number of scheduled activities that can be pending simultaneously.

cancel. To end a task before it is completed.

canonical processing. Processing that occurs according to a defined set of rules.

carrier. A continuous frequency that can be modulated with a second (information-carrying) signal.

carrier return. (1) In text data, the action causing line ending formatting to be performed at the current cursor location followed by a line advance of the cursor. Equivalent to the carriage return of a typewriter. (2) A keystroke generally indicating the end of a command line.

carrier sense multiple access with collision detection (CSMA/CD). The generic term for a class of medium access procedures that allows multiple stations to access the medium at will without explicit prior coordination, avoids contention by way of carrier sense and deference and resolves contention by way of collision detection and transmission.

case sensitive. Able to distinguish between uppercase and lowercase letters.

case structure. A program processing logic in which a series of conditions is tested in order to make a choice between a number of resulting actions.

cathode ray tube (CRT). An output device by which an operator can receive visual data.

CCITT. Comite Consultative International Telegraphie' et Telephone', the organization which oversees data communactaions in France.

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CCW. Channel command word.

CD-Name. A user-defined word that names an MCS interface area described in a communication description entry within the COMMUNICATION SECTION of the Data Division.

central processing unit (CPU). The part of a computer that includes the circuits that control the interpretation and execution of instructions.

chained program. A program that is the object of a CHAIN statement.

chaining program. A program that executes a CHAIN to another program.

channel. (1) A path along which data passes. (2) A device connecting the processor to I/O. (3) One of 32 bits in a table used to represent which event classes are active or inactive. The most significant bit is called channel 0 and the least significant bit is called channel 31.

character. (1) A member of a set of elements that is used for the representation, organization, or control of data. Characters may be a letter, digit or other symbol. (2) The basic indivisible unit of the language.

character class. Ranges of characters that match a single character.

character delete. In text data, the action that erases the character at the current cursor location and moves any trailing text one character position to the left.

character display. A display that uses a character generator to display predefined character boxes of images (characters) on the screen. This kind of display cannot address the screen any less than one character box at a time. Contrast with **all points addressable display**.

character key. A keyboard key that allows the user to enter the character shown on the key. Contrast with **function keys**.

character position. (1) On a display, each location that a character or symbol can occupy. (2) The amount of physical storage required to store a single standard data format character described as USAGE IS DISPLAY.

character set. (1) A finite set of different characters that is complete for a given purpose, for example, the character set in ISO Standard 646, "7-bit Coded Character Set for Information Processing Interchange". (2) An ordered set of unique representations called characters; for example, the 26 letters of the English alphabet, Boolean 0 and 1, the set of symbols in the Morse code, and the 128 ASCII characters. (3) A defined

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collection of characters. (4) All the valid characters for a programming language or for a computer system. (5) A group of characters used for a specific reason, for example, the set of characters a printer can print.

character special file. A special file that provides access to an input or output device. The character interface is used for devices that do not use block I/O. See also **block special file**.

character string. (1) A sequence of consecutive characters. (2) A sequence of contiguous characters that form a COBOL word, a literal, a PICTURE character string or comment entry.

character variable. The name of a character data item whose value may be assigned or changed while the program is running.

checkpoint. A point at which information about the status of a job and the system can be recorded so that the job step can be later restarted.

child. (1) Pertaining to a secured resource, either a file or library, that uses the user list of a parent resource. A child resource can have only one parent resource. (2) In the AIX Operating System, child is a process spawned by a parent process that shares the attributes of the parent process. Contrast with **parent**. (3) A first-level subwindow.

children. The first-level subwindows. See also *managed children*.

class. (1) Pertaining to the I/O characteristics of a device. AIX devices are classified as block or character. (2) A general group to which a specific object belongs. See also *widget class*.

class A address. An Internet Protocol (IP) address in which the first byte is the network address and the following three bytes indicate the host. If the first number of an IP address is less than 128, the address is class A.

class B address. An Internet Protocol (IP) address in which the first and second bytes are the network address and the following two bytes indicate the host. If the first number of the address is between 128 and 191, inclusive, it is class B.

class C address. An Internet Protocol (IP) address in which the first, second and third bytes are the network address and the last byte indicates the host. If the first number of the address is between 192 and 223, inclusive, then the address is class C.

class condition. The proposition, for which a truth value can be determined, that the content of an item is wholly alphabetic, is wholly numeric or consists exclusively of those characters listed in the definition of a class name.

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clause. An ordered set of consecutive COBOL character strings whose purpose is to specify an attribute of an entry.

client. (1) A computer or process that accesses the data, services or resources of another computer or process on the network. (2) An application program connects to X-Windows by some interprocess communication (IPC) path, such as a TCP connection or a shared memory buffer. The program may be referred to as the client of the server, but it is actually the IPC path itself. Programs with multiple paths open to the server are viewed as multiple clients by the protocol. Examples of client programs include: aixwm, xclock and aixterm.

clip list. A list of rectangles designated for clipping.

clipping region. A type of graphics output. In a graphics context, the image defined by the bitmap or rectangles used to restrict output to a particular region of a window.

clock. A device that generates periodic signals used for synchronization.

close. To end an activity and remove that window from the display.

cluster. (1) A group of AIX/370 and AIX PS/2 systems running the Transparent Computing Facility (TCF) and communicating over a local area network (LAN). A cluster can function as a single system that presents a consistent interface and set of resources to users anywhere in the group. (2) A station that consists of a control unit (a cluster controller) and the terminals attached to it. (3) On an IBM personal computer, a particular measure of space on a diskette that DOS establishes when it formats the diskette; DOS then allocates space to files in cluster increments. For a single-sided diskette, a cluster is a sector. For a dual-sided diskette, a cluster is two consecutive sectors. (4) A group of storage locations allocated at one time.

CMS. See *Conversational Monitor System*.

coaxial cable. A cable consisting of one conductor, usually a small copper tube or wire, within and insulated from another conductor of larger diameter, usually copper tubing or copper braid.

cob command. The command used to access the various components of the AIX VS COBOL system: the compiler, code generator and linker.

cobkeymp database. A file that contains a mapping of control characters and terminfo codes onto a standard set of function keys that the ADIS ACCEPT/DISPLAY module can recognize. Set up this file with the keybef utility.

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COBOL character set. The complete SAA COBOL character set consists of the 77 characters listed below:

Character Meaning

0,1,...9	Digit
A,B,...Z	Uppercase letter
a,b,...z	Lowercase letter
	Space
+	Plus sign
-	Minus sign (hyphen)
*	Asterisk
/	Slant (solidus)
=	Equal sign
\$	Currency sign
,	Comma (decimal point)
;	Semicolon
.	Period (decimal point, full stop)
"	Quotation mark
(Left parenthesis
)	Right parenthesis
>	Greater than symbol
<	Less than symbol

COBOL system directing statement. A statement, beginning with a directing verb, that causes your COBOL system to take a specific action during creation of the intermediate code.

COBOL word. See *word*.

cobrun. The command used to execute an intermediate code program.

COBSW. The environment variable that controls the settings of the switch parameters.

code. (1) Instructions for the computer. (2) To write instructions for the computer; to program. (3) A representation of a condition, such as an error code.

code page. (1) An assignment of graphic characters and control function meanings to all code points. For example, assignment of characters to 256 code points for an 8-bit code. A 7-bit code has 128 code points. The code page for a 7-bit code will assign one graphic character (a glyph) or one control function to each of the code elements from 0 to 127. (2) A specification of code points for each character in a set. Within a code page, each code point can represent only one character. (3) Arrays of code points representing characters that establish ordinal sequence (numeric order) of characters. AIX uses 256-character code pages.

code page switching. To change to a different code page.

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code point. (1) The bit pattern that represents a specific character within a code page. (2) A 1-byte code representing one of 256 potential characters. (3) A 1- or 2-byte representation of a character. A byte can contain a single-shifted bit that indicates that the second byte is a part of the same code point and indicates the code page of the character. The second byte (only byte in the case of a 1-byte character) places the character in the code page array.

code page 850. A single-byte code representing the ASCII control and graphic characters and 128 extended characters for U.S. and European languages. Synonymous with *file code* or *multibyte code*.

code page 932. A mixed single- and double-byte code representing the ASCII control and graphic characters and the extended characters for single- and double-byte Katakana and double-byte Hiragana, Kanji, and Roman. Synonymous with *Shift-JIS*, *file code* or *multibyte code*.

code segment. See **segment**.

collating sequence. The sequence in which characters are ordered within the computer for sorting, combining or comparing.

collation. The process of character and string sorting based on alphabetical order and equivalence class.

collation table. Provides an ordered character set and character equivalence classes used by functions.

collision. A condition caused by multiple overlapping transmissions on the medium, which results in garbled data.

color cell. An entry in a colormap that consists of three values based on red, green and blue intensities. The values are 16-bit, unsigned numbers. Zero represents the minimum intensity. The values are scaled by the server to match the particular display in use.

color display. A display device capable of displaying more than two colors and the shades produced via the two colors, as opposed to a monochrome display.

color expansion operation. A graphics programming operation that occurs automatically when the source pixel map data area contains only one byte per pixel, and the destination pixel map data area is a color display adapter buffer frame defined to have more than one bit per pixel.

colormap. A set of color cells. A pixel value indexes the colormap to produce RGB-value intensities. A colormap consists of a set of entries defining color values that, when associated with a window, is used to display the contents of the window. Depending on hardware limitations,

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one or more colormaps can be installed at one time, such that windows associated with those maps display correct colors. See also *direct color* and *pseudocolor*.

column. (1) A vertical arrangement of text or numbers. (2) A character position within a print line. The columns are numbered from 1, by 1, starting at the leftmost character position of the print line and extending to the rightmost position of the print line.

column headings. Text appearing near the top of columns of data for the purpose of identifying or titling.

combined condition. A condition that is the result of connecting two or more conditions with the AND or the OR logical operator.

command. A request to perform an operation or run a program. When parameters, arguments, flags or other operands are associated with a command, the resulting character string is a single command.

command bar. The horizontal area at the top of the screen that contains commands that you can use in the current window. This line appears when the WINDOWS window, an APPLICATIONS window, a FILES window or a TOOLS window is active.

command interpreter. (1) A program (such as Bourne or C shell) that sends instructions to the kernel; also called an interface. (2) The part of an operating system that translates your commands into instructions that the operating system understands.

command line. The area of the screen where commands are displayed as they are typed.

command-line editing keys. Keys for editing the command line.

command name. (1) The first or principal term in a command. A command name does not include parameters, arguments, flags or other operands. (2) The full name of a command when an abbreviated form is recognized by the computer; for example, "print working directory" for **pwd**.

command pop-up. A pop-up in which you type in commands. The command pop-up appears at the bottom of the screen when you press the **Command** or **Previous Command** key.

command programming language. Facility that allows programming by the combination of commands rather than by writing statements in a conventional programming language. See also **shell procedure**.

command synonym. A user-assigned alias for a command name.

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command word. The name of the 16-bit units used for storing graphic primitive strings (GPS). The first command word determines the primitive type and sets the length of the string. Subsequent command words contain information in multiples of quid or four bits of data.

comment-entry. An entry in the Identification Division that may be any combination of characters from the computer's character set.

comment line. A source program line represented by an asterisk (*) in the indicator area of the line and any characters from the computer's character set in area A and area B of that line. The comment line serves only for documentation in a program. A special form of comment line represented by a slant (/) in the indicator area of the line and any characters from the computer's character set in area A and area B of the line causes page ejection prior to printing the comment.

common program. A program that, despite being directly contained within another program, may be called from any program directly or indirectly contained in that other program.

COMMS. A tool that helps you set up and update an initialization file to be used by the communication facility.

communication channel. An electrical path that facilitates transmission of information from one location to another.

communication description entry. An entry in the COMMUNICATION SECTION of the Data Division that is composed of the level indicator CD, followed by a cd-name and then followed by a set of clauses as required. The entry describes the interface between the Message Control System (MCS) and the COBOL program.

communication device. A mechanism (hardware or hardware/software) capable of sending data to a queue or receiving data from a queue or both. This mechanism may be a computer or a peripheral device. One or more programs containing communication description entries and residing within the same computer define one or more of these mechanisms.

COMMUNICATION SECTION. The section of the Data Division that describes the interface areas between the MCS and the program, composed of one or more CD description entries. See also *message control system*.

communications. See *data communications*.

communications adapter. A hardware feature enabling a computer or device to become a part of a data communications network. Synonymous with *adapter*.

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communications line. The line over which data communications takes place; for example, a telephone line.

communications link. See **data link**.

compile. (1) To translate a program written in a high-level programming language into a machine language program. (2) The computer actions required to transform a source file into an executable object file. (3) To prepare a machine language program from a computer program written in another programming language by making use of the overall logic structure of the program or generating more than one computer instruction for each symbolic statement, or both, as well as performing the function of an assembler.

compile time. The time at which a COBOL source program is translated, by a COBOL compiler, to a COBOL object program.

compiler. A program that reads program text from a file and changes the programming language statements in that file to a form that the system can understand.

compiler directing statement. A statement, beginning with a compiler directing verb, that causes the compiler to take a specific action during compilation. The SAA compiler direction statements are COPY, EJECT, SKIP 1/2/3, TITLE and USE.

complex condition. A condition in which one or more logical operators act upon one or more conditions. See also *negated simple condition*, *combined condition* and *negated combined condition*.

composite widget. A widget that is a compilation of implementation-defined children, contains methods for managing the geometry of any widget and usually has at least one normal child, but may have none. A subclass of Core widget.

compress. (1) To move files and libraries together on disk to create one continuous area of unused space. (2) In data communication, to delete a series of duplicate characters in a character string.

compression. A technique for removing strings of duplicate characters and for removing trailing blanks before transmitting data.

computational data. A type of COBOL data designed specifically for numeric computations.

computer name. A system name that identifies the computer upon which the program is to be compiled or run.

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computer virus. A program that can vandalize your files. Although it usually does its defined task, it can spread itself to other files and directories on the system.

concatenate. (1) To link together. (2) To join two character strings.

concentrator. (1) In data transmission, a functional unit that permits a common medium to serve more data sources than there are channels currently available within the transmission medium. (2) Any device that combines incoming messages into a single message (concentration) or extracts individual messages from the data sent in a single transmission sequence (deconcentration).

concurrent group set. A list of the IDs of the various groups to which a user belongs.

concurrent groups. The ability to access files from many groups at the same time.

condition. (1) An expression in a program or procedure that can be evaluated to a value of either true or false when the program or procedure is running. (2) A status of a program at run-time for which a truth value can be determined. Where the term condition (condition-1, condition-2,...) appears in these language specifications in or in reference to condition (condition-1, condition-2,...) of a general format, it is a conditional expression consisting of either a simple condition optionally parenthesized or a combined condition consisting of the syntactically correct combination of simple conditions, logical operators and parentheses, for which a truth value can be determined.

condition name. A user-defined word that assigns a name to a subset of values that a conditional variable may assume; or a user-defined word assigned to a status of an implementer defined switch or device. When condition name is used in general formats, it represents a unique data item reference consisting of a syntactically correct combination of a condition name, together with qualifiers and subscripts, as required for uniqueness of reference.

condition name condition. The proposition, for which a truth value can be determined, that the value of a conditional variable is a member of the set of values attributed to a condition name associated with the conditional variable.

conditional expression. A simple condition or a complex condition specified in an EVALUATE, IF, PERFORM or SEARCH statement. See also *simple condition* and *complex condition*.

conditional statement. A statement specifying that the truth value of a condition is to be determined and that the subsequent action of the object program is dependent on this truth value.

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conditional variable. A data item one or more values of which has a condition name assigned to it.

configuration. The group of machines, devices and programs that make up a computer system. See also **system customization**.

configuration file. A file that specifies the characteristics of a system or subsystem; for example, the AIX queueing system.

CONFIGURATION SECTION. A section of the Environment Division that describes overall specifications of source and object programs.

confirmation. A transmission by a receiver that permits a sender to continue.

connection. The IPC path between the server and a client program. A client program typically, but not necessarily, has one connection to the server over which requests and events are sent.

connection close. All events made by the client are discarded and the server resets its state to having no connection.

connective. A reserved word that is used to do the following:

Associate a data-name, paragraph-name, condition-name or text-name with the reserved word's qualifier.

Link two or more operands written in a series

Form conditions (logical connectives). See also *logical operator*.

consistent. Pertaining to a file system, without internal discrepancies.

CONSOLE. A COBOL environment name associated with the operator console.

console. (1) The main AIX display station used for communications between the operator or maintenance engineer and the computer. (2) A device name associated with the main AIX display station.

console display. A display that can be requested only at the system console. From a console display, an operator can display, send and reply to messages and use all control commands.

constant. (1) A data item with a value that does not change. Contrast with **variable**. (2) A structure that is initialized at compile-time and never changed except for a one-time class initialization and an in-place

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compilation of resource lists; for example, the contents of a widget class are constant.

constant-name. A user-defined word assigned as the name of a fixed value.

constraint widget. A widget that is a subclass of a composite widget. It manages the geometry of its children based on constraints associated with each child.

containment. A pointer is contained if the pointer is located in the window, but not within an inferior of the window, and the cursor hotspot is within a visible region of a viewable window or one of its inferiors. The border of the window is considered part of the window.

contention. A condition on a communications channel when two stations attempt to use the same channel simultaneously.

contention resolution. The process of resolving contention (medium access control conflicts) according to a defined algorithm.

context search. A search through a file whose target is a character string.

contiguous items. Items that are described by consecutive entries in the Data Division and that bear a definite hierarchic relationship to each other.

control block. A storage area used by a program to hold control information.

control character. (1) A character, occurring in a particular context, that initiates, modifies or stops any operation that affects the recording, processing, transmission or interpretation of data (such as carriage return, font change and end of transmission). (2) A non-printing character that performs formatting functions in a text file.

control code. A code point and its assigned control function meaning; for example, "end of transmission". Control codes do not have graphical representations. For 7-bit codes such as ASCII, the first 32 code points are reserved for control purposes. See also *single-shift control*.

control commands. Commands that allow conditional or looping logic flow in shell procedures.

control program. Part of the AIX Operating System that determines the order in which basic functions should be performed.

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controlled cancel. The system action that ends the job step being run and saves any new data already created. The job that is running can continue with the next job step.

Conversational Monitor System (CMS). A virtual machine operating system that provides general interactive, time sharing problem solving and program development capabilities, and that operates only under the control of the VM/SP control program.

convert3. A program to convert RM/COBOL data files to AIX VS COBOL data files.

convert5. A program to convert DGCBOLE data files to AIX VS COBOL data files.

coordinate system. X is the horizontal axis and Y is the vertical axis. The origin [0,0] is at the upper-left. For a window, the origin is upper-left, inside the border. Coordinates are discrete and are specified in pixels. Each window and pixmap has its own coordinate system.

copy. The action by which the user makes a whole or partial duplicate of already existing data.

Core widget. The widget that contains the definitions of fields common to all widgets. All widgets are subclasses of the Core widget.

coredump. A kernel memory image dump that is given a unique name so that it will not be over-written in case of another failure. This enables the system administrator to analyze the dump and determine the cause of failure at some later time.

counter. A data item used for storing numbers or number representations in a manner that permits these numbers to be increased or decreased by the value of another number or to be changed or reset to zero or to an arbitrary positive or negative value.

coupler. A device connecting a modem to a telephone network.

CPU. See *central processing unit*.

crash. An unexpected interruption of computer service, usually due to a serious hardware or software malfunction.

creation date. The program date at the time a file is created.

cross-reference listing. The portion of the compiler listing that contains information on where files, fields and indicators are defined,

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referenced and modified in a program.

CRT. See *cathode ray tube*.

CSMA/CD. See *carrier sense multiple access with collision detection*.

CSS. See **current synchronized site**.

CSW. Channel status word.

CTC. Channel-to-channel.

