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# Competitive Exams: Glossary of Computer Science

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- Address: Number given to a memory location for identification
- ALU: Arithmetic logical unit
- Application: A procedure to be run on a computer
- Applications Package: A standard set of programs to run a procedure
- Arithmetic Unit: Part of the GPU where arithmetic is carried out (also called ALU)
- Assembler: Program to translate a low-level language into machine language
- Batch: A set of transactions awaiting processing, hence
- Batch Processing: Processing a batch of transactions
- BCD: Binary coded decimal, a method of representing numeric data
- Bit: Binary digit, 0 or 1 on the binary scale
- Bureau: Organization hiring out computer time
- Byte: Group of eight bits
- Central Processing Unit: The memory, ALU and control unit
- Check Digit: Additional digit added to a code to check its accuracy
- Code: Unique identifier of an item, also a program instruction
- Coding: Writing program instructions
- Collating: Gathering together transactions relating to the same record
- Compiler: Program to translate a high-level language into machine language
- Control Unit: Part of CPU, used to control the activities of the computer
- CPU: Central Processing Unit
- Data Control: Task of ensuring that all data is properly processed
- Data Preparation: Converting data to machine-readable form

- Desk Check: Method of testing program logic
- Direct Access: Capability of accessing and record in a file without accessing the complete file
- Disc: Direct Access Storage Device
- Diskette: Direct Access Storage Device
- Documentation: Flowcharts, diagrams and narrative explaining a program
- Dry Run: Similar to desk check
- File: A series of records
- File Storage Device: A means of storing files
- Floppy: Diskette
- Flowchart: A method of expressing logic
- GIGO: Garbage in, garbage out are the result of errors input data
- Hardware: The machinery of the computer, CPU and peripherals
- High-Level Language: Language in which the procedures to be carried out are expressed in terms familiar to the user, e. g. English, or mathematical formulae
- Hit Rate: The ratio of transactions to records
- Information Retrieval: Obtaining information from files
- Input: Data to be used for processing, hence
- Input Device: Device to transfer such data to the CPU
- Instruction: Program coding which causes the computer to take some action
- Interpreter: Program to translate a high-level language into machine language used when the program is translated each time it is run
- IAS: Instant access store, alternative name for memory
- Job Assembly: Task of putting together all items required by the operators to run a job
- Job Control Language: Programming language used to instruct the operating system
- Jump: Capability of altering the sequence of processing depending on the result of a test
- Key: Part of a record used to identify the record e. g. For sorting
- Language: Set of instructions available to the programmer for writing a program

- **Logic Unit:** Part of the CPU where logical operations are carried out
- **Low-Level Language:** Programming language using computer functions to specify the logic of a procedure (e. g. High-level language)
- **Machine Language:** Program instructions in binary form as required by the computer
- **Mainframe:** Largest type of computer configuration
- **Master File:** A set of records permanently maintained for processing e. g. Employee file
- **Memory:** Part of the CPU used for storing data and programs
- **Microcomputer:** Very small computer with limited facilities
- **Microsecond:** One millionth of a second
- **Millisecond:** One thousandth of a second
- **Minicomputer:** Computer of intermediate size between a microcomputer and a mainframe
- **Nanosecond:** One thousand millionth of a second
- **Operating System:** Program, usually provided by the manufacturer, for making the computer work
- **Output:** Results obtained from processing, hence
- **Output Device:** Peripheral unit capable of writing or displaying output
- **Package:** See applications package
- **Parity:** Odd parity or even parity, methods of checking the accuracy of transfer of data between locations in the computer configuration
- **Peripheral:** Device attached to the CPU but not part of it
- **Processing Cycle:** The cycle of input, process, output, common to most procedures
- **Program:** Set of instructions to the computer
- **Punching:** Turning data into a machine-readable form
- **Record:** Collections of an item e. g. An item of stock
- **Software:** The complete range of programs available for a computer
- **Sorting:** Using a key to place records in ascending or descending order
- **Storage Medium:** Means of storing data e. g. Magnetic tapes and discs
- **Structured Programming:** Method of expressing the logical relationship of program modules

- **Syntax:** Permitted words, symbols and constructions in a programming language
- **Systems Analysis:** A study of the way in which a procedure is carried out:
- **Systems Specification:** Written report of the analysis of system or procedure
- **Telecommunications:** Passing data to a computer over telephone (or similar) lines
- **Terminal:** For communicating/with a computer
- **Test Data:** A set of data provided to test the correct working of a system or program
- **Transaction:** Data relating to an occurrence which causes the master file to be merited e. g. Hours worked this week, hence
- **Transaction Processing:** Altering the master file as the occurrence happens of each processing
- **Updating:** Process of amending data in the master file by a transaction
- **Utility:** Program to perform processing functions common to most programs
- **Validation:** Process of ensuring that all feasible steps are taken to check the accuracy of input data
- **VDU:** Visual Display Unit, peripheral for displaying output and other data
- **Verifying:** Processing of checking data when it has been punched

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