

WORD	TRANSLATE	SUBSET	DEFINITION	SOURCE
ABC	ABC	Programming Languages	ABC is an interpreted procedural language designed to be a higher-level replacement for BASIC. The design of the language was originally based on a task analysis of programming work; ABC and its development environment were designed to make the work easier.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Abstract class	Clase Abstracta	Basic Term	A class that has no instances. An abstract class is written with the expectation that its concrete subclasses will add to its structure and behaviour, typically by implementing its abstract operations.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Abstract operation	Operación Abstracta	Basic Term	An operation that is declared but not implemented by an abstract class. In C++, an abstract operation is declared as a pure virtual member function.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Abstraction	Abstracción	Basic Term	The essential characteristics of an object that distinguishes it from all other kinds of objects and thus provide crisply-defined conceptual boundaries relative to the perspective of the viewer; the process of focusing upon the essential characteristics of an object. Abstraction is one of the fundamental elements of the object model.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Acces control	Control de acceso	Basic Term	The mechanism for control of access to the structure or behavior of a class. Public items are accessible by all; protected items are accessible only by the subclasses, implementation, and friends of the class containing the item; private items are accessible only by the implementation and friends of the class containing the item; implementation items are accessible only by the	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>

			implementation of the class containing the item.	
Access specifier	Acceso específico	Basic Term	Is a programming language specification that designates the class member as private, protected or public	A structured programming Approach using C++.Author Behrouz A. Forouzam
Accuracy	Precision, exactitud	Quality	Is the quality factor that addresses the correctness of a system.	A structured programming Approach using C++.Author Behrouz A. Forouzam
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ACSL	ACSL	Programming Languages	ACSL–Advanced Continuous Simulation Language Originally a simple FORTRAN preprocessor for continuous–system modelling, ACSL has been used since 1980. The language is a hybrid of system specification elements and procedural processing blocks. Newer ACSL products present a visual front–end but still use a FORTRAN–like syntax for the programs themselves.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Action	Acción	Basic Term	An operation that, for all practical purposes, takes zero time. An action may denote the invocation of a method, the triggering of another event, or the starting or stopping of an activity.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Active Object	Objeto Activo	Basic Term	An object that encompasses its own thread of control.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Activity	Actividad	Basic Term	An operation that takes some time to complete.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Actor	Actor	Basic Term	An object that can operate upon other objects but is never operated upon by other objects. In some contexts, the terms active object and actor are interchangeable.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Ada	Ada	Programming Languages	Ada is a block–structured language with many object–oriented programming features. It was originally designed for the US Dept. of Defense, and was intended to support large–scale programming and promote software reliability. Some of	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>

			Ada's features include: nested procedures, nested packages, strong typing, multi-tasking, generics, exception handling, and abstract data types.	
Address	Dirección	Basic Term	Is the physical location in memory where data or programming struction are stored.	The Craft of Functional Programming. Simon Thompson
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
Agent	Agente	Basic Term	An object that can both operate upon other objects and be operated upon by other objects. An agent is usually created to do some work on behalf of an actor or another agent.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Aggregate Object	Objeto Agregado	Basic Term	An object composed of one or more other objects, each of which is consider a part of the aggregate object.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Alef	Alef	Programming Languages	Alef is a compiled concurrent programming language similar in appearance to C, designed for network application development under the Plan 9 operating system.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Algol	Algol	Programming Languages	Algol (for Algorithmic Language) was a very early block-structured compiled language developed a committee, and implemented by computing pioneer John Backus. It was designed for general-purpose industrial and scientific programming.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Algol68	Algol68	Programming Languages	Algol68 was a greatly expanded and enhanced version of the Algol block-structured language. Many capabilities were added to the sound framework of Algol60 to create a much more capable language for general application and systems programming.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Algorithm	Algoritmo	Basic Term	An algorithm is the logical steps necessary to solve a problem in a computer. Also is a function or a part of a function.	The Craft of Functional Programming. Simon Thompson

Algorithmics	Algoritmico	Basic Term	Is a term that refers to the studies of techniques used to create efficient algorithms.	The Craft of Functional Programming. Simon Thompson
Algorithmic Decomposition	Descomposició Algorítmica	Basic Term	The process of breaking a system into parts, each of which represents some small step in a larger process. The application of structured design methods leads to an algorithmic decomposition, whose focus is upon the flow of control within a system.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
APL	APL	Programming Languages	APL is an interpreted mathematical language characterized by its terse syntax and bizarre non-ASCII character set. It is very strong in all forms of arithmetic and matrix manipulation.	A structured programming Approach using C++. Author Behrouz A. Forouzam
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AppleScript	AppleScript	Programming Languages	AppleScript is a procedural, structured command language designed for the Apple Macintosh environment. It can be used to control programs, network operations, and user interfaces under MacOS. AppleScript scripts are compiled into some kind of intermediate code prior to execution.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Array	Vector = conjunto de datos ordenados de un mismo tipo	Basic Terms	Is a fixed-sized, sequenced collection of elements of the same data type.	Software engineering economics. Barry W. Boehm
Assembler	Ensamblador	Programs	Is a system software that converts a source program into executable object code.	Software engineering economics. Barry W. Boehm
Associativity	Asociatividad	Quality	The parsing direction used to evaluate an expression when all operators have an equal priority.	The Craft of Functional Programming. Simon Thompson
Atomic data	Dato atomico	Basic Term	Data that cannot be meaningfully subdivided.	The Craft of Functional Programming. Simon Thompson
Attribute	Atributo	Basic Term	A part of an aggregate object.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Auto	Auto	Basic Term	The default storage class for a local variable.	Software engineering economics. Barry W. Boehm
Autolisp	Autolisp			<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>

		Programming Languages	Dialect of Lisp used as the extension language for AutoCAD(tm) and other products from Autodesk. Supported primarily for AutoCAD versions 11–13	
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Awk	Awk	Programming Languages	Awk is an interpreted string-processing language developed at Bell Labs in the early 1970s. It quickly assumed its place as the utility language of choice for small UNIX data transformation and parsing programs.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Base Class	Clase Base	Basic Term	The most generalized class in a class structure. Most applications have many such root classes. Some languages define a primitive base class, which serves as the ultimate superclass of all classes.	<a href="http://www.microgold.com/version2/stage/tutorial/">http://www.microgold.com/version2/stage/tutorial/</a>
Base class	Clase base	Basic Term	Any class from which other classes are derived. Is also called parent class.	Software engineering economics. Barry W. Boehm
BASIC	BASIC	Programming Languages	The Beginners All-purpose Symbolic Instruction Code (BASIC) was designed by two graduate students at Dartmouth to be an easy first language for programming neophytes. Though the first version was compiled, most Basic systems were interpreters.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
BCPL	BCPL	Programming Languages	BCPL was an early block-structure procedural language, fairly low-level, and used for system and small application programming in the early- and mid-1970s.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Befunge	Befunge	Programming Languages	Befunge is an interpreted low-level programming language that uses a unique data model and instruction set to perform computations on a coordinate grid. The Befunge machine model stipulates the existence of a pushdown stack, and a two-dimensional grid of cells.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>

Behavior	Comportamiento	Basic Term	How an object acts and reacts, in terms of its state changes and message passing; the outwardly visible and testable activity of an object.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
BETA	BETA	Programming Languages	BETA is a powerful object-oriented language intended for application development. It evolved in the Scandinavian object-oriented programming community, which helped originate object-oriented programming with Simula.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
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Big-O-Notation	Notacion O grande	Basic Term	Is a measure of the efficiency of an algorithm in which only the dominant factor is considered	A structured programming Approach using C++.Author Behrouz A. Forouzam
Bit	Bit	Basic Term	A bit is the basic storage in a computer with the capability of storing two values: 0 and 1.	Software engineering economics.Barry W. Boehm
Blackbox testing	Prueba negra	Basic Term	Testing based on the system requirements rather than a knowledge of the workings of a program.	The Craft of Functional Programming. Simon Thompson
Block	Bloque	Basic Term	This term is used in computer's languages to refer a group of statements enclosed in braces.	A structured programming Approach using C++.Author Behrouz A. Forouzam
Block comment	Bloque de comentario	Basic Term	Is a comment in a source program that beginning and finish with the same symbol which is used to delimitate that comment.	Software engineering economics.Barry W. Boehm
BLISS	BLISS	Programming Languages	Bliss was a low-level procedural language developed and used by Digital Equipment Corp. for system programming. Widely used by DEC in development of OS software and tools for PDP, DECsystem, and VAX lines of computers roughly 1971-1988. No longer widely used.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Blocking Object	Objeto Bloqueante	Basic Term	A passive object whose semantics are guaranteed in the presence of multiple threads of control. Invoking an operation of a blocking object blocks the	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>

			client for the duration of the operation.	
BLoop	BLoop	Programming Languages	BLoop was a very simple recursive block structured language invented by Douglas Hofstadter for his book <i>Godel, Escher, Bach</i> . It features simple subroutine structure, very simple number and boolean handling, and recursion.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
Body	Cuerpo	Basic Term	The part of a function that contains the definitions and statements. It contains all except the header declaration.	The Craft of Functional Programming. Simon Thompson
Boolean	Booleano	Data types	Is a data type use in programming whose only permitted values are true and false.	Software engineering economics. Barry W. Boehm
Bubble sort	Ordnacion tipo burbuja	Algorithms	Is a sort algorithm in which each pass through the data moves the lowest element to the beginning of the unsorted portion of the list.	The Craft of Functional Programming. Simon Thompson
Buffer	Buffer (dispositivo de almacenamiento instantaneo)	Basic Term	Is a memory used to hold data that have been read before they are processed or data that are waiting to be written.	A structured programming Approach using C++. Author Behrouz A. Forouzam
Bug	Error	Basic Term	Is a colloquial term used for any error in a piece of software	Software engineering economics. Barry W. Boehm
Bynary search	Búsqueda binaria	Algorithms	Is a search algorithm in which the search value is located by dividing the list in half repeatedly.	Software engineering economics. Barry W. Boehm
Byte	Byte	Basic Term	Is a binary character, shorter than a word that contains eight bits.	Construccion de Software orientao a objetos. B. Meyer
C	C	Programming Languages	C is a fairly low-level block structured language with good support for system programming. C is renowned as the language of the UNIX operating system, but in fact is widely used in PC, Mac, mainframe, and other computing environments.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
C#	C#	Programming Languages	C# is an object-oriented language derived from C, with some features from C++, Java,	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>