CTCA. Channel-to-channel adapter.

ctrl keyboard state. See *control keyboard state*.

control keyboard state. A state of the keyboard obtained by pressing the Ctrl key in combination with another key.

currency sign. The character \$ of the COBOL character set.

currency symbol. The character defined by the CURRENCY SIGN clause in the SPECIAL NAMES paragraph. If no CURRENCY SIGN clause is present in a COBOL source program, the currency symbol is identical to the currency sign.

current host. See *local host*.

current directory. (1) The directory that is the starting point for relative path names and that can be displayed with the **pwd** command. (2) The currently active directory. When you specify a file name without specifying a directory, the system assumes that the file is in your current directory. Synonymous with *current working directory* and *working directory*.

current file. (1) The file you are editing. If you are using multiple windows, it is the file containing the cursor. (2) In **make**, the file that the **make** command is working with at a given moment. **make** replaces the macro \$* with the name of the current file.

current line. The line on which the cursor is located.

current record. In file processing the record that is available in the record area associated with a file.

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current screen. The actual image that is currently on the display screen.

current synchronization site (CSS). The site in the cluster containing the primary copy of the replicated file system.

current working directory. See **current directory.**

cursor. (1) A movable symbol (such as an underline) on a display, used to indicate to the operator where the next typed character will be placed or where the next action will be directed. (2) A marker that indicates the current data access location within a file. (3) In X-Windows, it consists of a hot spot, a source bitmap and a pair of colors.

cursor movement keys. The directional keys used to move the cursor without altering text.

customize. To describe (to the system) the devices, programs, users and user defaults for a particular data processing system.

cylinder. All fixed disk or diskette tracks that can be read or written without moving the disk drive or diskette drive read/write mechanism.

```
+----+  
|  D  |  
+----+
```

daemon. See **daemon process.**

daemon process. (1) A background process that is usually begun at system start which runs continuously and performs a function required by other processes. (2) A process begun by the root or the root shell that can be stopped only by the root. Daemon processes generally provide services that must be available at all times to more than one task or user; for example, sending data to a printer. Synonymous with **daemon.**

DARPA. Defense Advanced Research Project Agency.

DASD. Direct access storage device.

data base. A collection of information used for a specific purpose.

data block. See **block.**

data circuit. Associated transmit and receive lines that provide a means of two-way data communications.

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data circuit terminating equipment (DCE). Equipment that provides the signal conversion and coding between the data terminal equipment (DTE) and the line.

data clause. A clause, appearing in a data description entry in the Data Division of a COBOL program, that provides information describing a particular attribute of a data item.

data communications. The transmission of data between computers and/or remote devices (usually over a long distance). Synonymous with *communications*.

data description entry. An entry, in the Data Division of a COBOL program, that is composed of a level number, followed by a data-name, if required, and then followed by a set of data clauses, as required.

data dictionary. A table, built by your COBOL system and held in memory, that contains information on each user-defined name.

Data Division. One of the four main components of a COBOL program. The Data Division describes the data to be processed by the object program: files to be used and the records contained within them; internal Working Storage records that will be needed; data to be made available in more than one program in the run-unit.

data item. A unit of data (excluding literals) defined by the COBOL program.

data link. The equipment and rules (protocols) used for sending and receiving data. Synonymous with *communications link*.

data locking. A mechanism by which a program may lock certain file records, preventing other programs from modifying the file records.

data-name. A user-defined word that names a data item described in a data description entry. When used in the general formats, data-name represents a word that must not be subscripted or qualified unless specifically permitted by the rules of the format.

data portability. The ability to use data sets or files with different operating systems.

data stream. All information (data and control information) transmitted over a data link.

data terminal equipment (DTE). That part of a data station that serves as a data source, data sink, or both.

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data type. (1) A category that identifies the mathematical qualities and internal representation of data. (2) In programming languages, a set of values together with a set of permitted operations.

DBCS. See *double-byte character set*.

dbm. (1) Format for the Yellow Pages data base files. (2) Format for the Network File System network information service (NIS) data base files.

dbx. A common AIX symbolic debugger.

DCD. Data carrier detect.

DCE. See *data circuit terminating equipment*.

debug. (1) To detect, locate and correct mistakes in a program. (2) To find the cause of problems detected in software.

debugging line. A debugging line is any line with a D in the indicator area of the line.

DEBUGGING SECTION. A section that contains a USE FOR DEBUGGING statement.

decimal. Pertaining to a system of numbers to the base 10; decimal digits range from 0 to 9.

declaration. A statement in a program that defines how a label is used.

declarative sentence. A compiler-directing sentence consisting of a single USE statement terminated by the separator period.

declaratives. A set of one or more special purpose sections, written at the beginning of the Procedure Division, the first of which is preceded by the key word DECLARATIVES and the last of which is followed by the key words END DECLARATIVES. A declarative is composed of a section header, followed by a USE compiler directing sentence, followed by a set of zero, one or more associated paragraphs.

default. A value, attribute or option that is used when no alternative is specified by the operator.

default directory. The directory name supplied by the operating system if none is specified.

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default drive. The drive name supplied by the operating system if none is specified.

default value. A value stored in the system that is used when no other value is specified.

delete. To remove; for example, to delete a file.

delimited scope statement. Any statement that includes its explicit scope terminator.

delimiter. A character or a sequence of contiguous characters that identify the end of a string of characters and separate that string of characters from the following string of characters. A delimiter is not part of the string of characters that it delimits.

dependent work station. A work station having little or no stand-alone capability, that must be connected to a host or server in order to provide any meaningful capability to the user.

depth. (1) The number of bits per pixel for a window or pixmap. (2) For a GContext, the depth is the depth of the root of the GContext. (3) The depth of the drawables that can be used in conjunction with graphics output.

descending key. A key upon the values of which data is ordered starting with the highest value of key down to the lowest value of key, in accordance with the rules for comparing data items.

de-select. To cancel the selection of a button. With a mouse, you de-select a highlighted area with the Select (left) button. Otherwise, you can use the **Select** key on the keyboard. To de-select a default button, select an alternate button in the selection list.

destination. The symbolic identification of the receiver of a transmission from a queue.

device. (1) An electrical or electronic machine that is designed for a specific purpose and that attaches to your computer; for example, a printer, plotter or disk drive. (2) An input device, such as a keyboard, mouse, table, track-ball or button box. Synonymous with *physical device*.

device driver. A program that operates a specific device, such as a printer, disk drive or display.

device manager. A collection of routines that act as an intermediary between device drivers and virtual machines for complex interfaces; for

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example, supervisor calls from a virtual machine are examined by a device manager and are routed to the appropriate subordinate device drivers.

device name. A name reserved by the system that refers to a specific device.

DGCOBOL. Data General Interactive COBOL Rev 1.30.

diacritical. Keys not used or dead keys. These keys cannot be changed. The diacritical key characters are defined in XLookupMapping.

diagnostic. Pertaining to the detection and isolation of an error.

diagnostic aid. A tool (procedure, program, reference manual) used to detect and isolate a device or program malfunction or error.

diagnostic program. See **diagnostic routine.**

diagnostic routine. A computer program that recognizes, locates and explains either a fault in equipment or a mistake in a computer program. Synonymous with **diagnostic program.**

dial-up connection. The use of a dial or push-button telephone to establish a connection.

digit. Any of the numerals from 0 through 9. In COBOL, the term is not used in reference to any other symbol.

digit position. The amount of physical storage required to store a single digit. This amount may vary depending on the usage specified in the data description entry that defines the data item.

digital data. Data represented by on and off conditions called bits.

direct access. The facility to obtain data from storage devices or to enter data into a storage device in such a way that the process depends only on the location of that data and not on a reference to data previously accessed.

direct color. (1) A class of colormap in which a pixel value is decomposed into three separate subfields for indexing. One subfield indexes an array to produce red intensity values, the second indexes another array for blue intensity values, and the third indexes another array for green intensity values. The RGB values can be changed dynamically. This is mutually exclusive to the Pseudocolor colormap color. (2) Also DirectColor, a value.

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directory. A type of file containing the names and controlling information for other files or other directories.

disable. To make nonfunctional; for example, a processing unit is disabled when it prevents the occurrence of certain types of interrupts.

discipline. Pertaining to the order in which requests are serviced; for example, first-come-first-served (fcfs) or shortest job next (sjn).

disk I/O. Fixed-disk input and output.

diskette. A thin, flexible magnetic plate that is permanently sealed in a protective cover. It can be used to store information copied from the disk or another diskette.

diskette drive. The mechanism used to read and write information on diskettes.

display. A set of one or more screens and input devices that are driven by a single X Server.

display device. An output unit that gives a visual representation of data.

display screen. The part of the display device that displays information visually.

display station. A device that includes a keyboard from which an operator can send information to the system and a display screen on which an operator can see the information sent to or received from the computer.

distortion. An undesirable change in a data communications signal.

distributed file system. A file system whose files, directories and other components are stored on different sites in a particular cluster.

distributed operating system. An operating system in which multiple machines cooperate to seem like one machine.

distributed processing. Results when a user involves multiple cluster sites in a single operation; for example, by editing a remote file and starting a task on another cluster site using the **on**, **fast**, **fastsite** and **migrate** commands.

Distributed Services (DS). A licensed program that can allow for data

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transparency when properly configured but does not allow for process transparency. It is used primarily to access files to and from other machines. Distributed Services can cross administration boundaries by mapping user IDs between different machines (it can communicate between TCF clusters, for example).

division. A collection of zero, one or more sections or paragraphs, called the division body, that are formed and combined in accordance with a specific set of rules. Each division consists of the division header and the related division body. There are four divisions in a COBOL program: Identification, Environment, Data and Procedure.

division header. A combination of words, followed by a separator period, that indicates the beginning of a division. The division headers in a COBOL program are:

IDENTIFICATION DIVISION.
ENVIRONMENT DIVISION.
DATA DIVISION.
PROCEDURE DIVISION.

DMA. Direct memory access.

DOS. Disk Operating System.

dotted decimal. A common notation for Internet host addresses, which divides the 32-bit address into four 8-bit fields. The value of each field is specified as a decimal number and the fields are separated by periods; for example, 010.002.000.052 or 10.2.0.52.

Double Byte Character Set (DBCS). A set of characters in which each character is represented by two bytes. Languages such as Japanese, Chinese and Korean, which contain more symbols than can be represented by 256 code points, require Double Byte Character Sets. Since each character requires two bytes, entering, displaying and printing DBCS characters requires hardware and supporting software which are DBCS capable.

drawable. A collective term for both windows and pixmaps when used as destinations in graphics operations. However, an InputOnly window cannot be used as a source or destination drawable in a graphics operation.

DTE. See *data terminal equipment*.

dumb terminal. See **fixed-function work station**.

dumb work station. See **fixed-function work station**.

dump. (1) To copy the contents of all or part of storage, usually to an output device. (2) Data that has been dumped.

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dump diskette. A diskette that contains a dump or is prepared to receive a dump.

dump formatter. Program for analyzing a dump.

duplex. Pertains to communications data that can be sent and received at the same time. Synonymous with **full duplex**. Contrast with **half duplex**.

dynamic. A style of creating pop-ups menus.

dynamic access. An access mode in which specific logical records can be obtained from or placed into a mass storage file in a nonsequential manner and obtained from a file in a sequential manner during the scope of the same OPEN statement.

dynamically loaded executable module. An executable AIX VS COBOL module that loads its overlays or other procedures as needed.

```
+----+
|  E  |
+----+
```

EBCDIC. See *extended binary-coded decimal interchange code*.

EBCDIC character. Any one of the symbols included in the 8-bit EBCDIC set.

echo. A reflected signal on a communications channel.

edit. To modify the form or format of data.

edit buffer. A temporary storage area used by an editor.

editing character. A single character or fixed two character combination belonging to the following set:

Character Meaning

	space
0	zero
+	plus
-	minus
CR	credit
DB	debit
Z	zero suppress
	check protect

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\$ currency sign
, comma (decimal point)
. period (decimal point)
/ slant (virgule, slash)

editor. A program used to enter and modify programs, text and other types of documents and data. Synonymous with *text editing program*.

effective ID. The ID, either group or user, that is used to run a process. It can be set by a program to either the real or saved ID.

effective root directory. The point where a system starts when searching for a file. Its path name begins with /(slash).

EGA. Enhanced Graphics Adapter.

element. One logical unit of a string of text, such as the description of a single data item or verb, preceded by a unique code identifying the element type. Synonymous with *text element*.

elementary item. A data item that is described as not being further logically subdivided.

emulation. Imitation; for example, when one computer imitates the characteristics of another computer.

enable. (1) To make a function or system able to perform. (2) A processing unit is enabled when it allows certain types of interrupts. (3) In interactive communications, to load and start a subsystem.

encode. To convert data by use of a code in such a manner that reconversion to the original form is possible.

encoding scheme. Method or algorithm used to encode data.

END OF FILE. The user-definable character used to indicate end-of-file. By default, **END OF FILE** is set to be **Ctrl-D**.

end-of-file label. See *trailer label*.

End of Procedure Division. The physical position of a COBOL source program after which no further procedures appear.

end program header. A combination of words, followed by a separator period, that indicates the end of a COBOL source program; for example,

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END PROGRAM program-name.

enter. To type in information on a keyboard and send information to a computer by pressing the **Enter** key.

entry. (1) A single input operation on a work station. (2) Any descriptive set of consecutive clauses terminated by a separator period and written in the Identification Division, Environment Division or Data Division of a COBOL program.

enumerate. To return values from a network information service data base in a specified order.

environment. The settings for shell variables and paths associated with each process. These variables can be modified later by the user.

environment clause. A clause that appears as part of an Environment Division entry.

Environment Division. One of the four main component parts of a COBOL program. The Environment Division describes the computers upon which the source program is compiled and those on which the object program is executed, and provides a linkage between the logical concept of files and their records, and the physical aspects of the devices on which files are stored.

environment name. A name, specified by IBM, that identifies system logical units, printer and card punch control characters, report codes and/or program switches. Valid environment names for SAA COBOL are: SYSIN, SYSOUT, CONSOLE, C01, CSP and UPSI-0 through UPSI-7. When an environment name is associated with a mnemonic name in the Environment Division, the mnemonic name may then be substituted in any format in which such substitution is valid.

environment variable. (1) One of a set of shell variables that is associated with each process and that defines (among other things) the locale of the process. (2) A variable defined in the AIX shell that, if exported, is global to all processes run under that shell.

EOT. End of transmission.

equivalence class. A grouping of characters (or character strings) that are considered equal for the purposes of collation; for example, many languages place an uppercase character in the same equivalence class as its lowercase form, but some languages distinguish between accented and unaccented character forms for the purpose of collation.

erase. To remove text from a diskette, leaving the diskette available for recording new text.

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EREP. Environmental Recording Edit and Print program.

error-correct backspace. An editing key that performs editing based on a cursor position; the cursor is moved one position toward the beginning of the line, the character at the new cursor location is deleted, and all characters following the cursor are moved one position toward the beginning of the line (to fill the vacancy left by the deleted element).

error entry. A data structure containing a header of identifying information plus several bytes of defined data. Error entries are generated by error points and written to an error log file.

error ID. This is part of the data required by an error entry. It is a unique combination of three hexadecimal digits that identifies the component that generated the error entry. See also *error identifier*.

error identifier. A three-character code used to identify error templates and to specify which error entries the error formatter should process. This code is based on the error ID; however, it uses alphanumeric characters instead of hexadecimal digits. See also *error ID*.

error point. A group of code statements that generates an error entry from within a software program. Error entries are generated when a software or hardware component encounters an error.

error type. One of six categories of errors. The type of an error is determined by the software program that generates the error. When you format an error log, you can specify which types of errors you want to format.

escape character. A character that suppresses the special meaning of one or more characters that follow.

ESSL. Engineering and Scientific Subroutine Library.

Ethernet. A physical network medium through which computers in the same or different cluster can communicate and share files.

ETX (End of Text - 0x03). A communication grouping control character which is used to terminate a sequence of characters started with STX and transmitted as an entity.

EUC. Extended UNIX Code.

event. Information generated either asynchronously from a device or as the side-effect of a client request. Events are grouped into types and

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are not sent to a client by the server unless the client has issued a specific request for information of that type. Events are usually reported relative to a window.

event class. A number assigned to a group of trace points that relate to a specific subject or system component. The defined event classes are listed in the trace profile.

event mask. The set of event types that a client requests relative to a window.

event propagation. Device-related events propagate from the source window to ancestor windows until some client has expressed interest in handling that type of event or until the event is discarded explicitly.

event source. The smallest window containing the pointer is the source of a device-related event.

event synchronization. Allows synchronous processing of device events to avoid conflict when de-multiplexing device events to clients. Because mouse and keyboard events often occur almost simultaneously, event synchronization is important to window management operations.

evoke. To start a program or procedure so that it can communicate with your program.

exclusive locking. A type of data locking in which entire files are locked as soon as they are opened by a program.

execution time. See *run-time*.

execution time environment. See *run-time environment*.

exit value. (1) A code sent to either standard output or standard error on completion of the command. (2) A numeric value that a command returns to indicate whether it completed successfully. Some commands return exit values that give other information, such as whether a file exists. Shell programs can test exit values to control branching and looping.

explicit scope terminator. A reserved word which terminates the scope of a particular Procedure Division statement.

exponent. A number, indicating the power to which another number (the base) is to be raised. Positive exponents denote multiplication, negative exponents denote division, fractional exponents denote a root of a quantity. In COBOL, an exponential expression is indicated with the symbol ** followed by the exponent.

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exposure event. An event sent to clients to inform them when contents have been lost, as when windows are obscured or reconfigured. Servers do not guarantee the preservation of window contents when they are obscured or reconfigured.

expression. A representation of a value; for example, variables and constants appearing alone or in combination with operators.

extend mode. The state of a file after execution of an OPEN statement, with the EXTEND phrase specified for that file, and before the execution of a CLOSE statement, without the REEL or UNIT phrase for that file.

extended binary-coded decimal interchange code (EBCDIC). A set of 256 eight-bit characters.

extended character. A graphic character other than a 7-bit ASCII character. An extended character can be a 1-byte code point with the 8th bit set (ordinal 128-255) or a 2-byte code point (ordinal 256 and greater).

extension. To extend the system, the named extensions can be defined for the Core protocol, including extensions to output requests, resources and event types.

External Data Representation (XDR). A data definition language used as a standard to the RPC routines for remote communications. The internal data representations of various machine types are represented in a uniform format so that networked machines can communicate regardless of their manufacturer or structure algorithm.

external decimal item. A format for representing numbers in which the digit is contained in bits 4 through 7 and the sign is contained in bits 0 through 3 of the rightmost byte. Bits 0 through 3 of all other bytes contain 1's (hex F); for example, the decimal value of +123 is represented as 1111 0001 1111 0010 1111 0011. Synonymous with *zoned decimal item*.

external file connector. A file connector that is accessible to one or more object programs in the run-unit.

```
+----+
|  F  |
+----+
```

fake target name. A control name used in a **makefile** that looks like a target name, but actually tells the **make** command to perform some operation differently.

FBA. Fixed block architecture.

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feature. A programming or hardware option, usually available at an extra cost.

FF (Form feed - 0c). A formatting control character that moves the active position to the starting margin on the first predetermined printing line on the next form or page.

field. (1) An area in a record or panel used to contain a particular category of data. (2) The smallest component of a record that can be referred to by a name. (3) An area in a structured file defined in the form used to enter and display data. Fields are defined using either text data paths or tree data paths. Synonymous with *structured field*. (4) An area in a presentation space where the program can accept operator input.

FIFO. See *first-in-first-out*.

figurative constant. A compiler generated value referenced through the use of certain reserved words.

file. A collection of related records that are treated as a unit, stored and retrieved by an assigned name.

file clause. A clause that appears as part of any of the following Data Division entries: file description entry (FD entry) and sort-merge file description entry (SD entry).

file code. See *code page 850* and *code page 932*.

file connector. A storage area that contains information about a file and is used as the linkage between a file-name and a physical file and between a file-name and its associated record area.

