

abstract :	mathematical=algebras and logics that describe several different concrete algebras and logics.
Access_type (Ada) :	Access_type::=`A value of an access Type (an access value) is either a null value, or a value that designates an object created by an allocator. The designated object can be read and updated via the access value. The definition of an access Type specifies the Type of the objects designated by values of the access Type.
active :	A piece of code is active if the CPU is currently executing instructions in the code. Contrast with suspended.
Ada :	Programming language dedigned for programming embedded applications.
Aggregate (Ada) :	The evaluation of an aggregate yields a value of a composite Type. The value is specified by giving the value of each of the components. Either positional association or named association may be used to indicate which value is associated with which component.
alias :	Two names or identifiers are aliases if they name or identify the same thing.
associativity :	rules for determining which of two identical infix operators should be evaluated first.
BASIC :	"Beginners All-purpose Symbolic Insctruction Code", a family of languages developed for teaching programming and given away with early IBM PCs.
binding :	A relationship between two things, typically an identifier and some one of its properties or attributes. For example a variable is an identifier bound to a piece of storage in the main memory of the computer.
block::program_structure :	A piece of source code that has one or more declarations in it.
Boolean :	adjective=Any data type that follows George Boole's algebraic axioms. The commonest Boolean data has two values {true, false} and the operations of and, or, and not.
Bytecode :	Programming code that, once compiled, is run through a virtual machine instead of the computer's processor. By using this approach, source code can be run on any platform once it has been compiled and run through the virtual machine. Bytecode is the compiled format for Java programs. Once a Java program has been converted to bytecode, it can be transferred across a network and executed by Java Virtual Machine (JVM). Bytecode files generally have a .class extension.
Compiler :	It take a program written in some programming language and translate it into machine language.It does the translation all at once. It produces a complete machine language program that can then be executed.
compound :	a single statement or object that can have any number of other statements as its parts.
conditional :	an expression or statement that selects one out of a number of alternative subexpressions.

Conditional expression : expression with condition:boolean_expression & e1:expression & e2:expression & if value(condition)=true then value=value(e1) & if value(condition)=false then value=value(e2).	
delimiter :	A symbol or character that indicates where something else begins or ends.
dynamic :	something that is done as the program runs rather than by the compiler before the program runs.
Dynamic binding :	A binding that can be made at any time as a program runs and may change as the program runs.
Dynamic chain :	a chain of activation records where each record identifies the activation in which it was called.
encapsulation::programming :	The ability to hide unwanted details inside an interface so that the result works like a black box or vending machine - providing useful services to many clients(programs or people).
environment :	the environment of a statement is the set of bindings that hold for that statement as determined by scoping rules and the execution of the program upto that statement.
Fixed point :	A form of arithmetic that always has the same number of places on either side of the decimal point giving bounded rounding errors, speed, simplicity, and a comparatively small range'. Contrast with floating_point.
Floating point :	A form of arithmetic that always preserves the same number of digits but allows the decimal point to be placed anywhere among them. This gives unbounded errors, a wider range and a more complex processor.
formal parameter :	The symbol used inside a subprogram in place of the actual_parameter provided when the subprogram is called
garbage :	`A piece of storage that has been allocated but can no longer be accessed by a program. If not collected and recycled garbage can cause a memory leak'.
generic::Ada :	A package or Subprogram that can generate a large number of similar yet different packages or subprograms. See template.
heap :	Storage that can be allocated and deallocated on demand in any pattern.Compare with stack. Notice that this heap is not an example of the heap data structure.
implementation :	the way something is made to work. The grubby details of code and data structures. There are usually many ways to implement something.
inheritance::objects :	The ability to easily construct new data types or classes by extending existing structures, data types, or classes.

Interpreter : It take a program written in some programming language and translate it into machine language. It translates one instruction at a time, and then executes that instruction immediately.

interpreter::program : A program that translates a single instruction of a program and executes it before moving on to the next one.

iterator : an object that is responsible for tracking progress through a collection of other objects. Often it is implemented as a reference or pointer plus methods for navigating the set of objects. The C++ STL provides many iterators [Iterators.html] Java has an Enumeration class for iterators: [Enumeration in java.class.tree]

Java Virtual Machine (JVM) : The Java Virtual Machine (JVM) is the runtime engine of the Java Platform, which allows any program written in Java or other language compiled into Java bytecode to run on any computer that has a native JVM. JVMs run in both clients and servers, and the Web browser can activate the JVM when it encounters a Java applet. The JVM includes a just-in-time (JIT) compiler that converts the bytecode into machine language so that it runs as fast as a native executable. The compiled program can be cached in the computer for reuse.

Just-In-Time compiler : A compiler that converts program source code into native machine code just before the program is run. In the case of Java, a JIT compiler converts Java's intermediate language (bytecode) into native machine code as needed. It tries to predict which instructions will be executed next so that it can compile the code in advance. Compiled code resides in memory until the application is closed.

lexical : something that is related to the lexemes of a language.

mapping::mathematics : A relationship that takes something and turns it into something uniquely determined by the relationship.

Object : An object consists of some data together with a set of subroutines that manipulate that data. (An object is a kind of "module," or self-contained entity that communicates with the rest of the world through a well-defined interface. An object should represent some coherent concept or real-world object.)

object::code : A piece identifiable storage that can suffer and/or perform various operations.

Operator associativity : rules that help define the order in which an expression is evaluated when two adjacent infix operators are identical.

Operator precedence : rules that help define the order in which an expression is evaluated when two infix operators can be done next.

parameter::programming : Something that is used in a subprogram that can be changed when the subprogram is called

prototype::software engineering : A piece of software that requires more work before it is finished, but is complete enough for the value of the finished product to be evaluated or the currant version improved.

recursion : A technique of defining something in terms of a smaller or simpler object of the same type.

selection : a statement that chooses between several possible executions paths in a program.

Semantics of a Programming Language : The semantics of a language is its meaning. A program with a semantic error can be compiled and run, but gives an incorrect result. If N is an integer variable, then the statement "frac = 1/N;" is probably an error of semantics. The value of 1/N will be 0 for any N greater than 1. It's likely that the programmer meant to say 1.0/N.

syntax : A description of the rules that determine the validity and parsing of sentences or statements in a language

Syntax of a Programming Language : The syntax of a language is its grammar. A program with a syntax error cannot be compiled. A missing semicolon in a program is an example of a syntax error, because the compiler will find the error and report it.

unary : pertaining to one. unary operators have one operand, unary numbers use base 1 and one symbol.

Variable : A variable is a memory location that has been given a name so that it can easily be referred to in a program. The variable holds a value, which must be of some specified type. The value can be changed during the course of the execution of the program.

virtual::C++ : A member function or method is virtual if when applied to a pointer the class of the object pointed at is used rather than the class of the pointer. Virtual inheritance means that when a class is inherited by two different paths only one single parent object is stored for both paths.

void_pointer::C : A pointer to an object of unknown type and size.