			and Visual Basic. C# was designed by Microsoft, initially as part of their .net initiative. Microsoft claims that C# offers the power and richness of C++ with the productivity of Visual Basic.	
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C*	C*	Programming Languages	C* is a dialect of C featuring extended syntax and semantics for supporting parallel processing. It was designed for application development on the Connection Machine line of SIMD massively parallel computers. Two fundamental added features distinguish C* from standard C: parallel data elements, and parallel computation domains. Each variable in a C* routine is either a 'mono' (scalar) or a 'poly' (parallel) variable.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
C++	C++	Programming Languages	C++ is a fairly complicated object-oriented language derived from C. The syntax of C++ is a lot like C, with various extensions and extra keywords needed to support classes, inheritance and other OO features. C++ was originally developed as an extension to C, but quickly evolved into its language.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Call	Llamada	Basic Term	Is the invocation of a module in which control is transferred from the current module to another module(call and called modules).	A structured programming Approach using C++.Author Behrouz A. Forouzam
Call by referency	Llamada por referencia	Basic Term	It's a parameter passing technique in which the address of a variable is passed to a function.	A structured programming Approach using C++.Author Behrouz A. Forouzam
Call by value	Llamada por valor.	Basic Term	A parameter passing technique in which a copy of a variable is passed to a function.	Software engineering economics.Barry W. Boehm
Cardinality	Cardinalidad	Basic Term	The number of instances that a class may have; the number of instances that participate in a class relationship.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>

Cast	Conversion	Operators	Is a computer language's operator that changes the type of an expression or data.	Software engineering economics.Barry W. Boehm
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
Cecil	Cecil	Programming Languages	Cecil is a pure object-oriented programming language developed at the University of Washington. Cecil was designed as part of the larger Vortex project at UW, and it is intended to provide a framework in which large, extensible software systems can be developed more easily. Some other goals of the project are orthogonality, efficiency, and ease-of-use.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Celiling	Limite, techo	Basic Term	A ceiling is the smallest integral value greater than or equal to a number.	The Craft of Functional Programming. Simon Thompson
Central transform	Convertidor	Basic Term	The modules of a program that take put and convert it to output.	Software engineering economics.Barry W. Boehm
CFML	CFML	Programming Languages	Cold Fusion Markup Language is a web scripting language designed to support dynamic page creation and database access in a web server environment. It is part of the commercial product Cold Fusion Web Application Server.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Changeability	Combinacional	Qualities	Is the quality factor that addresses the ease with which changes can be accurately made to a program.	The Craft of Functional Programming. Simon Thompson
Character	Carácter	Basic Term	Is one of the set of values that are used to represent data or control operations	The Craft of Functional Programming. Simon Thompson
Char	`tipo caracter'	Data Types	The C++ type for character	Construccion de Software orientao a objetos.B.Meyer
CHILL	CHILL	Programming Languages	CHILL is a block-structured compiled language, standardized by the ITU, and designed for building large robust software systems. It is used mostly in the telecommunication area.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>

Cilk	Cilk	Programming Languages	Cilk is a dialect of C extended with fine-grain parallelism. It was developed at M.I.T. as a series of research projects studying parallelism and parallelizing compilers.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Cin	Cin	Commands	The C++ standard input stream object.	Construccion de Software orientao a objetos.B.Meyer
CLAIRE	CLAIRE	Programming Languages	Claire is an object-oriented language with powerful functional and logic rule programming features, intended for language research and specialized application programming.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Class	Clase	Basic Term	A set of objects that share a common structure and a common behavior. The terms class and type are usually (but not always) interchangeable; a class is a slightly different concept than a type, in that it emphasizes the classifications of structure and behavior.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Class Category	Categoría de Clase	Basic Term	A logical collection of classes, some of which are visible to other class categories, and other of which are hidden. The classes in a class category collaborate to provide a set of services.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Class Diagram	Diagrama de Clase	Basic Term	Part of the notation of object-oriented design, used to show the existence of classes and their relationships in the logical design of a system. A class diagram may represent all or part of the class structure of a system.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Class Operation	Operación de Clase	Basic Term	An operation, such as a constructor or destructor, directed at a class rather than an object.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Class Structure	Estructura de Clase	Basic Term	A graph whose vertices represent classes and whose arcs represent relationships among these classes. The class structure of a system is represented by a set of class diagrams.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>

Class Utility	Utilidad de Clase	Basic Term	A collection of free subprograms or, in C++, a class that only provides static members and/or static member functions.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
Class Variable	Variable de Clase	Basic Term	Part of the state of a class. Collectively, the class variable of a class constitute its structure. A Class variable is shared by all instances of the same class. In C++, a class variable is declared as a static member.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Clean	Clean	Programming Languages	Clean was the name for an early form of Concurrent Clean, a pure functional language designed at the University of Nijmegen. Click on the link above to view the entry for Concurrent Clean.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Client	Cliente	Basic Term	An object that uses the services of another object, either by operation upon it or by referencing its state.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Client / Server	Cliente / Servidor	Processing	That's a computer system design in which two separate computers control the processing of the application, one providing the basic application computing and the other providing auxiliary services, such as database access.	A structured programming Approach using C++. Author Behrouz A. Forouzam
CLU	CLU	Programming Languages	CLU is a compiled imperative language with extensive features for defining and employing abstract data types. It was intended for general application development, and also as a research vehicle in computer	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
COBOL	COBOL	Programming Languages	COBOL, the COmmon Business-Oriented Language, has been in continuous widespread use since the early 1960s. The name says it all; this language was designed to meet the needs of banks, manufacturers, bureaucracies,	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>

			and other big organizations with data handling and report generation requirements.	
Cohesion	Cohesión	Quality	The attribute of a module that describes how closely the processes within a module are related to each other.	Construccion de Software orientao a objetos.B.Meyer
Collaboration	Colaboración	Basic Term	The process whereby several objects cooperate to provide some high-level behavior.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Comment	Comentario	Basic Term	A textual explanation within code that contains explanatory notes to readers of the code.	A structured programming Approach using C++.Author Behrouz A. Forouzam
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
Common Lisp	Common Lisp	Basic Term	Lisp is a quasi-functional language characterized by s-expression syntax and lists as it primary data structure. Common Lisp is a standardized dialect of Lisp, intended to be highly portable and serve the needs of the Lisp programming community.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Compilation error	Error de compilación	Basic Term	Any error detected during the translation of a source program into a machine code.	A structured programming Approach using C++.Author Behrouz A. Forouzam
Compile	Compilar	Executing Programs	This word refer the fact to translate a high-level language, such as C++, into machine language.	A structured programming Approach using C++.Author Behrouz A. Forouzam
Compiler	Compilador	Programs	System software that converts a source program into executable object code.	Construccion de Software orientao a objetos.B.Meyer
Composite data	Dato compuesto	Basic Term	Data that are built on other data structures.	Software engineering economics.Barry W. Boehm
Compound statement	Frase compuesta	Basic Term	A sequence of statements enclosed in braces.	The Craft of Functional Programming. Simon Thompson
Computer language	Lenguaje de programacion	Basic Term	Any of the syntactical languages used to write programs for computers.	A structured programming Approach using C++.Author Behrouz A. Forouzam
Concrete Class	Clase Concreta	Basic Term	A class whose implementation is complete and thus may have instances.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
Concurrency	Concurrencia	Basic Term	The property that distinguishes an active object from one that is not active.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Concurrent Clean	Concurrent Clean	Programming Languages	Concurrent Clean is a purely functional strongly-typed	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>

			language meant for distributed and parallel – processing application development. It can use a lazy evaluation model, and supports higher–order functions; it also supports interfacing with legacy non–functional languages and systems.	
Concurrent Object	Objeto Concurrente	Basic Term	An active object whose semantics are guaranteed in the presence of multiple threads of control.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Concurrent Pascal	Concurrent Pascal	Programming Languages	Concurrent Pascal is a dialect of the structure Pascal language, extended to support abstract data types, multi–tasking, and monitors. It was intended for operating system programming and research.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Const	tipo'Constante	Commands	A storage class that designates that a field's contents cannot be changed during the execution of the program.	A structured programming Approach using C++.Author Behrouz A. Forouzam
Constant	Constante	Basic Term	A data value that cannot change during the execution of the program.	Construccion de Software orientao a objetos.B.Meyer
Constraint	Constante	Basic Term	The expression of some semantic condition that must be preserved.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Constructor	Constructor	Basic Term	An operation that creates an object and/or initializes its state.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Container Class	Clase Contenedor	Basic Term	A class whose instances are collections of other objects. Container classes may denote homogeneous collections (all of the objects in the collections are of the same class) or heterogeneous collections (each of the objects in the collections may be of a different class, although all must generally share a common superclass). Container classes are most often defined as parameterized classes, with some parameter designating the class of the contained objects.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>