File Control. The name of an Environment Division paragraph in which the data files for a given source program are declared.

file conversion program. A program created by convert3 that will convert RM/COBOL type files to AIX VS COBOL type files.

file description entry. An entry in the File section of the Data Division that is composed of the level indicator FD, followed by a file name and then followed by a set of file clauses as required.

file descriptor. A small positive integer that the system uses instead of the file name to identify the file.

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file index. 64 bytes of information describing a file. Information such as the type and size of the file, and the location on the physical device on which the data in the file is stored, is kept in the file index. This index is the same as the AIX Operating System inode.

file name. (1) The name used by a program to identify a file. See also **label**. (2) In DOS, that portion of the file name that precedes the extension. (3) A user-defined word that names a file connector described in a file description entry or a sort-merge file description entry within the FILE SECTION of the Data Division.

file organization. The permanent logical file structure established at the time that a file is created.

file position indicator. A conceptual entity that is used in the selection of the next record.

FILE SECTION. The section of the Data Division that contains file description entries and sort-merge file description entries together with their associated record descriptions.

file specification (filespec). The name and location of a file. In DOS, a file specification consists of a drive specifier, a path name and a file name.

file system. The collection of files and file management structures on a physical or logical mass storage device, such as a diskette or minidisk, and logically organized in a hierarchical fashion.

file tree. The complete directory and file structure of a particular node, starting at the root directory. A file tree contains all local and remote mounts performed on minidisks, directories and files.

files. An AIX kernel parameter establishing the maximum number of files that can be open simultaneously.

FILES window. A window that contains a list of the contents of the current directory (except when being used temporarily to display the output of a command).

filespec. See *file specification*.

filetab. An AIX kernel parameter establishing the maximum number of files that can be opened simultaneously.

filter. A command that reads standard input data, modifies the data and sends it to standard output.

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filter programs. Programs designed to accept information from input, process the data and write the results to standard output.

first-in-first-out (FIFO). A named permanent pipe. A FIFO allows two unrelated processes to exchange information using a pipe connection.

first level interrupt handler (FLIH). A routine that receives control of the system as a result of a hardware interrupt. One FLIH is assigned to each of the six interrupt levels.

fixed box. (1) A geometry management technique. (2) A type of bounding box that has a fixed number of children created by the parent. These managed children do not make geometry manager requests.

fixed disk. A storage device made of one or more flat, circular non-removable plates with magnetic surfaces on which information can be stored.

fixed disk drive. The mechanism used to read and write information on fixed disk.

fixed-function terminal. See *fixed-function work station*.

fixed-function work station. A work station that is designed to perform a particular set of operations and that cannot be programmed to perform other functions. Synonymous with *dumb terminal*, *dumb work station* and *fixed-function terminal*. Contrast with **programmable work station**.

flag. A modifier that appears with the command name and that defines the action of the command. Flags in the AIX Operating System are almost always preceded by a dash (-).

flattened character. An ASCII character created by translating an extended character to the ASCII character most like it. The code point information is lost and the character cannot be retranslated to an extended character; for example, a **c cedilla** would be flattened to a plain **c**.

FLIH. See *first level interrupt handler*.

floating point. In AIX PS/2 and AIX/370, a way of representing real numbers (that is, values with fractions or decimals) in 32 bits or 64 bits. Floating-point representation is useful to describe very small or very large numbers.

focus. To force all keyboard input to go to a specific window regardless of where the mouse cursor is.

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focus window. A window that is highlighted regardless of where the mouse cursor resides. Synonym for *input focus*.

font. (1) A family or assortment of characters of a given size and style. (2) A set of glyphs, usually characters. The protocol does not translate or interpret character sets. The client indicates values to be used to access the glyph arrays. A font contains additional metric information to determine inter-glyph and inter-line spacing.

foreground. A mode of program execution in which the shell waits for the program specified on the command line to complete before returning your prompt.

foreground process. A process which executes as soon as you type in the command line and completes before returning the system prompt to accept your next command. Contrast with **background process**.

foreign host. Any host on the network except the one at which a particular operator is working. Synonymous with *remote host*.

form. A predefined INed structured file with specially defined fields that allow you to view and edit special types of data.

format. (1) A defined arrangement of such things as characters, fields and lines, usually used for displays, printouts or files. (2) To arrange such things as characters, fields and lines.

formatted diskette. A diskette on which control information for a particular computer system has been written but which may or may not contain any data.

FORMS-2. A tool that can be used to interactively create and edit display screens for use in AIX VS COBOL programs.

FORTRAN. A programming language primarily used to express computer programs by arithmetic formulas and numeric computations.

free-block list. See **free list**.

free list. A list of available space on each file system. Synonymous with *free-block list*.

frozen event. To change the screen, clients can freeze event processing.

FTP. File transfer protocol.

full duplex. See **duplex**.

full install. A complete installation of AIX or other programs.

full path name. The name of any directory or file expressed as a string of directories and files beginning with the root directory.

function. In C language a function is treated as a data type that contains executable code and returns a single value to the calling routine. Synonym for *procedure*.

function keys. Keys that request actions but do not display or print characters. Included are the keys that normally produce a printed character but when used with the code key produce a function instead. Contrast with **character key**.

```
+----+  
|  G  |  
+----+
```

ganged fields. Indexed fields in a form that are spatially adjacent and share another attribute specified in a form. See also *indexed fields*.

gateway. A functional unit that connects two computer networks.

GC. See *graphics context*.

GC caching. Allows independent change requests to be merged into one protocol request.

GContext. See *graphics context*.

generation. For some remote systems, the translation of configuration information into machine language.

geometry. The size of a widget is changed using geometry management routines. Synonymous with *layout*.

geometry specification. Command options that define the size and placement of windows on the screen.

GFS. See *Global File System*.

GID. See **group ID number**.

glob. Like **echo**, but no **'\'** escapes are recognized and words are delimited by null characters in the output. Useful for programs which wish to use the shell to explain a list of words. See also **echo**.

global. Pertains to information available to more than one program or subroutine.

global action. An action having general applicability, independent of the context established by any task.

global character. The special characters ***** and **?** that can be used in a file specification to match one or more characters; for example, placing a **?** in a file specification means any character can be in that position. See also **pattern-matching character**.

Global File System (GFS). The entire composite file system of the AIX cluster. It consists of the root file system of the primary site plus all the mounted file systems from secondary sites.

global file system (gfs) number. In AIX, every mounted file system is identified by the global file system number (gfs). In a normal file system, this number is hardcoded in the superblock of the physical device where that file system actually resides. In a remote NFS file system, however, there is no such hardcoding; an arbitrary assignment is made by the system administrator. The operating system distinguishes every file system from every other by its gfs number. Each mounted file system is assigned a particular machine to serve as its current synchronization site (CSS). If any file system should somehow be assigned two gfs numbers, it would be considered two different file systems by the operating system and might well be entrusted to two separate CSSs.

global search. The process of having the system look through a document for specific characters, words or groups of characters.

global symbol. A symbol defined in one program module but used in other independently assembled program modules.

global variable. A symbol defined in one program module but used in other independently assembled program modules.

glyph. An image, usually of a character, in a font.

GPS. See *graphic primitive string*.

grab. The act of selecting keyboard keys, the keyboard, pointer buttons, the pointer and the server for exclusive use by a client. In general,

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these facilities are not intended to be used by normal applications, but are intended for various input and window managers to implement various styles of user interfaces. See also *active grab*, *passive grab*, *button grabbing*, *pointer grabbing* and *key grabbing*.

graphic character. A visual representation of a character, other than a control character, that is normally produced by writing, displaying, or printing.

graphic character set. A set of graphic characters, treated as an entity.

graphic primitive string (GPS). The format used for storing graphics file data. A GPS is composed of up to five types of graphical data: comments, lines, arcs, text and hardware.

graphics context (GC). The storage area for various kinds of graphics output, such as foreground pixel, background pixel, line width and clipping region. A graphics context can be used only with drawables that have the same root and the same depth as the graphics context. Synonymous with *GC* and *GContext*.

gravity. The contents of windows or subwindows have an attraction to a location within the window. This determines how the window ID is resized. See also *bit gravity*, *widget gravity* and *window gravity*.

gray scale. A type of degenerate pseudocolor where the red, green and blue values in any given colormap entry are equal, thus producing shades of gray. The gray values can be changed dynamically.

group ID number. A unique number assigned to a group of related users. The group ID number can often be substituted in commands that take a group name as an argument. Synonymous with **group number**.

group name. A name that uniquely identifies a group of users to the system.

group number. See **group ID number**.

group item. A data item that is composed of subordinate data items.

GSM. Global system mount.

```
+----+
|  H  |
+----+
```

half duplex. Pertains to communications in which data can be sent in only

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one direction at a time. Contrast with **duplex**.

handler. A software routine that controls a program's reaction to specific external events, such as an interrupt handler.

hard copy. A printed copy of machine output in a visually readable form; for example, printed reports, listings, documents and summaries.

hard link. See **link**.

hardware. The equipment, as opposed to the programs, of a computer system.

header. Constant text that is formatted to be in the top margin of one or more pages.

header file. A text file that contains declarations used by a group of functions or users.

header label. A special set of records on a diskette describing the contents of the diskette.

help. (1) A command or key, which when typed or pressed, initiates the **Help** facility. From this facility, the user can read instructive information. (2) Explanatory information that a program provides.

help pop-up. A pop-up produced by pointing to an object and pressing the **Help** key.

helper. A program used by the INed editor to provide extra functions for a particular type of data file.

here document. Data contained within a shell program or procedure. Synonymous with **inline input**.

heterogeneous box. A geometry management technique where a type of bounding box can be resized and has a specific location where each child is placed. Instead of the location being defined by pixels, it is expressed in terms of the relationship between a child and the parent or between the child and other specific children. Usually a subclass of constraint class.

HEX. See *hexadecimal*.

hexadecimal. Pertaining to a system of numbers using base sixteen; hexadecimal digits range from 0 (zero) through 9 (nine) and A (ten)

through F (fifteen).

HFT. See *High Function Terminal*.

hidden file. A file that is not displayed by a directory listing.

hierarchical tree structure. The organization of files in AIX, similar to tree-structured directories, with each file like a small branch of a larger branch that represents the file's parent directory. A directory can also be contained in another higher level directory, with the parent of all directories represented by the tree's root (root or root directory).

High Function Terminal (HFT). An AIX Operating System device driver which implements a virtual terminal concept on the PS/2 display device. This device driver accepts input from one of the fifteen country keyboards and allows display of up to 517 character symbols.

high-order. Most significant; leftmost. For example, bit 0 in a register.

high order end. The leftmost character of a string of characters.

highlight. To emphasize an area on the display by any of several methods; for example, brightening the area or reversing the color of characters within the area.

history. A C-shell mechanism that lists previously executed commands.

history file. (1) A file containing a log of system actions and operator responses. (2) A file that displays all versions of a structured file.

hog factor. In system accounting, an analysis of how many times each command was run, how much processor time and memory it used and how intensive that use was.

hole. A block of binary zeros in a file.

hole in a file. See *sparse file*.

home directory. (1) The directory a user accesses when logged in. Synonymous with **login directory**. (2) A directory associated with an individual user. (3) Your current directory on login or after issuing the **cd** command with no argument.

home site. The computer that stores the modifiable copy of a user's home

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directory. This is the cluster site with the primary copy of his home directory if it is replicated. A user typically logs in to the computer that is his home site.

homogeneous box. A geometry management technique where a type of bounding box treats all children equally and applies the same geometry constraints to each child.

hook ID. A unique number assigned to a specific trace point. All trace entries include the hook ID of the originating trace point in the trace entry header. Pre-defined trace points use assigned hook IDs ranging from 0 to 299. User-defined trace points can choose hook IDs ranging from 300 to 399.

hooking routines. Functions that connect with the library but remain outside the library; protocol extension procedures. Synonym for *stubs*.

hop count. In the IBM Token-Ring Network, the number of bridges through which a frame passes on the way to its destination.

host. (1) The primary or controlling computer in the communications network. (2) A computer attached to a network hostnames is set up in */etc/hosts*.

host code. A mixture of single-byte and double-byte EBCDIC character strings that is used on networks to send data to system printers.

hotspot. The spot associated with a cursor that corresponds to the coordinates reported for the pointer.

HT (Horizontal Tab - 0x09). A formatting control character that moves the active position horizontally to the next tab stop setting.

```
+----+
|  I  |
+----+
```

icode. Initialization code.

icon font. The font used in the icon window.

icon window. The window that is displayed when **Hide/Show** is used on an X-windows window.

ID. Identification.

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IDAW. Indirect addressing word.

Identification Division. One of the four main component parts of a COBOL program. The Identification Division identifies the source program and the object program. The Identification Division may include the following documentation: author name, installation or date.

identifier. A unique value associated with a resource that a client program uses to name the resource. An identifier can be used over any connection to name the resource.

IEEE. Institute of Electrical and Electronics Engineers.

IF expressions. Expressions within a procedure used to test for a condition.

imperative statement. A statement that either begins with an imperative verb and specifies an unconditional action to be taken or is a conditional statement that is delimited by its explicit scope terminator (delimited scope statement). An imperative statement may consist of a sequence of imperative statements.

implementer-name. A system-name that refers to a particular feature available on the implementer's computing system.

implicit scope terminator. A separator period that terminates the scope of any preceding unterminated statement or a phrase of a statement that, by occurring, indicates the end of the scope of any statement contained within the preceding phrase.

implicit segment. A segment created by your COBOL system to control the size of code segments.

index. (1) A table containing the key value and location of each record in an indexed file. (2) A computer storage position or register whose contents identify a particular element in a set of elements.

index data item. A data item in which the values associated with an index name can be stored in a form specified by the implementer.

index name. A user-defined word that names an index associated with a specific table.

index program. A program generated by the FORMS-2 package for creating and maintaining an indexed sequential file.

indexed data-name. An identifier that is composed of a data-name,

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followed by one or more index names enclosed in parentheses.

indexed fields. An area in a structured data file that contains tree data paths. Synonymous with *list fields*.

indexed file. A file in which the key and the position of each record are recorded in a separate portion of the file called an index.

indexed organization. The permanent logical file structure in which each record is identified by the value of one or more keys within that record.

indexed sequential file. A type of file organization implemented as a pair of files, with a key or index file that controls access to data records in the data file.

indicator area. The leftmost parameter position of a COBOL source record, that indicates the use of the record.

indirect block. A block containing pointers to other blocks. Indirect blocks can be single-indirect, double-indirect or triple-indirect.

INed. A full-screen editor that also features windows.

inferiors. All the subwindows nested below a window.

information line. A line at the bottom of the ANIMATOR screen that describes the current state of the program being animated.

informational message. A message, providing information to the operator, that does not require a response.

inherit. A child's resources that are copied from its parent.

initial program load (IPL). The process of loading the system programs and preparing the system to run jobs. See also **initialize** and **bootstrap**.

initialize. To set counters, switches, addresses or contents of storage to zero or other starting values at the beginning of, or at prescribed points in, the operation of a computer routine.

inline input. See **here document**.

inner border. The distance in pixels between the characters inside a window and the border of the window.

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inode. The internal structure for managing files in the system. Inodes contain all of the information pertaining to the node, type, owner and location of a file. A table of inodes is stored near the beginning of a file system.

inodetab. An AIX kernel parameter that establishes a table in memory for storing copies of inodes for all active files.

input. Data to be processed.

input device. Physical devices used to provide data to a computer.

input field. An area into which you can type in data.

input file. (1) A file opened in input mode. (2) A file opened by a program so that the program can read from that file.

input focus. (1) Where the main keyboard input goes. (2) A window defining the scope for processing keyboard input. By default, keyboard events are sent to the client using the window the pointer is in. It is also possible to attach the keyboard input to a specific window. Events are then sent to the appropriate client regardless of the pointer position. Synonymous with *focus window*.

input list. A list of variables to which values are assigned from input data.

input manager. A client that controls keyboard input and is usually part of a window manager.

input mode. (1) An open mode in which records can be read from a file. (2) The state of a file after execution of an OPEN statement, with the INPUT phrase specified, for that file and before the execution of a CLOSE statement, without the REEL or UNIT phrase for that file.

input procedure. A set of statements, to which control is given during the execution of a SORT statement, for the purpose of controlling the release of specified records to be sorted.

input redirection. The specification of an input source other than the standard one.

input stream. The sequence of operation control statements and data given to the system from an input device.

InputOnly window. An invisible window that can be used to control such

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things as cursors, input event generation and grabbing. This window cannot be used for graphics requests.

input/output (I/O). Pertaining to either input, output or both between a computer and a device.

input-output device number. A value assigned to a device driver by the guest operating system or to the virtual device by the virtual resource manager. This number uniquely identifies the device regardless of whether it is real or virtual.

input-output file. A file opened for input and output use.

INPUT-OUTPUT SECTION. The section of the Environment Division that names the files and the external media required by an object program and that provides information required for transmission and handling of data during execution of the object program.

InputOutput window. A kind of opaque window used for input and output. InputOutput windows can have both InputOutput and InputOnly windows as inferiors.

inquiry. (1) A request for information in storage. (2) A request that puts a display station into inquiry mode. (3) In data communications, a request for information from another system.

insert. The action which causes user string input to be inserted into an existing string at a point specified by a data cursor.

insert mode. A form of keyboard operation that puts new text within existing text. New text is inserted at the cursor position.

instance. See *widget instance*.

instruction. A statement that specifies an operation to be performed by the computer, along with the values or locations of operands, if any exist. This statement represents the programmer's request to the processor to perform a specific operation.

integer. A numeric literal or a numeric data item that does not include any digit positions to the right of the assumed decimal point. When the term integer appears in general formats, integer must not be a numeric data item, must not be signed, nor zero unless explicitly allowed by the rules of that format.

intelligent terminal. See **programmable work station**.

intelligent work station. See **programmable work station.**

interactive. Pertains to activity involving requests and replies; for example, between an operator and a program or between two programs.

interactive mode. A method for giving parameters to a module by responding to prompting from the module.

interactive processing. A processing method in which each system user action causes a response from the program or the system. Contrast with **batch processing.**

interface. A shared boundary between two or more entities. An interface might be a hardware component to link two devices together, or it might be a portion of storage or registers accessed by two or more computer programs.

interleave factor. Specification of the ratio between contiguous physical blocks (on a fixed disk) and logically contiguous blocks (as in a file).

intermediate code. Code that is in a format acceptable for running using the **cobrun** command.

intermediate nodes. On the widget tree, widgets with one or more children.

internal data. The data described in a program, excluding all external data items and external file connectors. Items described in the LINKAGE SECTION of a program are treated as internal data.

internal decimal item. A format in which each byte in a field except the rightmost byte represents two numeric digits. The rightmost byte contains one digit and the sign; for example, the decimal value +123 is represented as 0001 0011 1111. Synonymous with *packed decimal item*.

internal file connector. A file connector that is accessible only to one object program in a run-unit.

International Standards Organization (ISO). An international body that standardizes goods and services. For X-Windows, standards relating to character sets and fonts.

Internet Protocol (IP). The protocol that provides the interface from the higher level host-to-host protocols to the local network protocols.

Internet Protocol (IP) address. Each host has at least one 4-byte IP address. The network part of the address is assigned by the Stanford

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Research Institute - National Information Center (SRI-NIC).

InterProcess Communication (IPC). A communication path. See also *client*.

INTERRUPT. The user-definable character used to stop a process that is running in the foreground. By default, **INTERRUPT** is the **Del** key.

interrupt. (1) To temporarily stop a process. (2) In data communication, to take an action at a receiving station that causes the sending station to end a transmission. (3) A signal sent by an I/O device to the processor when an error has occurred or when assistance is needed to complete I/O. An interrupt usually suspends execution of the currently executing program.

interrupt character. A key sequence typed in to cancel a foreground process.

