

Binary: Numbering scheme in which there are only two possible values for each digit: 0 and 1. The term also refers to any digital encoding/decoding system in which there are exactly two possible states. In digital data memory, storage, processing, and communications, the 0 and 1 values are sometimes called "low" and "high," respectively.

Bit: A bit (short for binary digit) is the smallest unit of data in a computer. A bit has a single binary value, either 0 or 1. Although computers usually provide instructions that can test and manipulate bits, they generally are designed to store data and execute instructions in bit multiples called bytes. In most computer systems, there are eight bits in a byte. The value of a bit is usually stored as either above or below a designated level of electrical charge in a single capacitor within a memory device.

Browser: A browser is an application program that provides a way to look at and interact with all the information on the World Wide Web. The word "browser" seems to have originated prior to the Web as a generic term for user interfaces that let you browse (navigate through and read) text files online.

Byte: In most computer systems, a byte is a unit of data that is eight binary digits long. A byte is the unit most computers use to represent a character such as a letter, number or typographic symbol. Each byte can hold a string of bits that need to be used in a larger unit for application purposes. For example, the stream of bits that constitute a visual image for a program that displays images or the string of bits that constitutes the machine code of a computer program.

Buffer: a temporary memory area in which data is stored while it is being processed or transferred, especially one used while streaming video or downloading audio.

Click: a click is an instance of a user pressing down (clicking) on a mouse button in an ad space

Compile: convert (a program) into a machine-code or lower-level form in which the program can be executed.

CPU: A central processing unit (CPU) is the electronic circuitry within a computer that carries out the instructions of a computer program by performing the basic arithmetic, logical, control and input/output (I/O) operations specified by the instructions.

Data: In computing, data is information that has been translated into a form that is more convenient to move or process. It is acceptable for data to be used as a singular subject or a plural subject.

Data Storage/Memory: In a computer, data storage is the place where data is held in an electromagnetic or optical form for access by a computer processor. Storage is frequently used to describe the devices and data connected to the computer through input/output (I/O) operations -- that is, hard disk and tape systems and other forms of storage that don't include computer memory and other in-computer storage. For the enterprise, the options for this kind of storage are of a much greater variety and expense than those related to memory.

Device: In the context of computer technology, a device is a unit of hardware , outside or inside the case or housing for the essential computer (processor, memory, and data paths) that is capable of providing input to the essential computer or of receiving output or of both. When the term is used generally (as in computer devices), it can include keyboards, mouse, display monitors, hard disk drives, CD-ROM players, printers, audio speakers and microphones, and other hardware units. Some devices such as a hard disk drive or a CD-ROM drive, while physically inside the computer housing, are considered devices because they are separately installable and replaceable. With notebook and smaller computers, devices tend to be more physically integrated with the "non-device" part of the computer.

Digit: A digit is an element of a set that, taken as a whole, comprises a system of numeration. Thus, a digit is a number in a specific context. In the decimal (base-10) Arabic numbering system, the digits are the elements of the set {0, 1, 2, 3, 4, 5, 6, 7, 8, 9}. In binary system the set is {0,1}.

Electron: a stable subatomic particle with a charge of negative electricity, found in all atoms and acting as the primary carrier of electricity in solids.

Event: An event, in a computing context, is any identifiable occurrence that has significance for system hardware or software. User-generated events include keystrokes and mouse clicks, among a wide variety of other possibilities. System-generated events include program loading and errors, also among a wide variety of other possibilities. An event typically represents some message, token, count, pattern, value, or marker that can be recognized within an ongoing stream of monitored inputs, such as network traffic, specific error conditions or signals, thresholds crossed, counts accumulated, and so on.

Hardware: In information technology, hardware is the physical aspect of computers, telecommunications, and other devices. The term arose as a way to distinguish the "box" and the electronic circuitry and components of a computer from the program you put in it to make it do things. The program came to be known as the software.

Input: Energy or information supplied to an electric device or system.

Instruction: An instruction is an order given to a computer processor by a computer program. At the lowest level, each instruction is a sequence of 0s and 1s that describes a physical operation the computer is to perform (such as "Add") and, depending on the particular instruction type, the specification of special storage areas called registers that may contain data to be used in carrying out the instruction, or the location in computer memory of data.

Keyboard: a panel of keys that operate a computer.

Output: Energy or information produced by an electric device or system, usually as a result of an operation.

Peripherals: a device able to be attached to and used with a computer, though not an integral part of it.

Program: In computing, a program is a specific set of ordered operations for a computer to perform. In the modern computer that John von Neumann outlined in 1945, the program contains a one-at-a-time sequence of instructions that the computer follows. Typically, the program is put into a storage area accessible to the computer. The computer gets one instruction and performs it and then gets the next instruction.

Programming language: In computer technology, a set of conventions in which instructions for the machine are written. There are many languages that allow humans to communicate with computers; C++, BASIC, and Java are some common ones.

Sensor: a device which detects or measures a physical property and records, indicates, or otherwise responds to it.

Software: Software is a general term for the various kinds of programs used to operate computers and related devices. (The term hardware describes the physical aspects of computers and related devices.)

Source code: Source code is the fundamental component of a computer program that is created by a programmer. It can be read and easily understood by a human being. When a programmer types a sequence of C language statements into Windows Notepad, for example, and saves the sequence as a text file, the text file is said to contain the source code.

Type (verb): write (something) on a typewriter or computer by pressing the keys.