WORD	TRANSLATE	SUBSET	DEFINITION	SOURCE
CORAL 66	CORAL 66	Programming Languages	Coral66 was a compiled structured programming language, of the Algol family, used for real-time system development. Not much is available about Coral, but it is described as a small, simple language derived from Algol and Jovial.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
CorelScript	CorelScript	Programming Languages	CorelSCRIPT is a dialect of Basic that serves as the macro extension language for many products from Corel Corp, including their line of graphics products.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
csh	csh	Programming Languages	Csh is an interpreted command and scripting language designed and implemented as part of the BSD Unix development effort. It was primarily designed as an interactive command language, but is also widely used to automate system administration and software development tasks in Unix environments.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
CSP	CSP	Programming Languages	CSP is a simple and elegant language for describing parallel computations and their interactions. It evolved from a formal notation used to discuss communicating independent entities into a formal language for describing parallel systems, simulating them, and reasoning about them.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
cT	cT	Programming Languages	cT is an algorithmic scripting language intended for building animations, user interfaces, and multimedia presentations. Data types supported by cT include integers, reals, strings, booleans, arrays, and a variety of multimedia types. Control structures include if-then, simple loops, simple subroutines, and event-driven execution.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
coupling	Acoplamiento/enganche			

		Basic Term	In programming terms, coupling is a measure of the interdependence between two separate functions.	Construccion de Software orientao a objetos.B.Meyer
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
correctability	Capacidad de correccion	Quality	The quality factor that addresses the ease with which errors in a module can be fixed.	A structured programming Approach using C++.Author Behrouz A. Forouzam
Curry	Curry	Programming Languages	Curry is a fairly recent functional logic programming language, developed as a research vehicle to test ideas in the areas of narrowing, unification, and non-determinism. It has also been used to teach logic and functional programming principles.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Data Dictionary	Diccionario de Datos	Basic Term	A comprehensive repository enumerating all the classes in a system.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Data name	Nombre de dato	Basic Term	An identifier given to a data in a program	Software engineering economics.Barry W. Boehm
Data structure	Estructura de datos	Basic Term	The syntactical representation of a data organised to show the relationship among the individual elements.	The Craft of Functional Programming. Simon Thompson
Data type	Tipo de dato	Basic Term	A named set of values and operations defined to manipulate them.	Software engineering economics.Barry W. Boehm
Data validation	Validacion de datos	Programming Phase	The process of verifying and validating data read from an external source.	Construccion de Software orientao a objetos.B.Meyer
Declaration	Declaracion	Programming phase	Is the association of a name with an object, such as type, variable, structure...	The Craft of Functional Programming. Simon Thompson
Delegation	Delegación	Basic Term	The actor of one object forwarding an operation to another object, to be performed on behalf of the first object.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
Delimited string	Cadena (delimitada)	Basic Term	Is a sequence of characters terminated by a non data character, such as the null character in C++. (character's array)	A structured programming Approach using C++.Author Behrouz A. Forouzam
Dereference	Referenciacion	Basic Term	Access of a data variable through a pointer containing its	Construccion de Software orientao a objetos.B.Meyer

			address.	
Destructor	Destructor	Basic Term	An operation that frees the state of an object and/or destroys the object itself.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Dylan	Dylan	Programming Languages	Dylan is a dynamic object-oriented language with both procedural and functional features, intended for application development and system programming. It was developed by Apple Computer in the mid-1990s. The name stands for DYNAMIC LANGUAGE.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Dynace	Dynace	Programming Languages	Dynace is an object-oriented extension of the C programming language, designed for general application development. Dynace uses the same base data types and control constructs as C.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Dynamic allocation	Alojamiento dinámico	Basic Term	Allocation of memory for string data during execution of a program.	Software engineering economics. Barry W. Boehm
Dynamic array	Array o vector dinámico	Basic Term	An array that has been allocated in the heap during the execution of the program.	Software engineering economics. Barry W. Boehm
Dynamic Binding	Unión Dinámica	Basic Term	Binding denotes the association of a name (such as a variable declaration) with a class; dynamic binding is a binding in which the name/class association is not made until the object designated by the name is created at execution time.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Dynamic memory	Memoria dinámica	Basic Term	Memory whose use can change during the execution of the program. Also that's heap.	Construcción de Software orientado a objetos. B. Meyer
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
Eiffel	Eiffel	Programming Languages	Eiffel is an object-oriented language intended for general application programming. Its syntax is superficially similar to C. Eiffel offers a broad range of OO programming features: inheritance, polymorphism, assertions, exception handling, packaging,	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>

			generics, and strong type checking.	
Efficiency	Eficiencia	Quality	The quality factor that addresses the optimum use of computer hardware or responsiveness to a user.	Construccion de Software orientao a objetos.B.Meyer
Elisp	Elisp	Programming Languages	Elisp is a dialect of Lisp that serves as the scripting and extension language for GNU Emacs, a very powerful text editor. Elisp is a full Lisp system, but does not conform closely to any particular Lisp language standard.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Encapsulation	Encapsulación	Basic Term	The process of compartmentalizing the elements of an abstraction that constitute its structure and behavior; encapsulation serves to separate the contractual interface of an abstraction and its implementation.	<a href="http://www.microgold.com/version2/stage/tutorial/">http://www.microgold.com/version2/stage/tutorial/</a>
Enum	Enum	Commands	The C++ keyword for an enumerated data tie.	The Craft of Functional Programming. Simon Thompson
Eof Eof(final de fichero) End of file. In a code program that indicates that a file is at the end.	Eof(final de fichero)	Commands	End of file. In a code program that indicates that a file is at the end.	The Craft of Functional Programming. Simon Thompson
Erlang	Erlang	Programming Languages	Erlang is a functional programming language with concurrency and object-oriented programming features. It was designed for application software development, especially large real-time systems. Erlang uses declarative syntax and pattern-matching rules for function application.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Escher	Escher	Programming Languages	Escher is a declarative programming language that supports both functional programming and logic programming models. It was	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>

			designed mostly as a research and teaching vehicle. The basic view of programming exhibited by Escher and related languages is the a program is a representation of a theory in some logic framework, and the program's execution (computation) is a deduction from the theory.	
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
Esterel	Esterel	Programming Languages	The Esterel language is a modeling and specification language designed for the programming of synchronous reactive systems. Developed in an academic setting, it is used for studying parallel computation and also for analysis and implementation of digital hardware.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Euphoria	Euphoria	Programming Languages	Euphoria is an interpreted block-structured language for PCs. It is intended for general application development and game programming.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Event	Evento	Basic Term	Some occurrence that may cause the state of a system to change.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Exception	Excepción	Basic Term	An indication that some invariant has not or cannot be satisfied. In C++, we throw an exception to abandon processing and alert some other object of the problem, which in turn may catch the exception and handle the problem.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Executable file	Fichero ejecutable	Basic Term	A file that contains program code in its executable form. Is the result of linking the source code object module with any required library modules.	Software engineering economics. Barry W. Boehm
Expression	Expresión	Basic Term	A sequence of operators and operands that reduces into a single value.	
Extent	Extension	Basic Term	The attribute of a field that determines when it can be accessed within a source	The Craft of Functional Programming. Simon Thompson

			program.	
Field	Campo	Basic Term	A repository for part of the state of an object; collectively, the fields of an object constitute its structure. The terms field, instance variable, member object, and slot are interchangeable.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Flag	Bandera	Programming Technique	Is an indicator used in a program to designate the presence or absence of a condition.	Construccion de Software orientao a objetos.B.Meyer
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
Flexibility	Flexibilidad	Quality	The quality factor that addresses the ease with which a program can be changed to meet user requirements.	A structured programming Approach using C++.Author Behrouz A. Forouzam
Floating–point number	Numero en punto flotante	Basic Term	A number that contains both an integral and fraction part.	A structured programming Approach using C++.Author Behrouz A. Forouzam
Floor	Floor	Basic Term	The largest integral value that is equal to or less than a number.	Construccion de Software orientao a objetos.B.Meyer
Flowchart	Diagrama de barras	Basic Term	A program design tool in which standard graphical symbols are used to represent the logical flow of data through a function.	The Craft of Functional Programming. Simon Thompson
FORMAC	FORMAC	Programming Languages	FORMAC is a dialect of FORTRAN with an extensive set of extensions for symbolic computation and expression manipulation. It was designed and implemented in the 1960s to support scientific and engineering computing on IBM mainframes.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Formal paramer	Parametro formal	Basic Term	The parameter declaration in a function prototype used to describe the type of a data to be processed by the function.	Software engineering economics.Barry W. Boehm
Forms/3	Forms/3	Programming Languages	Forms/3 is an interpreted visual programming language with an expression–oriented interface and mostly declarative semantics. It is an academic research language. Elements of a Forms/3 form are called <i>cells</i> . Cells can hold powerful functions.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>