Intrinsics. A set of management mechanisms that provides for constructing and interfacing between composite widgets, their children and other clients. Also, provides the ability to organize a collection of widgets into an application.

i-number. A number specifying a particular inode on a file system.

invalid key condition. A condition, at object time, caused when a specific value of the key associated with an indexed or relative file is determined to be invalid.

I/O. See *input/output*.

I-O CONTROL. The name of an Environment Division paragraph in which object program requirements for rerun points, sharing of same areas by several data files and multiple file storage on a single input-output device are specified.

I-O mode. The state of a file after execution of an OPEN statement, with the I-O phrase specified, for that file and before the execution of a CLOSE statement with the REEL or UNIT phrase for that file. Synonym for *input/output*.

IODN. Input/output device number.

iov. Input/output/vector.

IP. See *Internet Protocol*.

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IP address. See *Internet Protocol (IP) address*.

IPC. See *Interprocess communication*.

IPL. See *initial program load*.

ISAM. Indexed Sequential Access Method.

ISO. See *International Standards Organization*.

ISO Latin-1. Synonym for *ISO 8859-1*.

ISO 8859-1. A single-byte code representing the ASCII control and graphic characters and 96 extended characters for Latin languages. Synonymous with *ISO Latin-1*.

item. The data in one line of an indexed field.

iteration structure. A program processing logic in which a series of statements is repeated while a condition is true or until a condition is true.

```
+----+
|  J  |
+----+
```

Japanese Industry Standard (JIS). A standard of coding character sets.

JES. Job entry subsystem.

JIS. See *Japanese Industry Standard*.

job. (1) A unit of work to be done by a system. (2) One or more related procedures or programs grouped into a procedure.

job control. A feature that lets the system accept your commands to stop and start processes (jobs) and move them between the background and foreground. The commands **ps** and **jobs** report the status of jobs (each of which is assigned a Process Identification Number or PID to show its process status), and the **kill** command can be used to stop them.

job number. A number assigned to a background process when it is started. The job number is displayed when the process is started and when the **jobs** command is invoked. It can also be used to stop the process.

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job queue. A list, on disk, of jobs waiting to be processed by the system.

jump scroll. Moving a multiple number of lines at once when many lines are queued for the display.

justify. To print a document with even right and left margins.

```
+---+  
|  K  |  
+---+
```

K. See *kilobyte*.

kbuffers. An AIX kernel parameter establishing the number of buffers that can be used by the kernel.

K-byte (Kb). See *kilobyte*.

kernel. The part of an operating system that contains programs that control how the computer does its work, such as input/output, management and control of hardware and the scheduling of user tasks. The memory-resident nucleus of the AIX Operating System containing functions needed immediately and frequently.

kernel parameters. Variables that specify how the kernel allocates certain system resources. Synonymous with *system parameters*.

key. (1) A unique identifier (of type **key_t**) that names the particular interprocess communications member. (2) A data item that identifies the location of a record, or a set of data items which serve to identify the ordering of data.

key grabbing. Keys on the keyboard can be passively grabbed by a client, or the keyboard can be actively grabbed by the client when a key is pressed.

key of reference. The key, either prime or alternate, currently being used to access records within an indexed file.

key pad. A physical grouping of keys on a keyboard; for example, the numeric key pad and cursor key pad.

keybef. A utility for setting up the cobkeymp database.

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keyboard. An input device consisting of various keys allowing the user to input data, control cursor and pointer locations and control the dialog between the user and a display station.

keyboard grabbing. A client can actively grab control of the keyboard and key events will be sent to that client rather than the client to which the events would normally have been sent.

keycomp. An abbreviation for keymap compiler. The keymap compiler produces a binary keymap file from a textual description of the keyboard.

keylock feature. A security feature in which a lock and key can be used to restrict the use of a display station.

keysym. (1) The logical engraving on a key. (2) An encoding of a symbol on a keycap on a keyboard.

keyword. One of the predefined words of a programming language. Synonym for *reserved word*.

keyword argument. One type of variable assignment that can be made on the command line.

kill. An AIX Operating System command that stops a process.

kill character. The character that is used to delete a line of characters entered after the user's prompt.

kilobyte. 1024 bytes.

kprocs. An AIX kernel parameter establishing the maximum number of processes that the kernel can run simultaneously.

```
+---+  
| L |  
+---+
```

label. (1) The name in the disk or diskette volume table of contents that identifies a file. See also **file name**. (2) The field of an instruction that assigns a symbolic name to the location at which the instruction begins, or such a symbolic name.

LAN. See *local area network*.

language name. A system name that specifies a particular programming language.

LARP. Locus Address Resolution Protocol.

layout. See *geometry*.

ldb. Linstal data base.

leaves. On a widget tree, widgets with no children.

left-adjust. The process of aligning lines of text at the left margin or at a tab setting such that the leftmost character in the line or file is in the leftmost position. Synonymous with *left-justify*. Contrast with **right-adjust**.

left justify. See **left-adjust**.

left margin. The area on a page between the left paper edge and the leftmost character position on the page.

level indicator. Two alphabetic characters that identify a specific type of file or a position in a hierarchy. The level indicators in the Data Division are: CD, FD and SD.

level number. A user-defined word, expressed as a two-digit number, which indicates the hierarchical position of data item or the special properties of a data description entry. Level numbers in the range from 1 through 49 indicate the position of a data item in the hierarchical structure of a logical record. Level numbers in the range 1 through 9 may be written either as a single digit or as a zero followed by a significant digit. Level numbers 66, 77 and 88 identify special properties of a data description entry.

lexical analyzer. A program that analyzes input and breaks it into categories, such as numbers, letters or operators.

library. A collection of functions, calls, subroutines or other data.

library name. A user-defined word that names a COBOL library that is to be used by the compiler for a given source program compilation.

library subroutine. A common function or macro that is part of the C library.

library text. A sequence of text words, comment lines, the separator space or the separator pseudo-text delimiter in a COBOL library.

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licensed program product (LPP). Software programs that remain the property of the manufacturer and for which customers pay a license fee.

line editor. An editor that modifies the contents of a file one line at a time.

line feed character. An ASCII character that causes an output device to move forward one line.

line-sequential file organization. A type of sequential file containing variable-length records in the format of text files produced by the host operating system.

line-sequential files. Files that consist of a series of variable-length records, each of which is terminated by the character hex 0A.

link. (1) A link connection is the physical medium of transmission; for example, a telephone wire or a microwave beam. A link includes the physical medium of transmission, the protocol and associated devices and programming; it is both logical and physical. (2) A connection between an inode and one or more file names associated with it. Synonymous with **UNIX link** or **hard link**.

link-attached. See **remote**.

LINKAGE SECTION. The section in the Data Division of the called program that describes data items available from the calling program. These data items may be referred to by both the calling and called program.

linker. A program that takes unlinked a.out format files and resolves all external references to produce an executable module

list fields. See *indexed fields*.

literal. (1) A symbol or a quantity in a source program that is itself data, rather than a reference to data. In programming, a literal is an unchanging item written into the program (such as a message that will be displayed on the screen). Literals are translated into machine language without conversion. (2) A character string whose value is implied by the ordered set of characters comprising the string. (3) A group of characters enclosed in quotation marks.

load. (1) To move data or programs into storage. (2) To place a diskette into a diskette drive or a magazine into a diskette magazine drive. (3) To insert paper into a printer.

loader. A program that reads run files into main storage, thus preparing

them for execution.

local. Pertaining to a device directly connected to your system without the use of a communication line. Contrast with **remote**.

<LOCAL> alias. The <LOCAL> alias can translate into different strings on different cluster sites for different processes. When <LOCAL> is the first component of the destination name for a symbolic link, it is replaced with its alias string, normally /machinename.

local area network (LAN). (1) A network in which communications are limited to a moderate-sized geographic area (1 to 10 km) such as a single office building, warehouse or campus. A local network depends upon a communications medium capable of moderate to high data rate and normally operates with a consistently low error rate. (2) A physical medium that allows computers in the same or different clusters to communicate and share files. Ethernet and Token-Ring are two examples of a LAN.

<LOCAL> file system. The part of the root file system hierarchy comprising system directories and files (such as the /etc/motd "message of the day" file) defined uniquely on a particular computer in the cluster. These files are not replicated. The name of the <LOCAL> file system appears in response to the **site-l** command.

local host. The host on the network at which a particular operator is working. Synonymous with *current host*.

local cluster site. The site on a cluster that the user is logged in to. The term local normally refers to a TCF cluster site.

locale. A set of environment variables that determines the language for keyboard input and display/printer output, the character sets for data in files and on networks, the message catalog, the collating sequence, and the time, date, monetary, and numeric conventions. Each site, user, and program operates within a specified locale, which can be changed by resetting the environment variables.

location transparency. Allows an object to change location without the user's or program's knowledge if that location is not part of the object's name.

log. To record; for example, to log all messages on the system printer. A list of this type is called a log, such as an error log.

log in. To begin a session at a display station. Synonymous with *log on*, *login* and *logon*.

log in shell. The program, or command interpreter, started for a user at log in.

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log off. See *log out*.

log on. See *log in*.

log out. To end a session at a display station. Synonymous with *log off*, *logoff* and *logout*.

logical device. A file for conducting input or output with a physical device.

logical operator. One of the reserved words, AND, OR or NOT. In the formation of a condition, either AND or OR, or both can be used as logical connectives. NOT can be used for logical negation.

logical record. The most inclusive data item. The level number for a record is 01. A record may be either an elementary item or a group of items. Synonymous with *record*.

login. See *log in*.

login directory. See **home directory**.

login ID. The ID set by the system for a user after log in, but before running any programs.

login user ID. The ID the user uses to log in. The system uses this ID to trace all user actions to their source.

logoff. See *log out*.

logon. See *log in*.

logout. See *log out*.

loop. A sequence of instructions performed repeatedly until an ending condition is reached.

low-order. Least significant; rightmost. For example, in a 32 bit register (0-31), bit 31 is the low-order bit.

low order end. The rightmost character of a string of characters.

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lowercase character. Those graphic characters of a primary set which can be entered from a keyboard without the use of any shift key (including the small letters).

LP. See **licensed program product (LPP)**.

LPAR. Logically partitioned.

LPP. See *licensed program product (LPP)*.

lun. Logical unit number.

```
+---+
|  M  |
+---+
```

macro. A set of statements defining the name of, format of and conditions for generating a sequence of assembler statements from a single source statement.

magic number. A constant located at a predefined offset in a file, used to verify the format of the file. Magic numbers are chosen because they are unlikely to occur as a random pattern in normal output.

mail. Messages sent to a user or copies of messages sent by a user that are stored in a mailbox.

mailbox. (1) An area designated for storage of mail messages directed to a specific system user. (2) A structured file that the system uses to store mail. This file must have a valid file name that ends with the extension of .mbx.

main program. (1) The first program unit to receive control when a program is run. (2) A primary or control program. See also **program**.

main storage. The part of the processing unit from which programs are run.

maintenance system. A special version of the AIX Operating System which is loaded from diskette and used to perform system management tasks.

major device number. A system identification number for each device or type of device.

managed children. Children whose managed field is True can have their layout (geometry) changed so that they can be repositioned and resized.

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managed window. See *managed children*.

manual locking. A type of data locking in which a single record or multiple records are locked by issuing statements that explicitly lock them.

mapped. A window is said to be mapped if a map call has been performed on it. Contrast with an unmapped window and its inferiors, which are neither viewable nor visible.

mapped file. A file that can be accessed using direct memory operations, rather than having to read it from disk each time it is accessed.

mapping. A window on which a map call has been performed. Contrast with an unmapped window, which can be neither viewable nor visible.

mask. A pattern of characters that controls the keeping, deleting or testing of portions of another pattern of characters.

mass storage device. A device having a large storage capacity; for example, a magnetic disk or magnetic drum.

matrix. An array arranged in rows and columns.

maxproc. An AIX kernel parameter establishing the maximum number of processes that can be run simultaneously by a user.

MB. See *megabyte*.

Mb. See *megabyte*.

MBCS. See *Multibyte Character Set*.

M-byte (Mb). See *megabyte*.

mbuf. Memory buffer.

MCS. See *Message Control System*.

MDR. Miscellaneous data record.

media. See *medium*.

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medium. The material in or on which data may be represented; for example, twisted pairs, coaxial cables and optical fibers.

megabyte (MB). 1,048,576 bytes.

memory. (1) Storage on electronic chips. Examples of memory are random access memory, read-only memory or registers. Contrast with **storage**. (2) Program-addressable storage from which instructions and other data can be loaded directly into registers for subsequent execution or processing.

memory areas. Arrays of characters in memory.

menu. A displayed list of items from which an operator can make a selection.

merge file. A collection of records to be merged by a MERGE statement. The merge file is created and can be used only by the merge function.

message. (1) A response from the system to inform the user of a condition which may affect further processing of a current program and may require a user response. (2) An error indication or any brief information that a program writes to standard error or a queue. (3) Information sent from one user in a multi-user operating system to another. (4) A general method of communication between two processes. See also *message indicators*.

message catalog. A file of messages in which each message has a number and related messages are grouped into sets. AIX supplies different system message catalogs for different locales.

Message Control System (MCS). (1) The interface between an AIX VS COBOL program and the consoles it controls. (2) A communication control system that supports the processing of messages to and from terminal devices.

message count. The count of the number of complete messages that exist in the designated queue of messages.

message indicators. End-of-group indicator (EGI), end-of-message indicator (EMI) and end-of-segment indicator (ESI) are conceptual indications that serve to notify the MCS that a specific condition exists (end-of-group, end-of-message, end-of-segment).

Within the hierarchy of EGI, EMI and ESI, an EGI is conceptually equivalent to an ESI, EMI and EGI. An EMI is conceptually equivalent to an ESI and EMI. Thus, a segment may be terminated by an ESI, EMI or EGI. A message may be terminated by an EMI or EGI.

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message pop-up. A pop-up caused by an activity associated with another pane.

message queue ID (msqid). An identifier assigned to a message queue for use within a particular process. It is similar in use to a file descriptor of a file.

message segment. Data that forms a logical subdivision of a message normally associated with an end-of-segment indicator. See also *message indicators*.

message services. A set of routines to help create, update and display messages from a program.

method. The functions or procedures that a widget itself implements.

MHGPS. Multi high-performance guest support.

minidisk. (1) In AIX, a logical division of a fixed disk that may be further subdivided into one or more partitions. See also *partition* and *page space*. (2) In VM, a logical subdivision of a VM minidisk that has its own virtual device address.

minor device number. A number used to specify various types of information about a particular device; for example, to distinguish among several printers of the same type.

MINSVRPROC. A minimum number of server processes.

mkfs. Make file system.

mnemonic name. A user-defined word that is associated in the Environment Division with a specified implementer name.

modal pop-up. A window that normally is not visible to the window manager and available only after the manager is turned off. This pop-up disables user-event processing except for events that occur in the dialog box.

modaless pop-up. A window that is normally visible and is controlled by the window manager.

mode word. An inode field that describes the type and state of the inode.

modem. A device that converts data from the computer to a signal that can be transmitted to a communications line and converts the signal received to data for the computer. Synonymous with *modulator-demodulator*.

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modifier keys. Keys such as Shift, ShiftLock, Control, Alt, CapsLock and Meta.

modulation. Changing the frequency or size of one signal by using the frequency or size of another signal.

modulator-demodulator. See *modem*.

module. A discrete programming unit that usually performs a specific task or set of tasks. Modules are subroutines and calling programs that are assembled separately, then linked to make a complete program.

monitor mode. A console display mode in which an application program can directly access the display adapter without conflict with the standard virtual terminal output mechanism.

monochrome. A special case of static gray in which there are only two colormap entries.

mount. To make accessible to a file system or file tree. AIX allows local file and directory mounts.

mount point. Any directory which has a file system mounted to it.

mountab. An AIX kernel parameter establishing the maximum number of file systems that can be mounted simultaneously.

mouse. A device that allows you to select objects and scroll the display screen by means of buttons.

msqid. See *message queue ID*.

Multibyte Character Set (MBCS). MBCS is a system of encoding characters in computer data. It allows the set of represented data to be large enough to accommodate the Japanese language character sets. The MBCS system handles character sets which range in encoding size from one to four bytes.

multibyte code. See *code page 850* and *code page 932*.

Multiple Virtual Storage/Extended Architecture (MVS/XA). An IBM operating system that manages multiple virtual address spaces in IBM processors operating in extended architecture mode. MVS/XA supports the 31 bit addressing mechanism of extended architecture mode and, thus, can manage an address space as large as 2 billion (that is, 2x10⁹) bytes.

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multiplex. To interleave or simultaneously transmit two or more messages on a single channel.

multipoint. In data communications, a network that allows two or more stations to communicate with a single system on one line.

multiprogramming. The processing of two or more programs at the same time on the same logical system.

multi-user environment. A computer system that provides terminals and keyboards for more than one user at the same time.

multi-volume file. A diskette file occupying more than one diskette.

MVS. Multiple Virtual Storage.

MVS/XA. See *Multiple Virtual Storage/Extended Architecture (MVS/XA)*.

```
+----+
|  N  |
+----+
```

name. A word composed of not more than 30 characters that defines a COBOL operand.

namelen. Name length.

National Language Support (NLS). National Language character support is provided for 8-bit ASCII. It provides National Language Character Set support for IBM console displays, selected World Trade ASCII terminals, and IBM printers with National Language capability.

native character set. The implementer-defined character set associated with the computer specified in the OBJECT-COMPUTER paragraph.

native code. Code that is in a form that can be executed directly on the PS/2 hardware (AIX a.out format).

Native Code Generator. The pass of the COBOL compiler that takes an input intermediate code file and generates an AIX a.out format file.

native collating sequence. The implementer-defined collating sequence associated with the computer specified in the OBJECT-COMPUTER paragraph.

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negated combined condition. The NOT logical operator immediately followed by a parenthesized combined condition.

negated simple condition. The NOT logical operator immediately followed by a simple condition.

negative response. In data communications, a reply indicating that data was not received correctly or that a command was incorrect or unacceptable.

nest. To incorporate a structure or structures of some kind into a structure of the same kind; for example, to nest one loop (the nested loop) within another loop (the nesting loop); to nest one subroutine (the nested subroutine) within another subroutine (the nesting subroutine).

network. (1) A collection of computers that can communicate with each other. A network can consist of several interconnected computers or one computer with a number of remote terminals connected to it. Any of a variety of communication media can be used, such as RS-232, Ethernet, Token-Ring or PC Net. (2) A collection of data-processing products connected by communication lines for information exchange between locations.

network adapter. Circuitry that allows devices using a directly attached network to communicate with the system.

Network File System (NFS). A licensed program that allows you to share files with other computers in one or more networks that have a variety of machine types and operating systems. You can mount file systems located on network servers and use remote files as if they were on your work stations by creating file trees that are independent of the file systems.

Network Information Services (NIS). A network service that utilizes a centralized data base system to administer system information, such as passwords and machine names.

next executable sentence. The next sentence to which control will be transferred after execution of the current statement is complete.

next executable statement. The next statement to which control will be transferred after execution of the current statement is complete.

next record. The record that logically follows the current record of a file.

new-line character. A control character that causes the print or display position to move to the first position on the next line.

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NFS. See *Network File System*.

NIS. See *Network Information Services*.

NJE. Network job entry.

NLS. See *National Language Support*.

nmi. Non-maskable interrupt.

node. (1) An individual system connected to a network. (2) An individual element of a full path name. Nodes are separated by slashes (/).

NODEV. No device.

noncontiguous items. Elementary data items, in the Working Storage and LINKAGE SECTIONS, that bear no hierarchic relationship to other data items.

non-escaping key. On a typewriter and in word processing, a key that allows a character to be typed without the input position being changed.

non-interactive. A program or device that provides no interaction with the operator at execution time.

nonnumeric item. A data item whose description permits its content to be composed of any combination of characters taken from the computer's character set. Certain categories of nonnumeric items may be formed from more restricted character sets.

nonnumeric literal. A literal bounded by quotation marks. The string of characters may include any character in the computer's character set.

nonspacing character sequence. A two-key sequence consisting of one diacritic followed by an alphabetic character.

nonswitched line. A connection between computers or devices that does not have to be established by dialing.