Forth	Forth	Programming Languages	Forth is an interpreted stack-based language with a very simple syntax and elegant abstract execution model. Designed for efficiency and simplicity, Forth is noted for the very small size of the language system.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
FORTTRAN	FORTTRAN	Programming Languages	FORTTRAN (from <i>FOR</i> mula <i>TRAN</i> slation) is one of the oldest programming languages. FORTTRAN is characterized by its good support for mathematics, especially floating-point computation, its lack of modular programming structures, and implicit declarations, and odd control-flow constructs.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Forward-Engineering	Compilación	Basic Term	The production of executable code from a logical or physical model.	<a href="http://www.microgold.com/version2/stage/tutorial/">http://www.microgold.com/version2/stage/tutorial/</a>
FP	FP	Programming Languages	FP was a very early pure-functional language invented by Backus. FP was an interpreted language that attempted to break the VonNeumann-machine mould.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
FrameWork	Armazón	Basic Term	A collection of classes that provide a set of services for a particular domain; a framework thus exports a number of individual classes and mechanisms that clients can use or adapt.	<a href="http://www.microgold.com/version2/stage/tutorial/">http://www.microgold.com/version2/stage/tutorial/</a>
Free Subprogram	Subprograma libre	Basic Term	A procedure of function that serves as a nonprimitive operation upon an object or objects of the same or different classes. A free subprogram is any subprogram that is not a method of an object.	<a href="http://www.microgold.com/version2/stage/tutorial/">http://www.microgold.com/version2/stage/tutorial/</a>
Friend	Amigo	Basic Term	A class or operation whose implementation may reference the private parts of another class, who alone can extend the offer of friendship.	<a href="http://www.microgold.com/version2/stage/tutorial/">http://www.microgold.com/version2/stage/tutorial/</a>
Function	Función	Basic Term	An input/output mapping resulting from some object's	<a href="http://www.microgold.com/version2/stage/tutorial/">http://www.microgold.com/version2/stage/tutorial/</a>

			behavior.	
Function Point	Punto de la Función	Basic Term	In the context of a requirements analysis, a single, outwardly visible and testable activity.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Generic Class	Clase Genérica	Basic Term	A class that serves as a template for other classes, in which the template may be parameterized by other classes, objects, and/or operations. A generic class must be instantiated (its parameters filled in) before objects can be created. Generic classes are typically used as container classes. The terms generic class and parameterized class are interchangeable.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
Generic Function	Función Genérica	Basic Term	An operation upon an object. A generic function of a class may be redefined in subclasses; thus, for a given object, it is implemented through a set of methods declared in various classes related via their inheritance hierarchy. The terms generic function and virtual function are usually interchangeable.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Goedel	Goedel	Programming Languages	Gödel is an interpreted declarative language based on typed first-order logic. It was designed as a research vehicle, and also as a language for teaching logic programming. Data types supported by Gödel include integers, rational and real numbers, sets, strings, tuples, and symbols.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
GPSS	GPSS	Programming Languages	GPSS, the General Purpose Simulation System, is a family of mostly-declarative languages designed for discrete-event simulation and system modelling. A GPSS simulation program consists of a set of blocks, and connections between them.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Guard	Condición	Basic Term	A Boolean expression applied to an event; if true, the	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>

			expression permits the event to cause the state of the system to change.	
Haskell	Haskell	Programming Languages	Haskell is a non-strict purely functional language, usually interpreted, designed by representatives of the functional programming community. The motivation for Haskell was unification of functional programming through the introduction of a standard, widespread, modern language.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Header file	Fichero de cabeceras	Basic Term	Is a file consisting of prototype statements and other declarations and placed in a library for shared use.	A structured programming Approach using C++.Author Behrouz A. Forouzam
Heap memory	Memoria dinamica	Basic Term	A pool of memory that can be used to dynamically allocate space for data while the program is running.	Software engineering economics.Barry W. Boehm
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
Hexadecimal	Hexadecimal	Bases	A numbering system with base 16 used in some kind of programming.	The Craft of Functional Programming. Simon Thompson
Hierarchy	Jerarquía	Basic Term	A ranking or ordering of abstractions. The two most common hierarchies in a complex system include its class structure (including kind of hierarchies) and its object structure (including part of and collaboration hierarchies); hierarchies may also be found in the module and process architectures of a complex system.	<a href="http://www.microgold.com/version2/stage/tutorial/">http://www.microgold.com/version2/stage/tutorial/</a>
High level language	Lenguaje de alto nivel	Basic Term	Is a programming language designed to allow the programmer to concentrate on the application rather than the structure of a particular computer or operating system.	A structured programming Approach using C++.Author Behrouz A. Forouzam
Histogram	Histograma	Program Techniques		Software engineering economics.Barry W. Boehm
Hope	Hope	Programming Languages	Hope is a small, simple functional language based on function composition and on the idea of 'call-by-pattern.' A	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>

			Hope program consists of a set of modules, each of which can contain sets of recursion equations.	
HyperTalk	HyperTalk	Programming Languages	HyperTalk is the scripting language for Apple's information presentation system HyperCard. It has a simple and English-like syntax, a modest set of general and application-specific data types, and the usual procedural control structures.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
ICI	ICI	Programming Languages	ICI is an interpreted structured language reminiscent of C. It is essentially a scripting language, intended for application development.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Icon	Icon	Programming Languages	Icon is a procedural language with high-level semantics for string and data aggregate processing. The language definition includes a large number of operators and functions for manipulating strings and sequences, as well as novel semantics: conventional imperative control structures and goal-directed backtracking.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
Identity	Identidad	Basic Term	The nature of an object that distinguishes it from all other objects	<a href="http://www.microgold.com/version2/stage/tutorial/">http://www.microgold.com/version2/stage/tutorial/</a>
Idiom	Lenguaje	Basic Term	An expression peculiar to a certain programming language or application culture, representing a generally accepted convention for use of the language.	<a href="http://www.microgold.com/version2/stage/tutorial/">http://www.microgold.com/version2/stage/tutorial/</a>
Implementation	Implementación	Basic Term	The inside view of a class, object, or module, including the secrets of its behavior.	<a href="http://www.microgold.com/version2/stage/tutorial/">http://www.microgold.com/version2/stage/tutorial/</a>
Include	Include	Commands	A pre-processor command that specifies a library file to be inserted into the program.	The Craft of Functional Programming. Simon Thompson
Indentation	Indentación	Techniques	A coding style in which statements dependent on a previous statement, such as if or while, are coded in an	A structured programming Approach using C++. Author Behrouz A. Forouzan

			indented block.	
Index	Indexar	Basic Term	The address of an element within an array.	Software engineering economics. Barry W. Boehm
Infinite loop	Bucle infinito	Basic Term	A loop that does not terminate	Construccion de Software orientao a objetos. B. Meyer
Inheritance	Herencia	Basic Term	A relationship among classes, wherein one class shares the structure or behavior defined in one (single inheritance) or more (multiple inheritance) other classes. Inheritance defines an is-a hierarchy among classes in which a subclass inherits from one or more generalized superclasses.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
initialization		Program phase	The process of assigning values to a variable at the beginning of a program or a function	Construccion de Software orientao a objetos. B. Meyer
Inline function			A function whose implementation code is used in place of a call	Construccion de Software orientao a objetos. B. Meyer
Input device	Dispositivos de entrada		A device that provides data to be read by a program	The Craft of Functional Programming. Simon Thompson
Input stream			C++ term for any input to a program	The Craft of Functional Programming. Simon Thompson
inquiry			A request for information from a program	Construccion de Software orientao a objetos. B. Meyer
Insertion sort	Ordenacioin por insercion	Sort Techniques	A sort algorithm in which the first element from the unsorted portion of the list is inserted into its proper position relative to the data in the sorted portion of the list	Construccion de Software orientao a objetos. B. Meyer
Instance	Ejemplo	Basic Term	Something you can do things to. An instance has state, behavior, and identity. The structure and behavior of similar instances are defined in their common class. The terms instance and object are interchangeable.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Interaction Diagram	Diagrama de Interacción	Basic Term	Part of the notation of object-oriented design, used to show the execution of a scenario in the context of an object diagram.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
INTERCAL	INTERCAL			<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>

		Programming Languages	Intercal is a compiled language deliberately designed to be convoluted, difficult to program, difficult to read, unlike all other languages, and yet still computationally complete.	
Interface	Interfaz	Basic Term	The outside view of a class, object, or module, which emphasizes its abstraction while hiding its structure and the secrets of its behavior.	<a href="http://www.microgold.com/version2/stage/tutorial/">http://www.microgold.com/version2/stage/tutorial/</a>
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
interoperability	interoperatividad	Basic Term	The quality factor that addresses the ability of one system to exchange data with another	The Craft of Functional Programming. Simon Thompson
Interlisp	Interlisp	Programming Languages	Interlisp was a dialect of Lisp, derived from BBNLisp, that was used for research at Xerox PARC. Various implementations were made for different computers, the most popular and influential of which was Interlisp-D.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Invariant	Invariante	Basic Term	The boolean expression of some conditions whose truth must be preserved.	<a href="http://www.microgold.com/version2/stage/tutorial/">http://www.microgold.com/version2/stage/tutorial/</a>
iteration	Iteracion	Basic Term	A single execution of the statements in a loop	Software engineering economics. Barry W. Boehm
iterator	Iterador	Basic Term	A c++ object designed to move to the next element in a list with each call	Software engineering economics. Barry W. Boehm
J	J	Programming Languages	J is a interpreted mathematical/functional programming language very closely related to APL. Basically, it is a dialect of APL with the same functionality, but employing the ASCII character set instead of APL's original unique character set.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Java	Java	Programming Languages	Java is a simple, portable object-oriented language designed by research staff at Sun Microsystems. The feel of the Java language is fairly similar to that of C++, but it also borrows ideas from Modula-3, Mesa, and	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>

			Objective–C.	
JavaScript	JavaScript	Programming Languages	JavaScript is a loosely typed scripting language with object-oriented and block-structuring features. Invented by Netscape Communications for adding dynamic behavior to web pages, JavaScript was originally called 'LiveScript'.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Jovial	Jovial	Programming Languages	Jovial is a block-structured procedural language derived from early versions of Algol. It provided Algol-like data types and syntax, with structural extensions for large-scale software engineering and for real-time systems.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
Key	Tecla	Basic Term	An attribute whose value uniquely identifies a single target object.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Key Abstraction	Abstracción de Tecla	Basic Term	A class or object that forms part of the vocabulary of the problem domain.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Layer	Capa	Basic Term	The collection of class categories or subsystems at the same level of abstraction.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Leda	Leda	Programming Languages	Leda is a modest-sized programming language designed to support several programming approaches. The current Leda implementations are interpreters, but the language can be compiled. Leda was intended mostly as a teaching and research tool, although it can be used for general application development.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Level of Abstraction	Nivel de Abstracción	Basic Term	The relative ranking of abstractions in a class structure, object structure, module architecture, or process architecture. In terms of its part of hierarchy, a given abstraction is at a higher level of abstraction than other if it builds upon the others; in terms of their kind of	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>

			hierarchy, high-level abstractions are generalized, and low-level abstractions are specialized.	
LIFE	LIFE	Programming Languages	LIFE is an interpreted logic programming language, related to Prolog, with features for functional and object-oriented programming. Intended mainly as a research vehicle, LIFE integrates inheritance, functional, and constraint rule programming styles into a logic programming framework.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Limbo	Limbo	Programming Languages	Limbo is a block-structured, procedural language intended for application and embedded system development. It is the main programming language of the Lucent <i>Inferno</i> operating system.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
Limit test	Limite de prueba	Basic Term	In a loop, the expression that determines if the loop will continue or stop	A structured programming Approach using C++. Author Behrouz A. Forouzam
Line comment	Linea de comentario	Basic Term	A comment, beginning with, that must be completed on one line	The Craft of Functional Programming. Simon Thompson
Lingo	Lingo	Programming Languages	Lingo is the application scripting and extension language used in Macromedia Inc. authoring and presentation products. It is a procedural, event-driven language with English-like syntax and some object-oriented programming features. Lingo supports a small set of data types primitive data types: numbers, strings, and lists.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Link	Enlace	Basic Term	Between two objects, one instance of an association.	<a href="http://www.microgold.com/version2/stage/tutorial/">http://www.microgold.com/version2/stage/tutorial/</a>
linker	Linker	Programs	The program by which an object module is joined with precompiled functions to form an executable program	Construccion de Software orientao a objetos. B. Meyer
Lisp	Lisp	Programming Languages	Lisp is an extremely rich and powerful programming language that has enjoyed continuous use and popularity	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>

			since the mid–1960s. Typically, Lisp programming systems are interpreters, but compilers are also commonly used.	
loader	lector	Programming devices	The operating system function that fetches an executable program into memory for running	The Craft of Functional Programming. Simon Thompson
Local variables	Variables locales	Basic Term	Variables defined with a block	Construccion de Software orientao a objetos.B.Meyer
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
Logaritmic efficiency	Eficiencia logaritmica	Quality	A measure of the efficiency of a module in which the run time is proportionate to the log of the number of elements being processed	Construccion de Software orientao a objetos.B.Meyer
Logo	Logo	Programming Languages	Logo is a functional language designed teach programming and problem–solving principles to children. It is a functional language, related to Lisp, with a simple syntax and a graphics–oriented feature set.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Logical error	Error logico	Basic Term	A design error in a program that while satisfying the syntactical requirements of the compiler does not produce the desired results	Software engineering economics.Barry W. Boehm
loop	Bucle	Basic Term	The construct used to repeat one or more statements in a program	The Craft of Functional Programming. Simon Thompson
LotusSript	LotusSript	Programming Languages	LotusScript is a dialect of Basic used as the application extension and macro language for Lotus's line of office automation software. It has some object–oriented programming features and extensive application integration and interface facilities.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Lua	Lua	Programming Languages	Lua is an interpreted structured language designed for embedding into other applications. It is intended for use as an extension and scripting language, especially for applications with requirements for structured	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>

			data storage.	
Lucid	Lucid	Programming Languages	Lucid is a dataflow programming language designed to experiment with non-VonNeumann programming models. It has fundamentally different semantics from a language like C or Lisp: in Lucid the programmer defines filters or transformation functions that act on time-varying data streams.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
M	M	Programming Languages	"M" is the newer name for MUMPS, a powerful high-level language mostly used for database and interactive MIS system development. M is an ISO and ANSI standard language.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
Machine language	Lenguaje máquina	Languages	The instructions that are native to the central processor of a computer and are executable without assembly or compilation	A structured programming Approach using C++.Author Behrouz A. Forouzam
Magma	Magma	Programming Languages	Magma is an environment and high-level language for number theory, algebra, and general mathematical programming. The fundamental features of Magma are its procedural syntax and statement structure, coupled with very sophisticated built-in data types and operations.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Manipulator	Monipulador	Programs	An input/ output function that provides functionality to data being read or written	Construccion de Software orientao a objetos.B.Meyer
Mask	Mascara	Techniques	A variable or constant that contains a bit configuration used to control the setting of bits in a bit wise operation	Software engineering economics.Barry W. Boehm
Master file	Fichero maestro	Basic Term	A permanent file that contains the most current data regarding an application	The Craft of Functional Programming. Simon Thompson
Mathematica	Mathematica	Programming Languages	Mathematica is a formidable commercial system for	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>

			symbolic mathematics and graphics. Most of the system is written in the Mathematica language, a powerful hybrid interpreted language for expressing mathematical formulae and procedures. The end user also employs the Mathematica language to perform describe the problems they wish Mathematica to solve to computations they want it to undertake.	
Mawl	Mawl	Programming Languages	Mawl is a compiled structured scripting language designed for implementing interactive on-line services.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Mechanism	Mecanismo	Basic Term	A structure whereby objects collaborate to provide some behavior that satisfies a requirement of the problem.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
Member Function	Función Miembro	Basic Term	An operation upon an object, defined as part of the declaration of a class; all member functions are operations, but not all operations are member functions. The terms member function and method are usually interchangeable. In some languages, a member function stands alone and may be redefined in a subclass; in other languages, a member function may not be redefined, but serves as part of the implementation of a generic function or virtual function, both of which may be redefined in a subclass.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Member Object	Objeto Miembro	Basic Term	A repository for part of the state of an object; collectively, the member objects of an object constitute its structure. The terms field, instance variable, member object, a slot are interchangeable.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Mercury	Mercury	Programming Languages	Mercury is a logic programming language with some functional language	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>

			features. It was designed to give the semantic benefits of declarative programming and the speed and error-checking of procedural programming.	
Metaclass	Metaclase	Basic Term	The class of a class; a class whose instances are themselves classes.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Method	Método	Basic Term	An operation upon an object, defined as part of the declaration of a class; all methods are operations, but not all operations are methods, The terms message, method and operation are usually interchangeable. In some languages, a method stands alone and may be redefined in a subclass; in other languages, an method may not be redefined, but serves as part of the implementation of a generic function or a virtual function, both of which may be redefined in a subclass.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Miranda	Miranda	Programming Languages	Miranda is an interpreted pure-functional language, intended both for teaching functional programming and for application development. As a pure functional language, Miranda has no conventional imperative control constructs. Instead, Miranda 'scripts' consist of a set of equations that define various data structures and operations.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
ML	ML	Programming Languages	ML is the name for a family of functional programming languages: ML, SML, SML/NJ, CAML, EML, and others. The features and usage of the different versions vary somewhat; this description is based on documentation for Standard ML. ML language systems are usually interpreters.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Modula 3	Modula 3	Programming Languages	Modula-3 is a compiled procedural that supports	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>

			object-oriented and block-structured programming. It is a descendant of Modula-2 and Pascal, and is intended for application development, large-scale software engineering, and computer science education.	
Modula-2	Modula-2	Programming Languages	Modula-2 is a procedural, block-structured language intended for application programming and computer science education. It was designed to foster good software engineering practices, and also to remedy some of the shortcomings of its predecessor, Pascal.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Modularity	Modularidad	Basic Term	The property of a system that has been decomposed into a set of cohesive and loosely coupled modules.	<a href="http://www.microgold.com/version2/stage/tutorial/">http://www.microgold.com/version2/stage/tutorial/</a>
Module	Módulo	Basic Term	A unit of code that serves as a building block for the physical structure of a system; a program unit that contains declarations, expressed in the vocabulary of a particular programming language, that form the physical realization of some or all of the classes and objects in the logical design of the system. A module typically has two parts: its interface and its implementation.	<a href="http://www.microgold.com/version2/stage/tutorial/">http://www.microgold.com/version2/stage/tutorial/</a>
Monomorphism	Monomorfismo	Basic Term	A concept in type theory, according to which a name (such as a variable declaration) may only denote objects of the same class.	<a href="http://www.microgold.com/version2/stage/tutorial/">http://www.microgold.com/version2/stage/tutorial/</a>
MUMPS	MUMPS	Programming Languages	MUMPS (aka M) is a procedural, interpreted language with extensive features for event-driven programming, text handling, and database manipulation. The language syntax is very simple, but quirky. A program written in M consists of commands which operate on	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>

WORD	TRANSLATE	SUBSET	DEFINITION	SOURCE
NESL	NESL	Programming Languages	variables. NESL is a data-parallel functional programming language intended to be highly portable across different parallel computer architectures, easy to use, and efficient to compile.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Nested loop			A loop whose efficiency is a function of the efficiency of a controlling loop	A structured programming Approach using C++.Author Behrouz A. Forouzam
NIAL	NIAL	Programming Languages	NIAL, the nested interactive array language, is a multi-functional language with some procedural features. It is intended for application development.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Node	Nodo	Basic Term	In a data structure, an element that contains both data and structural elements used to process the list	The Craft of Functional Programming. Simon Thompson
Null character	Caracter nulo	Basic Term	The ASCII character with a zero value	The Craft of Functional Programming. Simon Thompson
Null pointer	Puntero Nulo	Basic Term	A pointer that contains an address value indicating no address is assigned to the pointer	A structured programming Approach using C++.Author Behrouz A. Forouzam
Oberon	Oberon	Programming Languages	Oberon is a procedural, block-structured language with many object-oriented features. It was designed for computer science education, but is also suitable for general-purpose application programming. Oberon has a Pascal-like syntax, but its semantics are richer than Pascal's.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Object	Objeto	Basic Term	Something you can do things to. An object has state, behavior, and identity; the structure and behavior of similar objects are defined in their common class. The terms instance and object are interchangeable.	Construccion de Software orientao a objetos.B.Meyer
				<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
WORD	TRANSLATE	SUBSET	DEFINITION	SOURCE
				<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>