NUL (Null - 0x00). A synchronization control character, with an all-zeros bit pattern, which may serve to accomplish time and media fill.

null. Having no value; containing nothing.

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null character (NUL). The character hex 00, used to represent the absence of a printed or displayed character.

null character string. Two consecutive single quotation marks that specify a character constant of no characters.

numeric. Pertaining to any of the digits 0 through 9.

numeric-edited item. A numeric item that is in such a form that it may be used in printed output. It may consist of external decimal digits from 0 through 9, the decimal point, commas, the dollar sign, editing sign control symbols and other editing symbols.

numeric editing. A COBOL data field description for representing numeric data that contains a decimal point.

numeric item. A data item whose description restricts its content to a value represented by characters chosen from the digits from 0 through 9; if signed, the item may also contain a +, - or other representation of an operational sign.

numeric literal. A literal composed of one or more numeric characters that also contain either a decimal point, an algebraic sign or both. The decimal point must not be the rightmost character. The algebraic sign, if present, must be the leftmost character.

NVRAM. Non-volatile random access memory.

```
+---+  
| 0 |  
+---+
```

object. A software abstraction consisting of private data and private and public routines that operate on the private data. Users of the abstraction can interact with the object only through calls to the public routines of the objects.

object code. Machine-executable instructions, usually generated by a compiler from source code written in a higher level language. It consists of directly executable machine code. For programs that must be linked, object code consists of relocatable machine code.

OBJECT-COMPUTER. The name of an Environment Division paragraph in which the computer environment, within which the object program is executed, is described.

object of entry. A set of operands and reserved words, within a Data

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Division entry of a COBOL program, that immediately follows the subject of the entry.

object program. A set or group of executable machine language instructions and other material designed to interact with data to provide problem solutions. In this context, an object program is generally the machine language result of the operation of a COBOL compiler on a source program. Where there is no danger of ambiguity, the word program alone may be used in place of the phrase object program.

object time. See *run-time*.

obr. Outboard recorder.

obscure. (1) A state of being for a window. A window is obscured if another window is in front of it making the obscured window only partially viewable. Window *B* is obscured by window *A* if both are viewable InputOutput windows and *A* is higher in the global stacking order and the rectangle defined by the outside edges of *A* intersects the rectangle defined by the outside edges of *B*. (2) An action one window does to another when it partially obstructs the viewing of the other. Window *A* obscures window *B* if both are viewable InputOutput windows, *A* is higher in the global stacking order, and the rectangle defined by the outside edges of *A* intersects the rectangle defined by the outside edges of *B*.

obsolete element. A COBOL language element in standard COBOL that is to be deleted from the next revision of standard COBOL.

occlude. (1) A state of being for a window. A window is occluded if the view of it is completely obstructed by another window. Window *B* is occluded by window *A* if both are mapped, *A* is higher in the global stacking order, and if no part of *B*'s border is viewable. (2) An action one window does to another when it completely obstructs the view of the other.

OCO. Object code only.

octal. A base eight numbering system.

OIA. Operator information area.

online. Being controlled directly by or communicating directly with the computer or both.

open. To make a file available to a program for processing.

open mode. The state of a file after execution of an OPEN statement for that file and before the execution of a CLOSE statement without the REEL

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or UNIT phrase for that file. The particular open mode is specified in the OPEN statement as either INPUT, OUTPUT, I-O or EXTEND.

operand. (1) That component which is operated upon. (2) Any lowercase word (or words) that appears in a statement or entry format may be considered to be an operand and, as such, is an implied reference to the data indicated by the operand.

operating system. (1) Software that controls the running of programs; in addition, an operating system may provide services such as resource allocation, scheduling, input/output control and data management. (2) The programs and procedures designed to cause a computer to function, enabling the user to interact with the system.

Operating System/2 (OS/2). A multitasking operating system for the IBM Personal Computer family that allows you to run both DOS mode and OS/2 mode programs.

operation. A specific action (such as move, add, multiply, load) that the computer performs when requested.

operational sign. An algebraic sign, associated with a numeric data item or a numeric literal, to indicate whether its value is positive or negative.

operator. (1) A person who operates a device. (2) A symbol representing an operation to be done.

option. See **optional parameter.**

optional parameter. An unrequired value supplied to a program or file that either is used as input or that controls the action to be taken. Synonymous with *option*.

optional word. A reserved word that is included in a specific format only to improve the readability of the language and whose presence is optional to the user when the format in which the word appears is used in a source program.

OS/2 (Operating System/2). See *Operating System/2 (OS/2)*.

OSM. Operating system message.

output. The result of processing data.

output devices. Physical devices used by a computer to present data to a user.

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output field. A screen item whose description contains a FROM phrase.

output file. (1) A file that is opened by a program so that the program can write to that file. (2) A file that is opened in either output mode or extend mode.

output mode. The state of a file after execution of an OPEN statement, with the OUTPUT or EXTEND phrase specified, for that file and before the execution of a CLOSE statement without the REEL or UNIT phrase for that file.

output procedure. A set of statements to which control is given during execution of a SORT statement after the sort function is completed, or during execution of a MERGE statement after the merge function reaches a point at which it can select the next record in merged order when requested.

output redirection. The specification of an output destination other than the standard one.

output stream. Messages and other output data, displayed on output devices by an operating system or a processing program.

overflow condition. A condition that occurs when part of the output of an operation exceeds the capacity of the intended storage unit.

override. (1) A parameter or value that replaces a previous parameter or value. (2) To replace a parameter or value.

overwrite. To write output into a storage or file space that is already occupied by data.

overwrite mode. A form of system operation that puts characters typed from the keyboard in place of existing characters.

owner. A user or group of users having the highest level of access authority to a data object or action, as defined by the object or action.

```
+----+
| P |
+----+
```

packed decimal item. See *internal decimal item*.

packet. The data of one transaction between a host and its network. A

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packet usually contains a network header, followed by one or more headers used by high level protocols, followed by data blocks.

pad. To fill unused positions in a field with dummy data, usually zeros or blanks.

padding. Bytes inserted in the data stream to maintain alignment of the protocol requests on natural boundaries. Padding increases the ease of portability to some machine architectures.

page. (1) A block of instructions, data or both. (2) The number of lines that can fit into a window. (3) The number of lines in the scrolling region minus the page overlap. (4) A vertical division of output data representing a physical separation of such data, the separation being based on internal logical requirements and/or external characteristics of the output medium.

page body. That part of the logical page in which lines can be written and/or spaced.

page space. The area on a fixed disk that temporarily stores instructions or data currently being run. Synonymous with *page space minidisk*. See also **minidisk**.

page space minidisk. See *page space*.

pagination. The process of adjusting text to fit within margins and/or page boundaries.

paging. The action of transferring instructions, data or both between real storage and external page storage.

paging space. An area on disk that the system uses to store information that is resident in virtual memory, but is not currently being accessed.

paint. In computer graphics, to shade an area of a display image.

pane. (1) An area of the display that shows all or a part of the data contained in a presentation space associated with that pane. A pane is a subdivision of a panel. (2) On a display screen, the inner portion of a window used to present information to the user. A window may consist of one or more panes.

panel. A rectangular area on the display consisting of one or more panes that a program can treat as a unit.

PANIC. An error message generated by the kernel indicating that an error

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has occurred which is sufficiently severe to prohibit kernel recovery.

paragraph. (1) Text that is separated from other text by blank lines. (2) In the Procedure Division, a paragraph name followed by a separator period and by zero, one or more sentences. In the Identification and Environment Divisions, a paragraph header followed by zero, one or more entries.

paragraph header. A reserved word, followed by the separator period, that indicates the beginning of a paragraph in the Identification and Environment Divisions. The permissible paragraph headers in the Identification Division are:

PROGRAM-ID.
AUTHOR.
INSTALLATION.
DATE-WRITTEN.
DATE-COMPILED.
SECURITY.

The permissible paragraph headers in the Environment Division are:

SOURCE-COMPUTER.
OBJECT-COMPUTER.
SPECIAL-NAMES.
FILE-CONTROL.
I-O-CONTROL.

paragraph name. A user-defined word that identifies and begins a paragraph in the Procedure Division.

parallel processing. The condition in which multiple tasks are being performed simultaneously within the same activity.

parameter. (1) A variable that is given a constant value for a specified application. (2) Information that the user supplies to a panel, command or function that either is used as input or that controls the action to be taken. (3) Parameters are used to pass data values between calling and called programs.

parent. (1) Pertaining to a secured resource, either a file or library, whose user list is shared with one or more other files or libraries. Contrast with *child*. (2) Pertaining to a process that has forked to create one or more child processes.

parent directory. The directory one level above the current directory.

parent window. The window that controls the size and location of its children. If a window has children, it is a parent window.

parser. A program that analyzes input and determines what to do with the

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input.

partition. A logical division of a fixed disk. See also **minidisk**.

Pascal. A high-level, general purpose programming language, related to ALGOL. Programs written in Pascal are block structured and consist of independent routines. They can run on different computers with little or no modification.

passive grab. Grabbing a key or button is a passive grab. The grab becomes an active grab when the key or button is actually pressed.

Pass-Through Virtual Machine (PVM). A VM program which allows the user to open a computing session on a different machine. It allows the user to "pass through" from one virtual machine to another.

password. A string of characters that, when entered along with a user identification, allows an operator to log on to the system.

password security. A program product option that helps prevent the unauthorized use of a display station by checking the password entered by each operator at log on.

path. In a network, any route between any two nodes.

path name. (1) A complete file name specifying all directories leading to that file. See also **full path name** and **relative path name**. (2) The sequential list of directory name(s) that identify the location of a particular directory, and directory name(s) and file name that identify the location of a particular file in the file hierarchy. The path name is displayed in response to the **pwd** (print working directory) command. Each file has a full path name, beginning with / (the root directory) and ending with the file's name. The file's relative path name does not begin with /.

Path pane. The part of a FILES window that describes the current directory.

pattern-matching character. Special characters such as * or ? that can be used in search patterns. They are sometimes used in a file specification to match one or more characters; for example, placing a ? in a file specification means any character can be in that position. Synonymous with *wildcard*.

PC. Personal computer.

PCI. Personal computer interface.

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pending. Waiting; for example, an operation is pending.

permission code. A three-digit octal code, or a nine-letter alphabetic code, indicating the access permissions of a file. The access permissions are read, write, and execute.

permission field. One of the three-character fields within the permissions column of a directory listing indicating the read, write and run permissions for the file or directory owner, group and all others.

phase. One of several stages of file system checking and repair performed by the **fsck** command.

phrase. A phrase is an ordered set of one or more consecutive COBOL character strings that form a portion of a COBOL procedural statement or of a COBOL clause.

physical device. See **device**.

physical file. An indexed file containing data for which one or more alternative indexes have been created.

physical layer. The lowest layer of network design as specified by the ISO Open System Interconnection (OSI) reference model. This layer is responsible for interfacing with the medium, detecting and generating signals on the medium, and converting and processing signals received from the medium and from the data link layer. Synonymous with *physical level*.

physical level. See *physical layer*.

physical record. A unit of data moved into or out of the computer. Synonym for **block**.

physio. Physical I/O.

PID. See *process ID*.

pipe. To direct data so that the output from one process becomes the input to another process.

pipeline. A direct, one-way connection between two or more processes.

pitch. A unit of width of typewriter type, based on the number of times a letter can be set in a linear inch; for example, 10-pitch type has 10 characters per inch.

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pixel value. The number of bit planes used in a particular window or pixmap. For a window, a *pixel* value indexes a colormap and derives an actual color to be displayed. A pixel is an N -bit value, where N is the number of bit planes (the depth) used in a particular window or pixmap.

pixmap. A three-dimensional array of bits. A pixmap can be thought of as a two-dimensional array of pixels, with each pixel being a value from zero to $2(N - 1)$, with N as the depth (Z-axis) of the pixmap.

plane. When a pixmap or window is thought of as a stack of bitmaps, each bitmap is called a plane or bit plane.

plane mask. A bit mask restricting graphics operations to affect a subset of bit planes. It is stored in a graphics context. Graphics operations can be restricted to affect only a subset of bit planes of a destination.

platen. The support mechanism for paper on a printer, commonly cylindrical, against which printing mechanisms strike to produce an impression.

PMA. Preferred machine assist.

pointer. (1) A logical connection between physical blocks. (2) A link to something else. (3) An address. (4) The device attached to the cursor and tracked on the screen.

pointer grabbing. A client can actively grab control of the pointer so that button and motion events will be sent to that client rather than the client to which the events normally would have been sent.

pointer item. An elementary data item to which a USAGE IS POINTER clause applies.

pointing device. A device with effective dimensional motion, usually a mouse. One visible cursor is defined by the core protocol, and it tracks whatever pointing device is attached as the pointer.

pop-down. An action referring to a type of widget that closes when a pointer button is released.

pop-up. (1) A box on the display screen that displays information or asks you to make choices. (2) An action referring to a type of widget that opens automatically when a pointer button is held down within certain windows.

pop-up cascade. Several spring-loaded pop-ups emanating in succession

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from one modal pop-up.

pop-up child. A child on the pop-up list.

pop-up icon. A button that indicates to you that additional values are defined for another button. You can select the icon symbol * or + to see these values.

pop-up list. The proper place in the widget hierarchy for a pop-up to get resources.

pop-up widget. A window child of the root that is attached to its widget parent differently from the normal widget; not geometrically constrained by its parent widget.

port. (1) To make the programming changes necessary to allow a program that runs on one type of computer to run on another type of computer. (2) A part of the system unit or remote controller to which cables for display stations and printers are attached. (3) An access point for data input to or data output from a computer system. (4) To transfer programs from one computer to another. (5) An entrance to or exit from a network.

portmap service (portmapper). A daemon process that matches RPC port numbers to RPC services provided by NFS servers to conduct remote services in the NFS. Synonymous with *portmapper*.

portmapper. See *portmap service*.

position. The location of a character in a series, as in a record, a displayed message or a computer printout.

positional parameter. (1) A parameter that must appear in a specified location relative to other positional parameters. (2) A shell facility for assigning values from the command line to variables in a program.

POSIX. Portable Operating System for Computer Environments.

preprocessing. Processing for a display that occurs before the display is shown.

preprocessor. (1) A functional unit that effects preparatory computation or organization. (2) A program that examines the source program for preprocessor statements which are then executed, resulting in the alteration of the source program.

presentation space. The data and attribute array associated with a window.

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primary copy. Each replicated file system has a copy designated as the primary copy, which is the copy that may be modified. It resides on the primary site and its purpose is to guarantee that file updates are kept consistent.

primary group. In concurrent groups, the group that is assigned to the files that you create.

primary site. The cluster site that maintains the primary copy of a replicated file system.

prime record key. A key whose contents uniquely identify a record within an indexed file.

primitive widget. (1) A widget that instantiates its own children of a known class rather than those instantiated by external clients. (2) A widget that has no geometry management methods. Responsible for operations requiring downward traversal below themselves.

print queue. A file containing a list of the names of files waiting to be printed.

printing device. Any printer or device that prints; for example, a typewriter-like device or a plotter.

printout. Information from the computer produced by a printer.

priority. The relative ranking of items; for example, a job with high priority in the job queue will be run before one with medium or low priority.

priority number. A number that establishes the relative priority of printer requests.

privileged user. The account with superuser authority.

problem determination. The process of identifying why the system is not working. Often this process identifies programs, equipment, data communication facilities or user errors as the source of the problem.

problem determination procedure. A prescribed sequence of steps aimed at recovery from or circumvention of problem conditions.

procedure. A paragraph or group of logically successive paragraphs, or a section or group of logically successive sections, within the Procedure

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Division. See also *shell procedure*.

Procedure Division. One of the four main component parts of a COBOL program. The Procedure Division contains instructions for solving a problem. The Procedure Division may contain imperative statements, conditional statements, compiler directing statements, paragraphs, procedures and sections.

procedure name. A user-defined word that is used to name a paragraph or section in the Procedure Division. It consists of a paragraph name (which may be qualified) or a section name.

process. (1) A sequence of discrete actions required to produce a desired result. (2) An entity receiving a portion of the processor's time for executing a program. (3) An activity within the system begun by entering a command, running a shell program or by another process. (4) A program now running. See also **foreground process** and **background process**.

process accounting. An analysis of the use each process makes of the processing unit, memory and I/O resources.

process code. See *wide code*.

process ID (PID). A unique number assigned to a process that is running.

process transparency. The ability to execute and control tasks on any site in the cluster, regardless of where the user is logged in. The same system calls and commands are used, no matter where the process is located; for example, a remote job is stopped the same way that a local job is stopped.

profile. (1) A file containing customized settings for a system or user. (2) Data describing the significant features of a user, program or device.

profiler. A tool that can be used to obtain detailed statistics on the run-time performance of your program.

program. A file containing a set of instructions, conforming to a particular programming language syntax, for the computer to interpret and process.

program name. In the Identification Division, a user-defined word that identifies a COBOL library bounded by, but not including, pseudo-text delimiters.

program product. A licensed program for which a fee is charged. Synonym for *licensed program product (LPP)*.

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program temporary fix (PTF). A temporary solution or by-pass of a problem diagnosed by IBM as resulting from a defect in a current, unaltered release of the program.

programmable terminal. See *programmable work station*.

programmable work station. A work station that has computational capability and that can be programmed to perform user-determined functions. Synonymous with *intelligent terminal*, *intelligent work station* and *programmable terminal*. Contrast with **fixed-function work station**.

prompt. A displayed symbol or message that requests input from the user or gives operational information; for example, the standard UNIX prompt is \$. The user must respond to the prompt in order to proceed.

propagation time. The time necessary for a signal to travel from one point on a communication line to another.

property. The name, type, data format and data associated with a window. By using properties, clients and a window manager share information, such as resize hints, program names and icon formats. It is a general-purpose naming mechanism for clients. The protocol does not interpret properties.

property list. The list of properties that are defined for a particular window.

protocol. In data communication, the rules for transferring data.

protocol procedure. A process that implements a function for a device manager; for example, a virtual terminal manager may use a protocol procedure to interpret the meaning of keystrokes.

PR/SM. Process Resource/System Manager.

pseudocolor. (1) A class of colormap in which a pixel value indexes the colormap entry to produce independent red, green and blue values. That is, the colormap is viewed as an array of triples (RGB values). The RGB values can be changed dynamically. This is mutually exclusive to the direct color colormap class. (2) Also PseudoColor, a value.

pseudo-text. A sequence of text words, comment lines or the separator space in a source program or COBOL library bounded by, but not including, pseudo-text delimiters.

pseudo-text delimiters. Two contiguous equal sign (=) characters used to delimit pseudo-text.

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PTEP. Page table entry pointer.

PTF. See *program temporary fix*.

punctuation character. A character that belongs to the following set:

Character Meaning

,	comma
;	semicolon
.	period
"	quotation mark
(left parenthesis
)	right parenthesis
	space
=	equal sign

PVM. See **Pass-Through Virtual Machine**.

pvseg. Process virtual segment.

```
+----+
|  Q  |
+----+
```

qdaemon. The daemon process that maintains a list of outstanding jobs and sends them to the specified device at the appropriate time.

QSAM. See *Queued Sequential Access Method*.

qualified data-name. An identifier that is composed of a data-name followed by one or more sets of either the connectives OF and IN followed by a data-name qualifier.

qualifier. (1) A data-name or a name associated with a level indicator which is used in a reference either together with another data-name which is the name of an item that is subordinate to the qualifier or together with a condition name. (2) A section name that is used in reference together with a paragraph name specified in that section. (3) A library name that is used in reference together with a text name associated with that library.

quark. See *string*.

query. The action of searching data for desired information.

queue. A line or list formed by items waiting to be processed.