Object Diagram	Diagrama de Objetos	Basic Term	Part of the notation of object-oriented design, used to show the existence of objects and their relationships in the logical design of a system. An object diagram may represent all or part of the object structure of system, and primarily illustrates the semantics of mechanisms in the logical design. A single object diagram represents a snapshot in time of an otherwise transitory event of configurations of objects.	
Object file	Fichero objeto	Basic Term	The output of a compilation consisting of machine language instructions	Construccion de Software orientao a objetos.B.Meyer
Object Model	Modelo de Objetos	Basic Term	The collection of principles that form the foundation of object-oriented design; a software engineering paradigm emphasizing the principles of abstraction, encapsulation, modularity, hierarchy, typing, concurrency, and persistence.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Object Structure	Estructura de Objetos	Basic Term	A graph whose vertices represent objects and whose arcs represent relationships among those objects. The object structure of a system is represented by a set of object diagrams.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Object-Oriented Analysis	Análisis Dirigido a objetos	Basic Term	A method of analysis in which requirements are examined from the perspective of the class and objects found in the vocabulary of the problem domain.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Object-Oriented Programming	Programación Dirigida a Objetos	Basic Term	A method of implementation in which programs are organized as cooperative collections of objects, each of which represents an instance of some class, and whose classes are all members of a hierarchy of classes united via inheritance relationships. In such programs, classes are generally viewed as static, whereas objects typically have a much	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>

			more dynamic nature, which is encouraged by the existence of dynamic binding and polymorphism.	
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
Objective-C	Objetivo-C	Programming Languages	Objective-C is an object-oriented language based on C; its object support is based on a dynamic message-passing model. Objective-C provides a range of OOP features: inheritance, dynamic method invocation, delegation, metaclasses and dynamic object creation, a form of garbage collection, simple persistence, and a kind of polymorphism. Objective-C does not support multiple inheritance, and concurrency is not part of the language.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Obliq	Obliq	Programming Languages	Obliq is an object-oriented interpreted scripting language that supports distributed multi-threaded computation. The syntax of Obliq is similar to that of Modula-3, but simpler and with no support for type declarations.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Octal	Octal	Bases	A numbering system with a base of 8	The Craft of Functional Programming. Simon Thompson
Occam	Occam	Programming Languages	Occam is a simple parallel computing language developed to express many kinds of parallel programs easily and directly. Originally intended for the INMOS Transputer, a chip built to support fine-grain multi-processing, Occam has been implemented for several processor and software architectures.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Operability	Operabilidad	Quality	The quality factor that addresses the ease with which a system can be used	The Craft of Functional Programming. Simon Thompson
Operand	Opernado	Basic Term	An object in a statement on which an operation is performed	Software engineering economics. Barry W. Boehm
Operating system	Sistema Operativo	Programs	The software that controls the computing environment and	The Craft of Functional Programming. Simon Thompson

			provides an interface to the user	
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
Operator	Operador	Calcula sign	The action symbol(s) in a statement	Software engineering economics.Barry W. Boehm
Operation	Operación	Basic Term	Some work that one object performs upon another in order to elicit a reaction. All of the operations upon a specific object may be found in free subprograms and member functions or methods, The terms message, method, and operation are usually interchangeable.	A structured programming Approach using C++.Author Behrouz A. Forouzam
OPS5	OPS5	Programming Languages	OPS5 is a production rule programming language for AI research and building expert systems. The OPS family of rule-based systems culminated with OPS5, which has been widely used for AI instruction and application development.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Orca	Orca	Programming Languages	Orca is a parallel-programming language based on a shared-object data model, designed to be compiled, and intended for portable application development across a variety of multiprogramming architectures.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Output device	Dispositivos de salida	Program devices	A device that can be written but not read	Construccion de Software orientao a objetos.B.Meyer
Oz	Oz	Programming Languages	Oz 2 is a declarative concurrent programming language that supports object-oriented and functional programming with constraint propagation. It was created as a research vehicle for advanced language design, AI, and concurrent system design.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Overflow	Overflow	Basic Term	The condition that results when an attempt is made to insert data into a list and there is no room	Software engineering economics.Barry W. Boehm
Overloading	Overloading	Basic Term	The c++ capability that associates multiple function definitions with one function	A structured programming Approach using C++.Author Behrouz A. Forouzam

			name or one operator	
Parameter	Parametro	Basic Term	A value passed to a function	Software engineering economics. Barry W. Boehm
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
Parameterized Class	Clase Parametrizada	Basic Term	A class that serves as a template for other classes, in which the template may be parameterized by other classes, objects, and/or operations. A parameterized class must be instantiated (its parameters filled in) before instances can be created. Parameterized classes are typically used as container classes; the terms generic class and parameterized class are interchangeable.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Partition Object	Parte de un Objeto	Basic Term	The class categories or subsystems that form a part of a given level of abstraction.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Pascal	Pascal	Programming Languages	Pascal is a simple block-structured language originally designed for computer science education. Pascal features strong type checking, simple I/O facilities, a good set of primitive data types, arrays, fixed and variant records, conventional control structures, and simple dynamic memory management.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Pass by reference	Paso por referencia	Technique	A function coupling technique in which the address of a field is passed to a function	The Craft of Functional Programming. Simon Thompson
Pass by value	Paso por valor	Technique	A function coupling technique in which only a copy of the data is passed to a function	A structured programming Approach using C++. Author Behrouz A. Forouzan
Passive Object	Objeto Pasivo	Basic Term	An object that does not encompass its own thread of control.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
PerfectScript	PerfectScript	Programming Languages	PerfectScript was the macro extension language for WordPerfect, QuattroPro, and other office automation products. It is a dialect of Basic, with some additional data structure types and some C-like control structure	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>

WORD	TRANSLATE	SUBSET	DEFINITION	SOURCE
Perl	Perl	Programming Languages	Perl is an interpreted scripting language with extensive facilities for data manipulation and rapid application development. Perl is basically block-structured, but also supports object-oriented programming.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
PHP	PHP	Programming Languages	PHP is an interpreted server-side scripting language for web servers. It was designed to support simple, fast server-side extension for web development. The syntax of PHP is fairly simple, and very similar to that of Perl, with some aspects of Bourne shell, Javascript, and C .	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Pict	Pict	Programming Languages	Pict is a research programming language designed as a practical implementation of the pi-calculus (a parallel computation formalism). While based on a very advanced formal model, Pict also provides a small but usable complement of data types and constructs.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Pike	Pike	Programming Languages	Pike is an interpreted dialect of C with object-oriented programming features and dynamic memory management. It is intended for general programming, especially for networking applications. The data model of Pike is similar to that of C , with the addition of a primitive string type and a 'mixed' type that can hold any normal data value.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Pilot	Pilot	Programming Languages	Pilot is a simple imperative language designed for building textual computer-aided instruction systems. The syntax of Pilot appears primitive by 1980s standards. It is highly field-oriented, each line is either a command or a label,	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>

			and all commands have the same structure.	
PL/C	PL/C	Programming Languages	PL/C was a subset of PL/I developed at Cornell University. Because the full IBM PL/I compiler was rather large and slow to be employed for student programming projects, PL/C was developed and used at many universities.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
PL/I	PL/I	Programming Languages	PL/I (Programming Language 1) is a large, complex block-structured language invented by IBM, and first released in 1964 in conjunction with the influential System/360 line of computers. PL/I was intended to be THE all-around language for mainframe system and application development, and therefore it had a very large feature set.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
Pointer	Puntero	Basic Term	A constant or variable that contains an address that can be used to access data	The Craft of Functional Programming. Simon Thompson
Polymorphism	Polimorfismo	Basic Term	A concept in type theory, according to which a name (such as a variable declaration) may denote objects of many different classes that are related by some common superclass; thus, any object denoted by this name is able to respond to some common set of operations in different ways.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Portability	Portabilidad	Quality	The quality factor that addresses the ease with which a system can be moved to other hardware environments	Construccion de Software orientao a objetos.B.Meyer
Postcondition	Postcondición	Basic Term	An invariant satisfied by an operation.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Postfix expression	Expresion postfix	Basic Term	An expression in which the operand(s) follow the operator	A structured programming Approach using C++.Author Behrouz A. Forouzam
Post-test loop	Bucle post-test	Programming Techniques	A loop in which the terminating condition is tested only after the execution of the loop statements	Construccion de Software orientao a objetos.B.Meyer

Postscript	Postscript	Programming Languages	PostScript is a threaded interpreted language with stack-based semantics. While usable for general-purpose computation, PostScript was especially designed to drive graphic devices, initially printers, and has a large set of operators for rendering onto a page.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Precedence	Precedencia	Quality	The priority assigned to an operator or group of operators that determines the order in which operators will be evaluated in an expression	A structured programming Approach using C++.Author Behrouz A. Forouzam
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
Precondition	Precondición	Basic Term	An invariant assumed by an operation.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Preprocessor	Preprocesador	Programs	The first phase of a C++ compilation in which the source statements are prepared for compilation and any necessary libraries are loaded	The Craft of Functional Programming. Simon Thompson
Preprocessor directives	Directivas del Preprocesador	Basic Term	Commands to the C++ pre-compiler	The Craft of Functional Programming. Simon Thompson
Pretest loop	Bucle Pre-Test	Programming Techniques	A loop in which the terminating condition is tested before the execution of the loop statements	The Craft of Functional Programming. Simon Thompson
Private	Privado	Basic Term	A declaration that forms part of the interface of a class, object, or module; what is declared as private is not visible to any other classes, objects, or modules.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Process	Proceso	Basic Term	The activation of a single thread of control.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Process Diagram	Diagrama de Proceso	Basic Term	Part of the notation of object-oriented design, used to show the allocation of processes to processors in the physical design of a system. A process diagram may represent all or part of the process architecture of a system.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Program file	Fichero programa	Basic Term	A file that contains an executable program	Construccion de Software orientao a objetos.B.Meyer
Program testing	Prueba del programa	Basic Term	The process that validates a program's operation and verifies that it meets its design	A structured programming Approach using C++.Author Behrouz A. Forouzam