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queue name. A symbolic name that tells the MCS the logical path by which a message or a portion of a completed message may be accessible in a queue.

queued message. A message from the system that is added to a list of messages stored in a file for viewing by the user at a later time. This is in contrast to a message that is sent directly to the screen for the user to see immediately.

Queued Sequential Access Method (QSAM). An extended version of the basic sequential access method (BSAM). When this method is used, a queue is formed of input data blocks that are awaiting processing or of output data blocks that have been processed and are awaiting transfer to auxiliary storage or to an output device.

queuing directory. A directory through which INmail/INnet/INftp mail is routed.

quit. A key, command or action that tells the system to return to a previous state or stop a process.

quote. To mask the special meaning of certain characters; to cause them to be taken literally.

```
+----+
|  R  |
+----+
```

radix. The positive integer by which the weight of the digit place is multiplied to obtain the weight of the digit place with the next higher weight; for example, in the decimal numeration table, the radix of each digit place is 10, in a biquinary code the radix of each fives position is 2.

raise. To make the stacking order of a window higher.

random access. An access mode in which records can be read from, written to or removed from a file in any order.

ratfor. Rational FORTRAN.

raw interface. In I/O, an interface in which data is not manipulated by the kernel before it arrives at the device driver.

RCTE. Remote control terminal echoing.

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read-only. Pertaining to file system mounting, a condition that allows data to be read but not modified.

real ID. The ID (user or group) that is set at login.

real memory. Memory that is physically present in the system. Contrast with *virtual memory*.

real storage. The main storage in a virtual storage machine.

receiving item. A data item referred to in a TO or USING phrase in a PICTURE clause in the SCREEN SECTION.

reclen. Record length.

record. See *logical record*.

record area. A storage area allocated for the purpose of processing the record described in a record description entry in the FILE SECTION of the Data Division. In the FILE SECTION, the current number of character positions in the record area is determined by the explicit or implicit RECORD clause.

record description. See *record description entry*.

record description entry. The total set of data description entries associated with a particular record. Synonymous with *record description*.

record key. A key whose contents identify a record within an indexed file. Within an indexed file in SAA COBOL, a record key is the prime record key.

record name. A user-defined word that names a record described in a record description entry in the Data Division of a COBOL program.

record-sequential files. Files consisting of a series of fixed-length records. The length of a record is the length of the longest FD entry for the file in the FILE section of the program.

recording mode. The format of the logical records in a file. Recording mode can be F (fixed-length), V (variable-length), S (spanned) or U (undefined).

recovery procedure. (1) An action performed by the operator when an error message appears on the display screen. Usually, this action permits the

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program to continue or permits the operator to run the next job. (2) The method of returning the system to the point where a major system error occurred and running the recent critical jobs again.

rectangle. A rectangle specified by $[x,y,w,h]$ has an infinitely thin outline path with corners at $[x,y]$, $[x+w,y]$, $[x+w,y+h]$ and $[x,y+h]$. When a rectangle is filled, the lower-right edges are not drawn; for example, if $w=h=0$, nothing would be drawn; if $w=h=1$, a single pixel would be drawn.

recursion. The process of using a function to define itself.

redirect. To divert data from a process to a file or device to which it would not normally go.

redirecting control. Transferring an operation to a specified client. Used when window managers or client programs enforce window layout policy to prevent attempts to change the size or position of a window.

reel. A discrete portion of a storage medium, the dimensions of which are determined by each implementer, that contains part of a file, all of a file or any number of files. Synonymous with *unit* and *volume*.

reference count. In an inode, a record of the total number of directory entries that refer to the inode.

region. An area within a bitmap, a pixmap, a screen or a window.

regular expression. A set of characters, metacharacters and operators that define a string or group of strings in a search pattern.

relation. See *relational operator*.

relation character. A character that belongs to the following set:

Character Meaning

>	Greater than
<	Less than
=	Equal to

relation condition. The proposition, for which a truth value can be determined, that the value of an arithmetic expression, data item, nonnumeric literal or index name has a specific relationship to the value of another arithmetic expression, data item, nonnumeric literal or index name. See also *relational operator*.

relational expression. A logical statement describing the relationship (such as greater than or equal) of two arithmetic expressions or data

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items.

relational operator. The reserved words or symbols used to express a relational condition or a relational expression. The permissible operators and their meanings are:

Operator	Meaning
IS GREATER THAN	Greater than
IS >	Greater than
IS NOT GREATER THAN	Not greater than
IS NOT >	Not greater than
IS LESS THAN	Less than
IS <	Less than
IS NOT LESS THAN	Not less than
IS NOT <	Not less than
IS EQUAL TO	Equal to
IS =	Equal to
IS NOT EQUAL TO	Not equal to
IS NOT =	Not equal to
IS GREATER THAN OR EQUAL TO	Greater than or equal to
IS > =	Greater than or equal to
IS LESS THAN OR EQUAL TO	Less than or equal to
IS < =	Less than or equal to

relative address. An address specified in relation to the contents of a symbol. When a program is relocated, the addresses themselves will change, but the specification of relative addresses remains the same.

relative addressing. A means of addressing instructions and data areas by designating their locations relative to some symbol.

relative file. A file with relative organization.

relative files. Files that allow you to access data randomly by specifying its position within the file. These files consist of fixed-length records, each of which is uniquely identified by a record number.

relative key. A key whose contents identify a logical record in a relative file.

relative organization. The permanent logical file structure in which each record is uniquely identified by an integer value greater than zero, which specifies the record's logical ordinal position in the file.

relative path name. The name of a directory or file expressed as a sequence of directories followed by a file name, beginning from the current directory.

relative record number. The ordinal number of a record in a file whose

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organization is relative. This number is treated as a numeric literal which is an integer.

remote. Pertaining to a device, file or system that is accessed by your system through a communications line. Synonymous with *link-attached*. Contrast with *local*.

remote cluster site. A site on the cluster that the user is not logged in to. The term remote normally refers to a TCF cluster site.

remote host. See *foreign host*.

Remote Procedure Call (RPC). The interface NFS uses for remote procedure calls.

remote procedure call. A request for a service that is located on another computer in the network.

Remote Spooling Communications Subsystem (RSCS). A licensed VM program that transfers spool files, commands and messages between VM users, remote stations and remote and local batch systems. Each file is taken from the spooling system of a particular virtual machine and can then be transferred to the spooling system of any operating system that contains the required protocols for communicating with RSCS.

replicated root file system. The part of the root file system hierarchy comprising system directories and files found under the root (/) and replicated on all sites in the cluster. Replicated root files are not specific to individual cluster sites. The replicated root file system is a file system with key common files and directories for basic system operation. Almost all system binaries, programs and libraries are in the replicated root file system. Other user and system file systems (like the local file system) are mounted on top of directories in the replicated root file system.

reply. The way information requested by a client program is sent back to the client. Both events and replies are multiplexed on the same connection. Most requests do not generate replies; some generate multiple replies.

request. A command to the server to send a single block of data over a connection.

requester. A display station or interactive communications session that requests a program to be run.

required list. An ordered list containing a subset of the installed colormaps.

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required parameter. A parameter having no value automatically supplied and for which the user must provide a value.

reserved character. A character or symbol that has a special (non-literal) meaning unless quoted.

reserved word. A word that is defined in a programming language for a special purpose and that must not appear as a user-declared identifier.

reset. To return a device or circuit to a clear state.

resource. (1) Items such as windows, pixmaps, cursors, fonts, graphics contexts and colormaps are known as resources. Each has a unique identifier associated with it for naming purposes. The lifetime of a resource is bounded by the lifetime of the connection over which the resource was created. (2) A named piece of data in a widget that can be set by a client, by an application or by user defaults.

restore. To return to an original value or image; for example, to restore a library from diskette.

retransmit. To repeat the transmission of a message or segment of a message.

retry. To resend a transmission that did not achieve the desired or intended result; usually follows a timeout.

return code. In data communications, a value generated by the system or subsystem that is returned to a program to indicate the results of an operation issued by that program.

RGB value. Red, green and blue (RGB) intensity values are used to define a color. These values are always represented as 16-bit unsigned numbers with zero, the minimum intensity, and 65535, the maximum intensity. The X Server scales these values to match the display hardware.

right-adjust. To place or move an entry in a field so that the rightmost character of the field is in the rightmost position. Synonymous with *right justify*. Contrast with *left-adjust*.

right justify. See **right-adjust**.

right margin. The area on a page between the last text character and the right upper edge.

RISC. Reduced Instruction Set Computer.

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RM/COBOL. The Ryan McFarland 2.0 dialect of COBOL.

root. (1) Another name sometimes used for superuser. (2) The main file system to which others are appended. (3) The screen on which the window is created. The root of a pixmap or GContext is the same as the root of the drawable used when the pixmap or GContext was created. The root of a pixmap or graphics context is the same as the root of whatever drawable was used when the pixmap or graphics context was created. The root of a window is the root window under which the window was created. (4) On the widget tree, the Shell widget returned by XtInitialize or XtCreateApplicationShell.

root directory. The top level directory in a file system. It may contain subdirectories. Synonymous with *system directory*.

root file system. The basic AIX Operating System file system, which contains operating system files and onto which other file systems can be mounted. The root file system is the file system that contains the files that are run to start the system running.

root window. Each screen has a root window covering it. It cannot be reconfigured or unmapped, but otherwise it performs like any other window. A root window has no parent.

route. A path defined for sending data across a network.

route table. A structure in memory that describes, for the computer, all of the routes that are currently defined.

routine. A set of statements in a program causing the system to perform an operation or a series of related operations.

routing path. A path containing the INmail system names of all computer systems through which mail is routed to reach a specific computer system.

RPC. See *Remote Procedure Call*.

RSCS. See *Remote Spooling Communications Subsystem*.

RTE. See *Run-Time Environment*.

RTS. Run-Time System. See *Run-Time Environment*.

rubber-band outline. A movable outline normally displayed on the screen when moving or resizing a window.

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run. To cause a program, utility or other machine function to be performed.

run-time. The time at which an object program is executed. Synonymous with *object time* and *execution time*.

Run-Time Environment (RTE). A module that interprets intermediate code and provides various support services to native code.

run-time environment. A collection of subroutines and shell variables that provide commonly used functions and information for system components.

Run-Time System (RTS). See *Run-Time Environment*.

run-unit. One or more object programs which interact with one another and which function, at object time, as an entity to provide problem solutions.

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+----+
|  s  |
+----+
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SAA. See *Systems Application Architecture*.

saveset. A list of window clients that should not be destroyed when a connection is closed and should be remapped or unmapped. Usually used by window managers to avoid lost windows if the manager is ended abnormally.

scanline. A list of pixel or bit values viewed as a horizontal row (all values have the same *y* coordinate). The values are ordered by increasing the *x* coordinate. As part of an image, the next scanline is ordered by increasing the *y* coordinate

scanline order. An image represented by scanlines ordered by increasing the *y* coordinate.

SCCS. See *Source Code Control System*.

SCCS identification. In SCCS, a number assigned to a version of a program to keep track of each version of the program.

scope terminator. A COBOL reserved word that marks the end of certain Procedure Division statements. It may be either explicit (END-ADD) or implicit (separator period).

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scratch file. A file, usually used as a work file, that exists until the program that uses it ends.

screen. (1) A special type of window that is as large as the terminal screen. (2) A server can provide several independent screens that typically have physically independent monitors (display screens). This is the expected configuration when there is only a single keyboard and pointer shared among the screens. A screen structure contains the information about that screen and is linked to the display structure. See also *display screen*.

screen description entry. An entry in the SCREEN SECTION of the Data Division that is composed of a level number, followed by an optional screen-name and then by a set of screen clauses as required. This entry is very similar in structure to a data description entry, but while a data description entry declares areas in memory, a screen description entry declares areas on the screen.

screen item. A field on the screen to which the screen description entry assigns properties.

SCREEN SECTION. The last section within the Data Division, in which the layouts of the screen areas accessed in Format 1 ACCEPT and DISPLAY statements are defined.

scroll. To move the display image vertically or horizontally to bring into view information that is outside the display's boundaries. You can scroll a pane with the cursor movement keys or with the Scroll (right) button on a mouse.

scroll region. Displays the position and amount of text currently showing in the window (highlighted) relative to the amount of text actually saved.

SCSI. Small Computer Systems Interface.

sdb. A common AIX symbolic debugger.

SDLC. Synchronous Data Link Control.

second level interrupt handler (SLIH). A routine that handles the processing of an interrupt from a specific adapter. An SLIH is called by the first level interrupt handler associated with that interrupt level.

secondary copy. A read-only copy of the primary copy of a replicated file system. Files in the secondary copy are automatically modified or deleted when the corresponding file in the primary copy is modified or deleted. New files added to the primary copy will be automatically added to the secondary copy only if the appropriate **fstore** value has been set.

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secondary site. The secondary site maintains the secondary copy of a replicated file system.

section. A set of zero, one or more paragraphs or entities, called a section body, the first of which is preceded by a section header. Each section consists of the section header and the related section body.

section header. A combination of words followed by a separator period that indicates the beginning of a section in the Environment, Data and Procedure Divisions. In the Environment and Data Divisions, a section header is composed of reserved words followed by a separator period. The permissible section headers in the Environment Division are:

CONFIGURATION SECTION.
INPUT-OUTPUT SECTION.

The permissible section headers in the Data Division are:

FILE SECTION.
WORKING-STORAGE SECTION.
LINKAGE SECTION.

In the Procedure Division, a section header is composed of section name, followed by the reserved word SECTION, followed by a separator period.

section name. A user-defined word that names a section in the Procedure Division.

sector. (1) An area on a disk track or a diskette track reserved to record information. (2) The smallest amount of information that can be written to or read from a disk or diskette during a single read or write operation.

security. The protection of data, system operations and devices from accidental or intentional ruin, damage or exposure.

sed. A stream editor.

segment. A contiguous area of virtual storage allocated to a job or system task. A program segment can be run by itself, even if the whole program is not in main storage. Synonymous with *code segment*.

segment-number. A user-defined word that classifies sections in the Procedure Division for segmentation. Segment-numbers may contain only characters from 0 through 9. A segment-number may be expressed either as a one- or a two-digit number.

segment registers. Registers in the system that hold the actual addresses of the memory segments currently in use.

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select. To choose a button on the display screen. To select, place the cursor on an object (name or command) and press the Select (left) button on a mouse or the **Select** key on the keyboard.

selection. An indirect property of a dynamic type maintained by the client (the owner) but belonging to the user. It is not private to a particular window subhierarchy or a particular set of clients. When a client asks for the contents of a selection, it specifies a target type. This target type can be used to control the transmitted representation of the contents.

selection structure. A program processing logic in which one or another series of statements is executed, depending on whether a condition is true or false.

semantic transparency. Allows the same command to function identically from all cluster sites; for example, it provides for the **grep** command to have the same options and give the same results no matter where it is invoked.

semaphore. (1) An indicator used to control access to a file; for example, in a multi-user application, a flag that prevents simultaneous access to a file. (2) A general method of communication between two processes that is an extension of the features of signals.

semaphore ID. An integer that points to a set of semaphores and a data structure that contains information about the semaphores.

semid. See *semaphore ID*.

sending item. A data item referred to in a FROM or USING phrase in a PICTURE clause in the SCREEN SECTION.

sentence. A sequence of one or more statements, the last of which is terminated by a separator period.

separator. A character used to separate parts of a command or file. See also *delimiter*.

separator comma. A comma (,) followed by a space used to delimit character strings.

separator period. A period (.) followed by a space used to delimit character strings.

separator semicolon. A semicolon (;) followed by a space used to delimit

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character strings.

sequence structure. A program processing logic in which a series of statements is executed in sequential order.

sequential access. An access method in which records are read from, written to or removed from a file based on the logical order of the records in the file.

sequential file. A file with sequential organization.

sequential organization. The permanent logical file structure in which a record is identified by a predecessor successor relationship established when the record is placed into the file.

serial search. A search in which the members of a set are consecutively examined, beginning with the first member and ending with the last.

server. (1) On a network, the computer that contains programs, data or provides the facilities to be accessed by other computers on the network. (2) A program that handles protocol, queueing, routing and other tasks necessary for data transfer between devices in a computer system. (3) An application program that usually runs in the background (daemon) and is controlled by the System Program Controller. (4) Provides the basic windowing mechanism. It handles IPC connections from clients, demultiplexes graphics requests onto screens and multiplexes input back to clients.

server grabbing. When a client seizes the server for exclusive use to prevent processing requests from other client connections until the grab is complete. This is typically a transient state for such things as rubber-banding and pop-up menus or to execute requests indivisibly.

session. (1) The period of time during which programs or devices can communicate with each other. (2) The logical connection by which a host program or device can communicate with a program or device at a remote location.

session records. In the accounting system, a record of time connected and line usage for connected display stations, produced from login and logout records.

set flags. Flags that can be put into effect with the shell **set** command.

shadow page table. A table that maps real storage allocations (first-level storage) to a virtual machine's virtual storage (third-level storage) for use by the real machine in its paging options.

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shared memory. An area of memory that more than one cooperating process can access simultaneously.

shared memory ID. An identifier assigned to the shared segment for use within a particular process. It is similar in use to a file descriptor of a file.

shared printer. A printer that is used by more than one work station.

shell. A program that accepts and interprets commands for the operating system. Synonymous with **shell program**.

shell box. A geometry management technique where a type of bounding box can have only one child that is exactly the same size as the shell.

shell options. The shell provides two different types of options: set options and command-line options. Set options are put into effect with the **set** command and alter the way the shell runs. Command-line options are entered on the command line (but not with the **set** command) and alter the way the shell starts.

shell procedure. A series of commands combined in a file that carry out a particular function when the file is run or when the file is specified as an argument to the **sh** command. Synonymous with *shell scripts*.

shell program. See **shell**.

shell prompt. The character string on the command line indicating the system can accept a command (typically the **\$** character).

shell script. See **shell procedure**.

shell variables. Facilities of the shell program for assigning variable values to names.

Shell widget. Holds the top-level widgets that communicate directly with the window manager. These widgets do not have parents.

shift keyboard state. A state of the keyboard obtained by pressing the Shift key in combination with another key.

Shift-JIS. A mixed single- and double-byte code representing the ASCII control and graphic characters and the extended characters for single- and double-byte Katakana and double-byte Hiragana, Kanji, and Roman. Synonymous with *code page 932*, *file code*, and *multibyte code*.

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shmid. See *shared memory ID*.

shutdown. The process of ending the operation of a system or a subsystem by following a defined procedure.

sibling. Children of the same parent window.

sign condition. The proposition, for which a truth value can be determined, that the algebraic value of a data item or an arithmetic expression is either less than, greater than or equal to zero.

sign off. To end a session at a display station.

sign on. The action an operator uses at a display station to begin working at the display station.

signal. (1) A simple method of communication between two processes.
(2) An event that interrupts the normal execution of a process.

simple condition. Any single condition chosen from the set:

- relation condition
- class condition
- condition name condition
- switch status condition
- sign condition
- (simple condition).

single-shift control. In code page switching, a control code that shifts to another page for a single character; nonlocking shifts.

sio. Start channel I/O.

site. The computer and its associated devices and programs. Synonymous with **system**.

site name. A method of referring to a machine by a specific name. Synonymous with **system name**.

size field. In an inode, a field that indicates the size, in bytes, of the file associated with the inode.

SLIH. See *second-level interrupt handler*.

SMTP. Simple Mail Transfer Protocol.

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SNA. See *Systems Network Architecture*.

SNOBOL. A programming language designed for string processing and pattern matching.

socket. (1) A unique host identifier created by the concatenation of a port identifier with an IP address. (2) A port identifier.

software. Programs.

SOH (Start of Heading - 0x01). A communication grouping control character which is used at the beginning of a sequence of characters which constitute a machine-sensible address or routing information. Such a sequence is referred to as the heading.