WORD	TRANSLATE	SUBSET	DEFINITION	SOURCE
Prolog	Prolog	Programming Languages	PROLOG is a language for PROgramming in LOGic. Prolog was a progenitor of the study of 'logic programming,' a computer science area concerned with languages and systems for logical inference, proof techniques, and very high-level programming systems.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Protected	Protegido	Basic Term	A declaration that forms part of the interface of a class, object, or module, but that is not visible to any other classes, objects, or modules except those that represent subclasses.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Protocol	Protocolo	Basic Term	The ways in which an object may act and react, constituting the entire static and dynamic outside view of the object; the protocol of an object defines the envelope of the object's allowable behavior.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Prototype statement	Sentencias del prototipo	Basic Term	In C++, the declaration of a function that provides the return type and formal parameter types	Construccion de Software orientao a objetos.B.Meyer
Pseudocode	Pseudocodigo	Basic Term	English-like statements that follow a loosely defined syntax and are used to convey the design of an algorithm or function	Construccion de Software orientao a objetos.B.Meyer
Public	Público	Basic Term	A declaration that forms part of the interface of a class, object, or module, and that is visible to all other classes, objects, and modules that have visibility to it.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Python	Python	Programming Languages	Python is an interpreted, object-oriented language. It is intended to be highly effective, easy to use, and extensible. The syntax of Python is very simple and statement-oriented. Block structure is specified with indentation.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
QBasic	QBasic	Programming Languages	QBasic, or QuickBasic as it is sometimes called, is a dialect	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>

			of BASIC created by Microsoft for application development under the DOS 'operating system'.	
Quake-C	Quake-C	Programming Languages	Quake-C is an subset dialect of C used to define operations, semantics, and extentions for the Quake game engine, used for games like Quake and HexenII. Quake-C supplied special data objects and message-passing semantics for the multi-tasking internal environment of the game engine.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
Random number	Numero Aleatorio	Basic Term	A number selected from a set in which all members have the same probability of being selected	The Craft of Functional Programming. Simon Thompson
Rear		Basic Term	When used to refer to a list: a pointer that identifies the last element	A structured programming Approach using C++.Author Behrouz A. Forouzam
REBOL	REBOL	Programming Languages	REBOL is a functional scripting language with message-passing and object-oriented features. It is designed for general application and network service development.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Reduce	Reduce	Programming Languages	Reduce is a system for computer algebra and symbolic mathematics, featuring a language named Reduce in which users can define new functions and symbolic computation rules.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Responsability	Responsabilidad	Basic Term	Some behavior for which an object is held accountable; a responsibility denotes the obligation of an object to provide a certain behavior.	<a href="http://www.microgold.com/version2/stage/tutorial/">http://www.microgold.com/version2/stage/tutorial/</a>
Rexx	Rexx	Programming Languages	Rexx is an block-structured procedural language commonly used for application development, integration, and extension. Designed primarily for ease of use, the Rexx language is weakly typed and has a very plain,	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>

			uncomplicated syntax.	
Role	Rol	Basic Term	The purpose or capacity wherein one class or object participates in a relationship with another; the role of an object denotes the selection of a set of behaviors that are well-defined at a single point in time; a role is the face an object presents to the world at a given moment.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
RPG	RPG	Programming Languages	RPG, Report Program Generator, is a high-level database access and text generation language invented for mainframe MIS environments.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Ruby	Ruby	Programming Languages	Ruby is an interpreted scripting language, fully object-oriented and designed for easy extensibility. The syntax of Ruby is simple but bears a strong resemblance to Perl. All data types in Ruby are object classes, like in Smalltalk. Pre-defined data types include integer and float numeric types, strings, arrays and hash tables, and structures.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
Run-time error	Error en tiempo de ejecucion	Basic Term	Any error encountered during the execution of a program that causes it to terminate abnormally	A structured programming Approach using C++.Author Behrouz A. Forouzam
S	S	Programming Languages	S is an interpreted, high-level procedural language designed and used for statistics, numerical modeling, data analysis, and simulation.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Sather	Sather	Programming Languages	Sather is an object-oriented language, strongly typed, that supports many modern OO software engineering features. The syntax of Sather is somewhat similar to Eiffel or Ada. However, in Sather all types belong to object classes.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Scheme	Scheme	Programming Languages	Scheme is a dialect of Lisp with functional and procedural language aspects. Unlike	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>

			original Lisp, Scheme is lexically scoped, but like Lisp it is dynamically typed. Scheme has comprehensive I/O facilities based on an abstraction called "Ports."	
Scope		Basic Term	An attribute of a variable that defines whether it is visible to or hidden from statements in a program	The Craft of Functional Programming. Simon Thompson
Search	Buscar	Basic Term	The process that examines a list to locate one or more elements containing a designated value known as a search argument	Construccion de Software orientao a objetos.B.Meyer
Security	Seguridad	Quality	The quality factor that addressed the ease or difficulty with which an unauthorised user can access data	A structured programming Approach using C++.Author Behrouz A. Forouzam
Selection sort	Ordenacion por seleccion	Programming Techniques	The sort algorithm in which the smallest value in the unsorted portion of a list is selected and placed at the end of the sorted portion of the list	The Craft of Functional Programming. Simon Thompson
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
Sentinel	Ctinela	Programming Techniques	A flag that guards the end of a list or a file	Software engineering economics.Barry W. Boehm
Sequential search	Busqueda secuencial	Programming Techniques	A search technique used with a linear list in which the searching begins at the first element and continues until the value of an element equal to the value being sought is located, or until the end of the list is reached	A structured programming Approach using C++.Author Behrouz A. Forouzam
Selector	Selector	Basic Term	An operation that accesses the state of an object but does not alter that state.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Self	Self	Programming Languages	Self is a dynamic object-oriented language and programming environment based on an object prototypes a general message-passing model. It was designed to be small, very flexible, and easy to use.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Sequential Object	Objeto Secuencial	Basic Term	A passive object whose semantics are guaranteed only in the presence of a single thread of control.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>

Server	Servidor	Basic Term	An object that never operates upon other objects, but is only operated upon by other objects; an object that provides certain services.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Service	Servicio	Basic Term	The behavior provided by a given part of a system.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
SETL	SETL	Programming Languages	SETL is a high-level procedural language designed to bring the power of set theory to programmers. SETL programs are typically compiled. The fundamental data types in SETL are: integers (unlimited precision), reals (machine precision), strings, booleans, and the explicit non-value, omega ("om" for short).	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
sh	sh	Programming Languages	The Bourne shell scripting language was one of the original command languages for the Unix operating system. It is a simple interpreted language, but widely used for automating complex tasks and assembling multi-step functionality from individual Unix tools.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
Signature	Firma	Basic Term	The complete profile of an operation's formal arguments and return type.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Signed	Con signo	Basic Term	A type modifier indicating that a numeric value may be either positive or negative	Construccion de Software orientao a objetos.B.Meyer
Simscript	Simscript	Programming Languages	Simscript is a simulation language with both declarative and procedural features, designed for discrete-event and hybrid discrete/continuous modelling. It has been in continuous use and development since its invention in 1962.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
SIMULA	SIMULA	Programming Languages	Simula67 is a block-structured procedural language with some object-oriented programming features. It was the first language to supply abstract	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>

			data type and class support, and is therefore recognized as one of the founding elements of object-oriented computing.	
Sina	Sina	Programming Languages	Sina is an academic object-oriented language designed around the <i>Composition Filters Object Model</i> . As an OO language, Sina supplies the usual features like inheritance, encapsulation, and abstract data types. The structure of a Sina program is simply a collection of classes.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
SISAL	SISAL	Programming Languages	SISAL is a functional programming language designed for parallel processing. The name SISAL stands for Streams and Iteration in a Single Assignment Language. It is intended for use programming scientific application on multi-processor supercomputers, and for educational use in teaching parallel programming.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Slack bytes		Basic Term	Inaccessible memory locations added between fields in a structure to force a hardware-required boundary alignment	A structured programming Approach using C++. Author Behrouz A. Forouzam
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
SLAM	SLAM	Programming Languages	SLAM was a discrete system modelling language, mainly oriented toward discrete event simulation of service scheduling, manufacturing, military logistics, computer architectures, and other interconnected concurrent systems. SLAM is a proprietary language owned by Pritsker & Associates (now Pritsker Corporation).	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Smalltalk	Smalltalk	Programming Languages	Smalltalk is a dynamic object-oriented language originally designed in the 1970s. It was originally designed as an experiment, but evolved into a powerful	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>

			application development language.	
SML	SML	Programming Languages	SML is the standardized definition for the powerful functional language ML. See the ML entry for more information.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
SNOBOL	SNOBOL	Programming Languages	SNOBOL is a very powerful but eccentric programming language primarily oriented towards string data handling. Developed as a research project at Bell Labs 1960–1962, it gained a small but loyal following and has enjoyed modest popularity ever since.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Source file	Fichero fuente	Programming File	The file that contains program statements written by a programmer before they are converted into machine language; the input file to an assembler or compiler	A structured programming Approach using C++. Author Behrouz A. Forouzam
SPARCL	SPARCL	Programming Languages	Created as an attempt to combine visual, logic, and set-based programming disciplines, SPARCL is an academic programming system developed to aid <i>exploratory programming</i> . As a logic programming language, SPARCL supports definition of facts and relationships between them.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
SPITBOL	SPITBOL	Programming Languages	SPITBOL was a compiled variant of SNOBOL, available for DEC computers and some other systems. Later marketed for UNIX workstations by Catspaw, Inc.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Stack memory		Basic Term	In C++, the memory management facility that is used to store local variables while their function is active	Software engineering economics. Barry W. Boehm
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
Stamp coupling		Basic Term	The communication technique between modules in which data are passed as a structure; often results in unrequited data being passed	The Craft of Functional Programming. Simon Thompson

Standard library	libreria estadar	Libraries	Any of a collection of libraries containing functions required by the C++ standard provided by an implementation of the C++ language	A structured programming Approach using C++.Author Behrouz A. Forouzam
Statement	sentencia	Basic Term	A syntactical construct in C++ that represents one operation in a function	The Craft of Functional Programming. Simon Thompson
State	Estado	Basic Term	The cumulative results of the behavior of an object; one of the possible conditions in which an object may exist, characterized by definite quantities that are distinct from other quantities; at any given point in time, the state of an object encompasses all of the (usually static) properties of the object plus the current (usually dynamic) values of each of these properties.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Static Binding	Unión Estática	Basic Term	Binding denotes the association of a name (such as a variable declaration) with a class; static binding is a binding in which the name/class association is made when the name is declared (at compile time) but before the creation of the object that the name designates.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Stream		Quality	The C++ view of a file, consisting of a sequence of characters divided into lines or sequences of byte values representing data in their internal memory formats	The Craft of Functional Programming. Simon Thompson
String	cadena	Programming Data types	In C++, a variable-length sequence of characters delimited by a null character	Construccion de Software orientao a objetos.B.Meyer
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
String literal	Literal de una cadena	Basic Term	A string constant enclosed in double quotes	Construccion de Software orientao a objetos.B.Meyer
Subclass	Subclase	Basic Term	A class that inherits from one of more classes (which are called its immediate superclasses).	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Subscript	Subscrito	Basic Term	An ordinal number that indicates the position of an element within an array	Software engineering economics.Barry W. Boehm

Subsystem	Subsistema	Basic Term	A collection of modules, some of which are visible to other subsystems and others of which are hidden.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Suffix		Basic Term	A modifier to a numeric constant that indicates its type when used in an expression	A structured programming Approach using C++.Author Behrouz A. Forouzam
Superclass	Superclase	Basic Term	The class from which another class inherits (which is called its immediate subclass).	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Syntax	Sintaxis	Programming Rules	The rules that define the usage of keywords and tokens within a language; the grammar of a language	Construccion de Software orientao a objetos.B.Meyer
T	T	Programming Languages	T was an implementation of Scheme originally developed at Yale University	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Tcl	Tcl	Programming Languages	Tcl (pronounced 'tickle') is a block-structured interpreted scripting language intended for portable application development and extension. The name originally stood for 'Tool Command Language.' The language and its interpreter were designed to be easy to use for development projects.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
TECO	TECO	Programming Languages	Teco was an editor and interpreted text editing language characterized by extremely terse syntax. Teco offers extensive facilities for text manipulations, keyboard handling, and screen drawing. Built-in data types include integers, strings, buffers, dispatch tables.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Telescript	Telescript	Programming Languages	Telescript is an object-oriented language and run-time support system designed for creating portable GUIs, messaging applications, software agents, remote application scripts, and other kinds of distributed computation systems. The run-time system that supports Telescript programs is called	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>

			Magic Cap.	
Terse	Terse	Programming Languages	Invented to simplify low-level programming on the Intel x86 line of microprocessors, Terse is a small block-structured language with a set of operators tightly bound to the x86's capabilities. The basic syntax of Terse is statement-oriented, with an extensive (and unusual) set of operators.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Test driver	Test Driver	Programs	A program used to test generalised software as opposed to a program that solves a user problem	Software engineering economics. Barry W. Boehm
TeX	TeX	Programming Languages	TeX is a descriptive, interpreted language used to process, format, and typeset documents. TeX also has many of the facilities of a block-structured language, and is used to extend the text formatting system of which it is a part. TeX statements (macro calls) are normally embedded and interspersed through text to be formatted.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Text editor	Editor de textos	Programs	Software that maintains text files, such as a word processor or a source program editor	A structured programming Approach using C++. Author Behrouz A. Forouzam
Theta	Theta	Programming Languages	Theta is an object-oriented language with a sophisticated and flexible type system, developed by the MIT Programming Methodology Group. Theta supports a fairly conventional set of built-in data types and control structures. Integers, reals, characters, strings, booleans, and subroutine references are all primitive types.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
Timeliness			An attribute of software that measures responsiveness of a system to a user's time requirements	The Craft of Functional Programming. Simon Thompson
Token	Token	Basic	In C++, a syntactical construct	A structured programming Approach

		Term	that represents an operation or a flag, such as the assignment token	using C++.Author Behrouz A. Forouzam
Transaction file	Fichero de transacion	Basic Term	A file containing relatively transient data to be used to change the contents of a master file	A structured programming Approach using C++.Author Behrouz A. Forouzam
Translator	Traductor	Programs	A generic term for any of the language conversion programs	The Craft of Functional Programming. Simon Thompson
Traversal	Traversal	Techniques	An algorithmic process in which each element in a structure is processed once and only once	A structured programming Approach using C++.Author Behrouz A. Forouzam
Turing	Turing	Programming Languages	Turing is a structured programming language designed for teaching computing principles and for simple graphics. Used mainly in high schools, Turing is meant to be simple and usable while supporting good programming practices.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Type	tipo	Basic Term	A set of values and a set of operations that can be applied on those values	Construccion de Software orientao a objetos.B.Meyer
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
UFO	UFO	Programming Languages	Unified Functions and Objects (UFO) is an object-oriented functional language designed for implicit parallelism.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Underflow	Underflow	Basic Term	An event that occurs when an attempt is made to delete data from data structure that is empty	A structured programming Approach using C++.Author Behrouz A. Forouzam
Until	Until	Programming Languages	Until is an interpreted dialect of Forth designed for portability and for use as an embedded extension language.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Union	Union	Commnad	C++ term for variable structure	A structured programming Approach using C++.Author Behrouz A. Forouzam
Unsigned	Sin Signo	Basic Term	A type modifier indicating that a numeric value may be only positive	Construccion de Software orientao a objetos.B.Meyer
Update	Actualizar	Basic Term	In array processing, the process that changes the contents of an element; in file processing, a mode that allows a file to be both read and written	The Craft of Functional Programming. Simon Thompson

Variable	Variable	Basic Term	A memory storage object that can be changed during the execution of a program	Construccion de Software orientao a objetos.B.Meyer
VBScript	VBScript	Programming Languages	Visual Basic Scripting Edition is a subset dialect of Visual Basic; it is an interpreted, procedural language intended for creating application extension scripts and for adding interactivity to web pages.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
VHDL	VHDL	Programming Languages	VHDL is a modeling and simulation language intended for study and design of digital integrated circuits. The name is an acronym for VHSIC Hardware Description Language. The syntax and general appearance of VHDL are similar to that of Ada, but the semantic structure is quite different.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
<b>WORD</b>	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
Virtual Function	Función Virtual	Basic Term	An operation upon an object. A virtual function may be redefined by subclasses; thus, for a given object, it is implemented through a set of methods declared in various classes that are related via their inheritance hierarchy. The terms generic function and virtual function are usually interchangeable.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Visibility	Visibilidad	Basic Term	The ability of one abstraction to see another and thus reference resources in its outside view. Abstractions are visible to one another only where their scopes overlap. Export control may further restrict access to visible abstractions.	<a href="http://www.microgold.com/version2/stage/tut">http://www.microgold.com/version2/stage/tut</a>
Visual Basic	Visual Basic	Programming Languages	Visual Basic is an advanced structured dialect of Basic developed by Microsoft, and intended for application development.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Volatile	Volatil	Kind of Memory	An attribute of a field that indicates that it may be accessed or changed by	The Craft of Functional Programming. Simon Thompson

			functions beyond the control of the compiler	
Whitebox testing	Whitebox testing	Techniques	Program testing in which the internal design of the program is considered; also called clear box testing	A structured programming Approach using C++.Author Behrouz A. Forouzam
WordBasic	WordBasic	Programming Languages	Dialect of Basic used as the extension language for the popular Microsoft Word program, versions 2 through 7. Superseded by VBA.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Xlisp	Xlisp	Programming Languages	Xlisp is a dialect of Lisp; it is basically a free edition of Common Lisp with object-oriented extensions. XLisp is somewhat fragmented, there are several major implementations available. They are all free, however, and run on major platforms including Unix, Windows, and Macintosh.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
Yorick	Yorick	Programming Languages	Yorick is an interpreted block-structured language intended for data analysis and data graphics. It is designed to be easy to use, but scalable to very large datasets and very complex computations.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>
	<b>TRANSLATE</b>	<b>SUBSET</b>	<b>DEFINITION</b>	<b>SOURCE</b>
ZPL	ZPL	Programming Languages	ZPL is an array programming language designed for efficient parallel implementation. It is used for scientific computations. Basic data types in ZPL include a wide variety of integer and real numeric types, strings, and booleans.	<a href="http://cgibin.erols.com/ziring/">http://cgibin.erols.com/ziring/</a>