STX (Start of Text - 0x02). A communication grouping control character which is used at the beginning of a sequence of characters which constitute a machine-sensible address or routing information. Such a sequence is referred to as the text. STX may be used to terminate a sequence of characters started by SOH.

sort. (1) To select a particular group of records from a file based upon some criterion. (2) To rearrange some or all of a group of items based upon the contents or characteristics of those items.

sort file. A collection of records to be sorted by a SORT statement. The sort file is created and can be used by the sort function only.

sort-merge file description entry. An entry in the FILE SECTION of the Data Division that is composed of the level indicator SD, followed by a file name and then followed by a set of file clauses as required.

source. (1) The input to a compiler or assembler, written in a source language. (2) The symbolic definition of the originator of a transmission to a queue.

Source Code Control System (SCCS). A program for maintaining version control for the source files of a developing program.

SOURCE-COMPUTER. The name of an Environment Division paragraph in which the computer environment, within which the source program is compiled, is described.

source diskette. The diskette containing data to be copied, compared, restored or backed up.

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source program. A set of instructions written in a programming language, that must be translated to machine language and compiled before the program can be run.

sparse file. A file that is created with a length greater than the data it contains, leaving empty spaces for future addition of data. Synonymous with *hole in a file*.

special character. A character other than an alphabetic or numeric character. For example, *, +, and % are special characters.

special character word. A reserved word that is an arithmetic operator or a relation character.

special file. Special files are used in the AIX system to provide an interface to input/output devices. There is at least one special file for each device connected to the computer. See also **block special file** and **character special file**. Contrast with **directory** and **file**.

SPECIAL-NAMES. The name of an Environment Division paragraph in which environment names are related to user specified mnemonic names.

special registers. Certain compiler generated storage areas whose primary use is to store information produced in conjunction with the use of a specific COBOL feature.

split key. A concatenation of one or more data items within a record associated with that filename. The split key can be referenced only in START and READ statements.

spool. A VM program that allocates disk areas to hold files in queues, usually while they await some sort of service; for example, print jobs are held in a print queue awaiting service from the printer.

spool file. (1) A disk file containing output that has been saved for later printing. (2) A file used in transmitting data among devices.

spring-loaded pop-up. A kind of widget, such as a menu, that is not visible to the window manager. The spring-loaded pop-up disables user-event processing except for events that occur in the menu.

SRM. System Resource Manager.

stack buffer. A storage area that stores retrievable data in sequence. The last text stored is the first text removed.

stacking order. The relationship between sibling windows that stack on

top of each other.

stand-alone shell. A limited version of the shell program used for system maintenance.

stand-alone system. See **stand-alone work station.**

stand-alone work station. A work station that can be used to perform tasks independent of (without being connected to) other resources such as servers or host systems. Synonymous with *stand-alone system*.

standard data format. The concept used in describing the characteristics of data in a COBOL Data Division under which the characteristics or properties of the data are expressed in a form oriented to the appearance of the data on a printed page of infinite length and breadth, rather than a form oriented to the manner in which the data is stored internally in the computer or on a particular external medium.

standard error (STDERR). The place where many programs place error messages.

standard input (STDIN). The source of data going into a process. Standard input generally comes from the display station unless redirection or piping is used, in which case standard input can be a file or the data from a process.

standard output (STDOUT). The destination of data coming from a process. Standard output generally comes from the display station unless redirection or piping is used, in which case standard output can be a file or another process.

standard screen. A memory image of the screen that the routines make changes to.

stanza. A group of lines in a file that together have a common function. Stanzas are usually separated by blank lines, and each stanza has a name.

statement. (1) An instruction in a program or procedure. (2) A syntactically valid combination of words, literals and separators, beginning with a verb, written in a COBOL source program.

static. A style of creating pop-ups.

static color. (1) A degenerate case of pseudocolor in which the RGB values are predefined and read-only. See also *pseudocolor*. (2) Also StaticColor, a value.

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static gray. (1) A degenerate case of gray scale in which the gray values are predefined and read-only. The values are typically near-linear increasing ramps. See also *gray scale* and *monochrome*. (2) Also *StaticGray*, a value.

statically linked executable module. A module in the form of a standard AIX a.out executable object module that has all of its overlays and procedures linked into memory.

station. A computer or device that can send or receive data.

status. (1) The current condition or state of a program or device; for example, the status of a printer. (2) The condition of the hardware or software, usually represented in a status code.

STDERR. See *standard error*.

STDIN. See *standard input*.

STDOUT. See *standard output*.

stipple. A bitmap used to tile a region. A stipple pattern serves as an additional clip mask for a fill operation with the foreground color.

storage. (1) The location of saved information. (2) The saving of information on physical devices such as disk or tape. Contrast with **memory**.

storage device. A device for storing and/or retrieving data.

store. To place information in memory or onto a minidisk or tape so that it is available for retrieval and updating.

stream. Sequential input or output from an open file descriptor.

string. (1) A linear sequence of entities such as characters or physical elements. Examples of strings are alphabetic strings, binary element strings, bit strings, character strings, search strings and symbol strings. Synonymous with *character string* and *quark*. (2) A series of characters to be taken literally by the system; for example, string may be specified for a context search or for global substitutions.

structured field. See *field*.

structured file. A special type of INed file that contains specialized data such as information about the structure of the data in the file and

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history information about changes that have been made to the file. Structured files can contain hierarchical data that is displayed and edited by using forms.

structured programming. A technique for organizing and coding a computer program in which the program comprises a hierarchy of segments, each segment having a single entry-point and a single exit-point. Control is passed downward through the structure without unconditional branches to higher levels of the hierarchy.

stubs. Hooking functions used as extensions to the protocol to generate protocol requests for X-windows. Synonymous with *hooking routines*.

su. See **superuser**.

subdirectory. A directory contained within another directory in the file system hierarchy.

subject of entry. An operand or reserved word that appears immediately following the level indicator or the level number in a Data Division entry.

subprogram. A program invoked by another program. Synonym for *called program*. Contrast with **main program**.

sub-queue. A logical hierarchical division of a queue.

subroutine. (1) A sequenced set of statements that may be used in one or more computer programs and at one or more points in a computer program. (2) A routine that can be part of another routine. See also **routine**.

subscript. An integer or variable whose value refers to a particular element in a table or an array.

subscripted data-name. An identifier that is composed of a data-name followed by one or more subscripts enclosed in parentheses.

subshell. An instance of the shell program started from an existing shell program.

substitution. A procedure used by a text editor like **ed** or **vi** to replace one specified string of characters with another. If a global substitution is made, all occurrences of the specified text pattern are replaced with the new one.

substring. A part of a character string.

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subsystem. A secondary or subordinate system usually capable of operating independently of, or synchronously with, a controlling system.

suffix. A character string attached to a file name that helps identify its file type.

super block. The most critical part of the file system containing information about every allocation or deallocation of a block in the file system.

superuser (su). (1) The user who can operate without the restrictions designed to prevent data loss or damage to the system (user ID 0). Synonym for *superuser authority*. (2) An AIX command that runs a shell and allows you to operate there with the privileges of the specified user (by default root). (3) Root permissions.

superuser authority. The unrestricted ability to access and modify any part of the operating system that is associated with the user who manages the system. The authority obtained when one logs in as root. Synonymous with *superuser privileges*.

superuser privileges. See **superuser authority**.

supervisor. The part of the AIX/370 Operating System control program that coordinates the use of resources and maintains the flow of processing unit operations.

SVC. Supervisor call instruction.

switch parameters. The switches that affect the way your AIX VS COBOL program is run.

switch status condition. The proposition, for which a truth value can be determined, that an UPSI switch, capable of being set to an on or off status, has been set to a specific status.

symbol function. The use of specified characters in the PICTURE clause to represent data types.

symbolic link. A mechanism that lets you assign a second name to a file or a directory. It functions as a pointer to the other file or directory. There are no restrictions pertaining to source or destination locations. A file may be deleted if the only pointers to the file are symbolic links. See also **link**.

synchronous. Occurring in a regular or predictable sequence.

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synchronous transmission. In data communication, a method of transmission in which the sending and receiving of characters is controlled by timing signals. Contrast with **asynchronous transmission**.

syntax. (1) The relationship among characters or groups of characters, independent of their meanings or the manner of their interpretation and use. (2) The structure of expressions in a language. (3) The rules governing the structure of a language. (4) The relationship among symbols. (5) The rules for the construction of a statement.

system. See **site**.

system administrator. The person at a computer installation who designs, controls and manages the use of the computer system.

system call. A request by an active process for a service by the system kernel.

system customization. A process of specifying the devices, programs and users for a particular data processing system.

system date. The date assigned by the system user during setup and maintained by the system.

system directory. See **root directory**.

system dump. A copy of memory from all active programs (and their associated data) whenever an error stops the system. Contrast with **task dump**.

system management. The tasks involved in maintaining the system in good working order and modifying the system to meet changing requirements.

system name. (1) The name by which INmail/INnet recognizes a computer system. Synonym for **site name**. (2) A COBOL word that is used to communicate with the operating environment.

system parameters. See **kernel parameters**.

system primary site. The machine (cluster site) designated to hold the primary copy of the replicated root file system. When files are changed in the replicated root file system, the primary site for the cluster must be available.

system profile. A file containing the default values used in system operations.

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system-replicated file system. A file system that contains files and directories accessed by many users regardless of the users' specific applications. These system files, programs and directories are replicated on different sites in a cluster.

system unit. The part of the system that contains the processing unit, the disk drive and the disks and the diskette drive and diskettes.

system user. A person, process or other resource that uses the facilities of a computer system.

Systems Application Architecture (SAA). A defined set of interfaces, conventions and protocols that can be used across various IBM systems.

Systems Network Architecture (SNA). A set of rules for controlling the transfer of information in a data communication network.

```
+----+
|  T  |
+----+
```

table. A set of logically consecutive items of data that are defined in the Data Division by means of the OCCURS clause.

table element. A data item that belongs to the set of repeated items comprising a table.

tape. A thin, flexible magnetic strip used to store information.

tape drive. The mechanism used to read and write information on tapes.

target diskette. The diskette to be used to receive data from a source diskette.

task. A basic unit of work to be performed. Examples of tasks are a user task, a server task and a processor task.

task dump. A copy of memory from a program that failed (and its associated data). Contrast with **system dump**.

TCF. See *Transparent Computing Facility*.

TCF cluster. A group of computers operating under the AIX Operating System and using the Transparent Computing Facility (TCF).

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TCP. See *Transmission Control Protocol*.

TCP/IP. See *Transmission Control Protocol/Internet Protocol*.

telecommunications. Transmitting signals over long distance.

teleprocessing. Processing data that is received from or transmitted to a remote location via communication channels.

telnet. A remote login protocol.

template. In enhanced edit mode, a character buffer associated with the terminal.

terminal. (1) An input/output device containing a keyboard and either a display device or a printer, capable of sending and receiving information over a communications line. Synonymous with *work station*. (2) A memory image of what the terminal screen currently looks like.

terminfo database. A database containing terminal descriptions.

text. A type of data consisting of a set of linguistic characters (for example, alphabetic characters, numbers and symbols) and formatting controls.

text application. A program defined for the purpose of processing text data; for example, memos, reports and letters.

text editing program. See **editor** and **text application**.

text element. See *element*.

text indicators. Symbols or arrows at the bottom of the editor window that show the directions in which you can scroll to view additional portions of the file.

text name. A user-defined word that identifies library text.

text word. A character or a sequence of contiguous characters following the indicator area (column 7) in a COBOL library, source program or in a pseudo-text which is:

A separator, except for: space; a pseudo-text delimiter; and the opening and closing delimiters for nonnumeric literals. The right

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parenthesis and left parenthesis characters, regardless of context within the library, source program or pseudo-text, are always considered text words.

A literal including, in the case of nonnumeric literals, the opening quotation mark and closing quotation mark that bound the literal.

Any other sequence of contiguous COBOL characters except comment line and the word COPY bounded by separators which is neither a separator nor a literal.

texttab. A kernel parameter establishing the size of the text table, in memory, that contains one entry each active shared program text segment.

tile. (1) A bitmap. (2) To fill a region with a bitmap. To replicate a pixmap in two dimensions.

timeout. Measurement of time intervals allotted for certain events to occur (such as a response to polling or other controls) before corrective (recovery) action is taken.

timestamp. A time value expressed in milliseconds, typically since the last server reset. Timestamp values wrap around usually after 49.7 days. The server, once given its current time, is represented by *timestamp T* and always interprets timestamps from clients by treating half of the timestamp space as being earlier in time than *T* and half the timestamp space as being later in time than *T*. One *timestamp* value, represented by the constant *CurrentTime*, is never generated by the server. This value is reserved for use in requests to represent the current server time.

token. (1) The smallest independent unit of meaning as defined by either the parser or the lexical analyzer. A token can contain data, a language keyword, an identifier or other parts of a language syntax. (2) In M4, any string of letters and digits that **m4** recognizes.

token numbers. Nonnegative integers that represent the names of tokens.

Token-Ring network. A network that uses a ring topology, in which tokens are passed in the circuit from node to node. A node ready to send can capture the token and insert data for transmission.

TOOLS window. A window that contains buttons for commands that run utility and system control programs.

top down design. The design of a computer program using a hierarchic structure in which related functions are performed at each level of the structure.

top down development. See *structured programming*.

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trace. To record data that provides a history of events occurring in the system.

trace entry. A data structure containing a header of identifying information plus up to 20 bytes of defined data. Trace entries are generated by trace points and written to a trace log file.

trace point. A group of code statements that generates a trace entry from within a software program. Trace points are assigned to an event class which can be active or inactive. Trace points with active event classes can generate trace entries.

trace profile. An ASCII file that can be modified to activate or deactivate the various event classes. The trace profile is used by the trace daemon to set up three channel tables that show which event classes are active.

trace table. A storage area into which a record of the performance of computer program instructions is stored.

trace template. Used by the trace formatter to determine how the data contained in a trace entry should be formatted. All trace templates are stored in the master template file.

track. A circular path on the surface of a fixed disk, diskette, magnetic tape or CD ROM on which information is magnetically recorded and from which recorded information is read.

trailer label. A file or data set label that follows the data records on a unit of recording medium. Synonymous with *end-of-file label*.

transfer. To move data from one location to another in a computer system or between two or more systems.

translation table. (1) A table that specifies the mapping of events or event sequences to procedure names. (2) A string containing a list translating the events to procedure calls.

transmission control characters. Special characters that are included in a message to control communication over a data link. For example, the sending station and the receiving station use transmission control characters to exchange information; the receiving station uses transmission control characters to indicate errors in data it receives.

Transmission Control Protocol (TCP). A communications protocol used in Internet and any other network following the U.S. Department of Defense standards for inter-network protocol. Provides a reliable host-to-host protocol in packet-switched communications networks and in an

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interconnected system of such networks. It assumes that Internet Protocol is the underlying protocol.

Transmission Control Protocol/Internet Protocol (TCP/IP). A network protocol that connects to other systems that support TCP/IP. TCP/IP allows a user to send and receive mail, transfer files across a network, print files, run commands on remote systems, and log in to remote systems.

transparency. The obscuring of machine boundaries in a distributed system. The AIX/370 system supports several kinds of transparency including name, location, semantic, data and process transparency.

transparent. In communications, pertaining to transmissions that have no possibility of interference with data link control, regardless of format or content. Transparent transmissions are unrecognized by data link controls.

Transparent Computing Facility (TCF). A facility that automatically allows for data, process, name, location and semantic transparency.

trap. An unprogrammed, hardware-initiated jump to a specific address. Occurs as a result of an error or certain other conditions.

tree-structured directories. A method for connecting directories such that each directory is listed in another directory except for the root directory, which is at the top of the tree.

trojan horse. A program that can vandalize your files, although it does its defined task.

true color. (1) A degenerate case of direct color in which the subfields in the pixel value directly encode the corresponding RGB values. That is, the colormap has predefined read-only RGB values. The values are typically near-linear increasing ramps. (2) Also TrueColor, a value.

true color adapter. In the Graphics Support Library, a color adapter in which the pixel color value drives the digital-to-analog converters without the level of indirection forced by the video lookup table (VLT). Contrast with **VLT-based adapter**.

truncate. To shorten a field or statement to a specified length.

trusted communications path. A secure path to the system, invoked with a key sequence and used when entering or changing security-relevant information in the system; for example, when changing passwords or logging in to the system.

trusted computing base. The total of all system components, both hardware

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and software, that protect data in the system.

trusted program. A program with an ID of root (superuser) known to be free of trojan horses and computer viruses.

trusted shell. A modified command interpreter that provides a restricted environment to perform administrative tasks in a secure manner.

truth value. The representation of the result of the evaluation of a condition in terms of one of two values: true or false.

TTY. Designates a terminal. On a system with more than one terminal, the TTY field of the process status displayed by the **ps** command indicates which terminal started the process.

turnaround. Changing a communications line from transmit mode to receive mode or from receive mode to transmit mode.

turnaround time. The time interval required to reverse the direction of transmission over a communication line.

type. An arbitrary atom used to identify the data. A type is solely for the benefit of clients and is not interpreted by the server. X-Windows predefines type atoms for many frequently-used types. Clients also can define new types.

type style. Characters of a given size, style and design.

typematic key. A key that repeats its function multiple times when held down.

```
+---+  
| U |  
+---+
```

UDP. See *User Datagram Protocol*.

UID. See **user ID**.

U-JIS. A mixed single- and double-byte EUC that represents CS0, CS1, and CS2 sets of ASCII and extended characters.

unary operator. A plus (+) or a minus (-) sign, that precedes a variable or a left parenthesis in an arithmetic expression and that has the effect of multiplying the expression by +1 or -1, respectively.

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unit. A module of direct access, the dimensions of which are determined by IBM.

UNIX link. A mechanism that lets you use the **ln** command to assign more than one name to a file. Both the new name and the file being linked to must be in the same file system. A file is deleted when all the UNIX links (including the first link - the original name) have been removed. Synonym for **link**.

UNIX-to-UNIX Copy Program (UUCP). A set of programs that allows you to copy files from a local UNIX system to a remote UNIX system. The **uucp** command is part of the Basic Networking Utility (BNU) program.

unmanaged window. A window whose size cannot be changed.

unviewable. Pertaining to a mapped window with an unmapped ancestor.

update. An improvement for some part of the system.

update file. A disk file from which a program reads a record, updates fields in the record and writes the record back into the location it came from.

uppercase character. Those graphic characters (including capital letters) of a primary set which can be input from a keyboard using the normal shift key.

UPSI switch. A program switch that performs the functions of a hardware switch. Eight switches are provided: UPSI-0 through UPSI-7.

user. (1) The name associated with an account. (2) A person interacting with a workstation and X-Windows.

user account. See **account**.

user area. The parts of main storage and disk available to the user.

User Datagram Protocol (UDP). A protocol that transmits messages from IP to process on the computer.

user-defined word. A COBOL word that must be supplied by the user to satisfy the format of a clause or statement.

user ID (UID). A unique alphanumeric string identifying an operator to the system. This string of characters limits the functions and

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information the operator is allowed to use. The user ID can often be substituted in commands that take a user's name as an argument. Synonymous with *user identification*, *user name* and *user number*.

user identification. See **user ID (UID)**.

user list. A list containing the user identification and access levels of all operators who are allowed to use a specified file or library.

user name. A name that uniquely identifies a user to the system. Synonym for *user ID (UID)*.

user number. See **user ID (UID)**.

user profile. A file containing a description of user characteristics and defaults (for example, printer assignment, formats and group ID) to be conveyed to the system while the user is logged on.

user-replicated file system. A file system containing files and directories accessed only by specific users or for particular applications. These user files and directories are replicated on different sites in a cluster.

utility. (1) A computer program in general support of the processes of a computer; for instance, a diagnostic program, a trace program, or a sort program. (2) A program designed to perform an everyday task such as copying data from one storage device to another.

UUCP. See *UNIX-to-UNIX Copy Program*.

UVCP. UNIX-to-VM copy.

```
+---+  
| v |  
+---+
```

valid. (1) Allowed. (2) True, in conforming to an appropriate standard or authority.

value. (1) In Usability Services, information selected or typed into a pop-up. (2) A set of characters or a quantity associated with a parameter or name. (3) In programming, the contents of a storage location.

variable. A name used to represent a data item whose value can change while the program is running. Contrast with **constant**.

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variable occurrence data item. A table element that is repeated a variable number of times. Such an item must contain an OCCURS DEPENDING ON clause in its data description entry or be subordinate to such an item.

VCTC. Virtual channel-to-channel.

verb. A word that expresses an action to be taken by a COBOL compiler or object program.

verify. To confirm the correctness of something.

version. Information in addition to an object's name that identifies different modification levels of the same logical object.

V=F. Virtual=Fixed mode.

vi. A full screen editor.

video lookup table (VLT). In the Graphic Support Library, a table of indexes that contains a value for each of the red, green and blue digital-to-analog converters on the VLT-based color adapter that drives the color guns in the display table.

viewable. Pertaining to a mapped window whose ancestors are all mapped; not necessarily visible. Graphics requests can be performed on a window when it is not viewable, but output will not be retained unless the server is maintaining backing store.

virtual device. A device that appears to the user as a separate entity but is actually a shared portion of a real device; for example, several virtual terminals may exist simultaneously, but only one is active at any given time.

Virtual Machine (VM). A hypervisor (a program that runs operating systems) that runs on System/370 hardware. VM can divide the processor into any number of virtual machines, each of which appears to be a complete System/370 machine.

virtual machine. (1) A functional simulation of a computer and its related devices. Each virtual machine is controlled by a suitable operating system (for example, conversational monitor system). VM/370 controls concurrent execution of multiple virtual machines on a single System/370. (2) In VM, a functional equivalent of either a System/370 computing system or a System/370-Extended Architecture computing system. Each virtual machine is controlled by an operating system. VM controls concurrent execution of multiple virtual machines on a single system.

virtual machine console. A terminal used to control a virtual machine.

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There is one VM console for every virtual machine running on the real machine. Each simulates the console of a real machine.

Virtual Machine/System Product (VM/SP). An IBM licensed program that manages the resources of a single computer so that multiple computing systems appear to exist. Each virtual machine is the functional equivalent of a real machine.

virtual memory. Addressable space that appears to be real memory. From virtual memory, instructions and data are mapped into real memory locations. Contrast with *real memory*.

virtual storage. Addressable space that appears to be real storage. From virtual storage, instructions and data are mapped into real storage locations.

Virtual Storage Access Method (VSAM). A high performance mass storage access method. Three types of data organization are available: entry sequenced data sets (ESDS), key sequenced data sets (KSDS) and relative record data sets (RRDS). Their COBOL equivalents are, respectively: sequential, indexed and relative organization.

virtual terminal. Any of several logical equivalents of a display station available at a single physical display station.

visible. A region of a window that is viewable and not occluded on the screen by the user.

VLT. See **video lookup table**.

VLT-based adapter. A color display adapter in which the pixel color value serves as an index into a video lookup table (VLT). The actual color resulting from a particular pixel color value depends on the values loaded into the VLT. Contrast with **true color adapter**.

VM. See *Virtual Machine (VM)*.

VM HPO. Virtual Machine High Performance Option.

VM HPO PMA. Virtual Machine High Performance Option Preferred Machine Assist.

VM minidisk. VM has the ability to divide a real disk into smaller minidisks, each of which acts like a whole real disk. The smallest size that may be allocated is one cylinder for CKD devices or one block for FBA devices.

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VM/SP. See *Virtual Machine/System Product*.

VM/XA. Virtual Machine/Extended Architecture.

VM/XA SP. Virtual Machine/Extended Architecture System Product.

volume. A module of external storage. For tape devices it is a reel; for direct access devices it is a unit.

Volume ID (Vol ID). A series of characters recorded on the diskette used to identify the diskette to the user and to the system. Also applies to System/370 DASD devices.

volume switch procedures. System specific procedures executed automatically when the end of a unit or reel has been reached before end-of-file has been reached.

V=R. Virtual=Real mode.

VSAM. See *Virtual Storage Access Method*.

vseg. Virtual segment.

vsgrow. Virtual segment grow.

VT (Vertical Tab - 0x0b). A formatting control character that moves the active position vertically to the next in a series of predetermined lines.

VTAM. Virtual Telecommunications Access Method.

VTOC. Virtual table of contents.

VUCP. VM-to-UNIX copy.

V=V. Virtual=Virtual mode.

```
+----+
|  W  |
+----+
```

warp. Moving the mouse to the center of the window.

well-known host name. A conventional name associated with an Internet

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Protocol (IP) address on a particular network; for example, **nameserver** and **timeserver**.

well-known port. A conventional port assignment used by hosts that support the same protocols, whether or not the hosts are on the same network.

wide area network. A network that provides data communication capability in geographic areas larger than those serviced by local area networks.

wide code. A fixed-width, internal code used to manipulate multibyte characters and strings efficiently in main storage. Synonymous with *process code*.

widget. (1) The fundamental data type of the X-Windows Toolkit. (2) An object providing a user-interface abstraction; for example, a Scrollbar widget. It is the combination of an X-Windows window (or subwindow) and its associated semantics. Logically, it is a rectangle with associated input and output semantics, although some can be input-only or output-only. Each widget belongs to one widget class. A widget implements procedures through its widget class structure. See also *composite widget*, *Core widget*, *primitive widget* and *Shell widget*.

widget class. The general group that a specific widget belongs to. Physically, it is a pointer to a structure. Synonymous with *widget type*.

widget gravity. See *window gravity*.

widget instance. A specific widget object as opposed to a general widget class. It is composed of a data structure containing instance-specific values and another data structure containing information applicable to all widgets of that class.

widget programmer. A programmer who adds new widgets to the X-Windows Toolkit.

widget tree. The symbolic structure for X-Windows Toolkit code. The basic element is a widget class. See also *leaves*, *intermediate nodes* and *root*.

widget type. See *widget class*.

wildcard. See **pattern-matching character**.

window. (1) An area within the display screen, that may be subdivided into a collection of contiguous panes used to present data to the user. (2) A memory image of what a section of the terminal screen looks like at some point in time. A window can be either the entire terminal screen or

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Selection of Terms

any smaller portion down to a single character. (3) A rectangular area of the screen in which the dialog between you and a given application is displayed.

window gravity. The attraction of a subwindow to some part of its parent. Window gravity causes subwindows to be automatically repositioned, relative to an edge, corner or center of a window when resized. Synonymous with *widget gravity*.

window manager. The client that manipulates windows on a screen and provides much of the user interface.

WINDOWS window. A window that contains buttons for creating new windows and managing open windows.

word. A contiguous series of 32 bits (4 bytes) in storage, addressable as a unit. The address of the first byte of a word is evenly divisible by four.

word wrap. A feature that automatically moves a word to the next line if the word does not fit within the margins.

work file. A file used for temporary storage of data being processed.

work station. A device at which an individual may transmit information to or receive information from a computer for the purpose of performing a task; for example, a display station or printer. See also **programmable work station** and **dependent work station**.

working directory. See **current directory**.

WORKING-STORAGE SECTION. The section of the Data Division that describes working storage data items, composed either of noncontiguous items or working storage records or both.

wrap around. Movement of the point of reference in a file from the end of one line to the beginning of the next or from one end of a file to the other.

write back cache. GCs cached by the library to allow merging independent change requests into one protocol request.

```
+----+
|  X  |
+----+
```

XA. Extended Architecture.

XDR. See *External Data Representation*.

X Server. A display server that runs on computers with bitmapped terminals. See also *server*.

X-Windows Toolkit. A collection of basic functions for developing a variety of application environments. Toolkit functions manage Toolkit initialization, widgets, memory, events, geometry, input focus, selections, resources, translation of events, graphics contexts, pixmaps and errors.

XYFormat. The format of a pixmap organized as a set of bitmaps representing individual bit planes that appear in most-significant to least-significant bit order.

X.25. A commercial packet network access protocol that specifies three levels of connections. The X.25 physical level, link level, and packet level correspond to the first three layers of the ISO/OSI model.

```
+----+  
|  Y  |  
+----+
```

Yellow Pages (YP). A network service that utilizes a centralized data base system to administer system information, such as passwords and machine names. The YP is installed with the NFS licensed program.

YP. See *Yellow Pages*.

```
+----+  
|  Z  |  
+----+
```

ZFormat. The format of a pixmap organized as a set of pixel values in scanline order.

zombie. A terminated process whose entry remains in the process table in the kernel.

zoned decimal item. See *external decimal item*.

AIX Operating System Library Guide, Glossary, and Master Index
Chapter 3. Master Index

3.0 Chapter 3. Master Index

This index is a compilation of the indexes of all the manuals in the AIX Operating System library. Each entry in this index is followed by one or more abbreviations that identify the manuals in which the entry appears. The book abbreviations are defined in Figure 3-1. For easy reference, this table is also provided as a foldout at the back of the book.

Figure 3-1. Key to the Master Index		
Abbreviation	Book Title	Order Number
ACCADM	AIX Access for DOS Users Administrator's Guide	SC23-2042
ACCGDE	AIX Access for DOS Users User's Guide	SC23-2041
CREF	AIX C Language Reference	SC23-2058
CGDE	AIX C Language User's Guide	SC23-2057
CMDREF1	AIX Operating System Commands Reference, Volume 1	SC23-2292
CMDREF2	AIX Operating System Commands Reference, Volume 2	SC23-2184
MBCS	AIX Operating System Guide to Multibyte Character Set (MBCS) Support	GC23-2333
SYMSMSG	AIX Operating System Messages Reference	SC23-2294
TECHREF1	AIX Operating System Technical Reference, Volume 1	SC23-2300
TECHREF2	AIX Operating System Technical Reference, Volume 2	SC23-2301
PRGTOOL	AIX Programming Tools and Interfaces	SC23-2304
DOSMRG	AIX PS/2 DOS Merge User's and Administrator's Guide	SC23-2045
PS2GIM	AIX PS/2 General Information	GC23-2055
PS2IN	AIX PS/2 INed	SC23-2001
PS2GDE	AIX PS/2 INmail/INnet/INftp User's Guide	SC23-2076
INTREF	AIX PS/2 Interface Library Reference	SC23-2051
PS2KEY	AIX PS/2 Keyboard Description and Character Reference	SC23-2037
PS2TEXT	AIX PS/2 Text Formatting Guide	SC23-2044

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USEREF	<i>AIX PS/2 Usability Services Reference</i>	SC23-2039
USEGDE	<i>AIX PS/2 Usability Services User's Guide</i>	SC23-2038
COBREF	<i>AIX PS/2 VS COBOL Language Reference</i>	SC23-2003
COBRUN	<i>AIX PS/2 VS COBOL Run-Time Guide</i>	SC23-2034
COBGDE	<i>AIX PS/2 VS COBOL User's Guide</i>	SC23-2004
TCPGDE	<i>AIX TCP/IP User's Guide</i>	SC23-2309
FORREF	<i>AIX VS FORTRAN Reference</i>	SC23-2050
FORGDE	<i>AIX VS FORTRAN User's Guide</i>	SC23-2049
PASREF	<i>AIX VS Pascal Reference</i>	SC23-2054
PASGDE	<i>AIX VS Pascal User's Guide</i>	SC23-2053
WHIP	<i>AIX Workstation Host Interface Program User's Guide and Reference</i>	SC23-2060
XWREF	<i>AIX X-Windows Programmer's Reference</i>	SC23-2118
XWGDE	<i>AIX X-Windows User's Guide</i>	SC23-2017
ADMIN	<i>AIX/370 Administration Guide</i>	SC23-2088
DIAG	<i>AIX/370 Diagnosis Guide</i>	SC23-2090
PLNGDE	<i>AIX/370 Planning Guide</i>	GC23-2065
INSTPS2	<i>Installing and Customizing the AIX PS/2 Operating System</i>	SC23-2290
INST370	<i>Installing and Customizing the AIX/370 Operating System</i>	SC23-2066
MANAGE	<i>Managing the AIX Operating System</i>	SC23-2293
USING	<i>Using the AIX Operating System</i>	SC23-2291

Subtopics

- 3.1 Types of Entries in the Master Index
- 3.2 How to Use the Master Index
- 3.3 Alphabetical Entries
- 3.4 Numeric and Special Character Entries

AIX Operating System Library Guide, Glossary, and Master Index

Types of Entries in the Master Index

3.1 Types of Entries in the Master Index

There are three sections in the master index, each containing a specific type of index entry:

- | | |
|---------------------------|--|
| Alphabetic | The first and largest section contains alphabetical entries. |
| Numerics | The second section contains numerical entries which are listed in ascending order. |
| Special Characters | The last section contains entries which are, or begin with, symbols. |

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How to Use the Master Index

3.2 How to Use the Master Index

To find information in the master index:

1. Think of the subject or topic you want to look up. Note that it may be necessary to think of another way to word your topic to find the precise information you need. For example, if you needed information on installing TCP/IP on your AIX system, you might look up the term "installing".
2. The entry for "installing" contains the following subentries:

```
installing
  additional licensed program products  INSTPS2
  from diskette  TCPGDE
  line discipline routines  TECHREF2
  TCP/IP  USING
```

3. The abbreviations to the right of each entry correspond to a particular book which contains that information.

In this example, the abbreviations and books are:

```
INSTPS2      Installing and Customizing the AIX PS/2 Operating System
TCPGDE      AIX TCP/IP User's Guide
TECHREF2    AIX Operating System Technical Reference (Volume 2)
USING       Using the AIX Operating System
```

4. You can now look in *Using the AIX Operating System* or *AIX TCP/IP User's Guide* for information about installing TCP/IP.

AIX Operating System Library Guide, Glossary, and Master Index
Alphabetical Entries

3.3 Alphabetical Entries

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| A |
+---+

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/usr/lib/XerrorDB **XWREF**

/usr/lpp/<component>/lpp.hist
 file **PLNGDE**

/usr/lpp/msg directory **MBCS**

/usr/spool
 mail system files **MANAGE**
 /mqueue directory **MANAGE**

/usr/spool/cron/crontabs
 directory **MANAGE**

/usr/spool/uucp directory
 (BNU) **MANAGE**

/usr/spool/uucppublic directory
 (BNU) **MANAGE**

/usr/spool/uucppublic file
 (BNU) **USING**

C prefix2 **TECHREF1**

_C_func2 **TECHREF1**

_EXIT system call **INTREF**
 See also process control

_exit system call2 **TECHREF1**
 with TCF **TECHREF1**

_longjmp subroutine **TECHREF1**

_mbxcoll subroutine **MBCS**

_wcxcol subroutine **MBCS**

_NCtolower macro2 **TECHREF1**

_NCToupper macro2 **TECHREF1**

_NCxcol macro **TECHREF1**

_NLxcol macro **TECHREF1**

_setjmp subroutine **TECHREF1**

_tolower subroutine2 **TECHREF1**

_toupper subroutine2 **TECHREF1**

_XAllocScratch structure **XWREF**

_XExtCodes data structure **XWREF**

_XReply extension routine **XWREF**

_XSend **XWREF**

% **CREF**

% prompt **USING**

%check off compiler directive **PASGDE**

%check on compiler directive **PASGDE**

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```

%cpage compiler directive  PASGDE
%include compiler directive  PASGDE
%margins compiler directive  PASGDE
%page compiler directive    PASGDE
%print off compiler directive  PASGDE
%skip compiler directive    PASGDE
%space compiler directive   PASGDE
%title compiler directive   PASGDE
%write compiler directive   PASGDE
>  USING
> (DOS redirection symbol)  DOSMRG
>>  CREF, USING
>> (right shift operator)  PLNGDE
^Ctrl-D command  PS2TEXT
? command  PS2TEXT
? (global file name character)  DOSMRG
?:  CREF
?:  CREF
:e command  PS2TEXT
:map command  PS2TEXT
:n command  PS2TEXT
:q command  PS2TEXT
:r command  PS2TEXT
:set command  PS2TEXT
    querying
        options  PS2TEXT
:sh command  PS2TEXT
:ta command  PS2TEXT
:w command  PS2TEXT
:~ command  PS2TEXT
#  PRGTOOL
#pragma  CREF
&diamond. (VX mode)  FORREF
&DIAMOND. (R1 mode)  FORREF
@PROCESS statement  FORGDE
!=  CREF
==  CREF
'' command  PS2TEXT
- command  PS2TEXT
- (hyphen)  PS2TEXT
{ } commands  PS2TEXT
[ ] commands  PS2TEXT
,  CREF
;command separator  USING
    
```

Abbreviation	Book Title	Order Number
ACCADM	<i>AIX Access for DOS Users Administrator's Guide</i>	SC23-2042
ACCGDE	<i>AIX Access for DOS Users User's Guide</i>	SC23-2041
CREF	<i>AIX C Language Reference</i>	SC23-2058
CGDE	<i>AIX C Language User's Guide</i>	SC23-2057
CMDREF1	<i>AIX Operating System Commands</i>	SC23-2292

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	<i>Reference, Volume 1</i>	
CMDREF2	<i>AIX Operating System Commands Reference, Volume 2</i>	SC23-2184
MBCS	<i>AIX Operating System Guide to Multibyte Character Set (MBCS) Support</i>	GC23-2333
SYMSG	<i>AIX Operating System Messages Reference</i>	SC23-2294
TECHREF1	<i>AIX Operating System Technical Reference, Volume 1</i>	SC23-2300
TECHREF2	<i>AIX Operating System Technical Reference, Volume 2</i>	SC23-2301
PRGTOOL	<i>AIX Programming Tools and Interfaces</i>	SC23-2304
DOSMRG	<i>AIX PS/2 DOS Merge User's and Administrator's Guide</i>	SC23-2045
PS2GIM	<i>AIX PS/2 General Information</i>	GC23-2055
PS2IN	<i>AIX PS/2 INed</i>	SC23-2001
PS2GDE	<i>AIX PS/2 INmail/INnet/INftp User's Guide</i>	SC23-2076
INTREF	<i>AIX PS/2 Interface Library Reference</i>	SC23-2051
PS2KEY	<i>AIX PS/2 Keyboard Description and Character Reference</i>	SC23-2037
PS2TEXT	<i>AIX PS/2 Text Formatting Guide</i>	SC23-2044
USEREF	<i>AIX PS/2 Usability Services Reference</i>	SC23-2039
USEGDE	<i>AIX PS/2 Usability Services User's Guide</i>	SC23-2038
COBREF	<i>AIX PS/2 VS COBOL Language Reference</i>	SC23-2003
COBRUN	<i>AIX PS/2 VS COBOL Run-Time Guide</i>	SC23-2034
COBGDE	<i>AIX PS/2 VS COBOL User's Guide</i>	SC23-2004
TCPGDE	<i>AIX TCP/IP User's Guide</i>	SC23-2309
FORREF	<i>AIX VS FORTRAN Reference</i>	SC23-2050
FORGDE	<i>AIX VS FORTRAN User's Guide</i>	SC23-2049
PASREF	<i>AIX VS Pascal Reference</i>	SC23-2054

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PASGDE	<i>AIX VS Pascal User's Guide</i>	SC23-2053
WHIP	<i>AIX Workstation Host Interface Program User's Guide and Reference</i>	SC23-2060
XWREF	<i>AIX X-Windows Programmer's Reference</i>	SC23-2118
XWGDE	<i>AIX X-Windows User's Guide</i>	SC23-2017
ADMIN	<i>AIX/370 Administration Guide</i>	SC23-2088
DIAG	<i>AIX/370 Diagnosis Guide</i>	SC23-2090
PLNGDE	<i>AIX/370 Planning Guide</i>	GC23-2065
INSTPS2	<i>Installing and Customizing the AIX PS/2 Operating System</i>	SC23-2290
INST370	<i>Installing and Customizing the AIX/370 Operating System</i>	SC23-2066
MANAGE	<i>Managing the AIX Operating System</i>	SC23-2293
USING	<i>Using the AIX Operating System</i>	SC23-2291