**"TERMS OF STRUCTURAL DATA"**

1. *Algorithm* - Flow logical thinking human being transformed into the steps and then implemented in the form of the command lines in the programming language to produce a piece of software.
2. *Ascending* - Sort Up. That is the data that has the smallest value to the largest.
3. Assembler - Programming language that translates mnemonics.
4. *ADT* - Abstract Data Type. Is a set of primitive (basic operations) against type.
5. *Array* - Data structures that are processed through the index. Some are made up of one-dimensional (linear array), two-dimensional (matrix), and multidimensional.
6. *ALU (Arithmetic and Logic Unit)* - Called machine language (machine language) as part of this work instruction - machine language instructions given to him.
7. *Brainware* - Power executor who run and oversee the operation of a computer system in the processing of data to produce a timely, effective and accurate.
8. *Binary* - A numbering with 2 kharakter method that uses ones and zeros. Binary numbering system underlies all digital expression of information.
9. *Booting* - means reading its operating system disk and forwarding it to the computer's memory so that the computer can be used to receive commands.
10. *Blank Access Database* - Used to create a new data base is empty and can add Object Table, Query, Form, Report, and other objects.
11. *Bus* - The channel consists of a set of similar lines. A set of wires that are transportation information to all devices in the system. Such information may include data, command or address.
12. *CPU* - Central Processing Unit. CPU generally defined as a box in which all peripherals are assembled. But in the technical sense, refers to the CPU processor is installed in a computer system.
13. *Cache Memory* - Memory speed that can work with CPUs, acting as a buffer between the CPU and main memory is slow.
14. Database - A collection of information organized sedemkian a way as to be accessible to a particular software.
15. *DOS* - Disk Operating System. It is a stand-alone operating system that has limited the operation but it is a powerful device in troubleshooting a PC.
16. *Disk Defragmenter* - Tool is used to adjust the structure or layout of the file so that it will reduce the fragmentation of the disk space.
17. *DNS* - Domain Name System. It is a system that allows the name of a host on a network of computers or the Internet translated into an IP address.
18. *Degree* - Degrees. A node is expressed as the number of children or the descendant of that node.
19. *Descending* - Sort Down. That is the data that has the greatest value to the smallest.
20. *EDI* - Electonic Data Interchange. The combination of standards and processes that provide specific data flow or accounting, shipping / receiving, and tracking orders or inter-company inventory.
21. *GUI* - Graphic Interface Unit. An operating system image or graphic-based interface units.
22. *Graph* - Similar to a tree data structure, only the relationship between the data is not always a hierarchical relationship.
23. *Hardware* - Hardware. This understanding includes all peripheral devices and their peripheral devices in a computer system.
24. *Hashing* - Also called hash addressing. A search method that uses a hash function.
25. *Input* - Input Devices. Is a device used to enter data or commands into a computer. Such devices include keyboard, mouse, scanner, digitizer, digital camera, microphone, and other peripherals.
26. *Linux* - is an open source operating system UNIX variants are distributed for free under the GNU General Public License (GPL).
27. *List / listings* - is a data structure where the addition and reduction / elimination of the position data can be anywhere.
28. *LSB* - Least Significan Bits. The smallest unit of information in a binary number. One bit is enough to tell the difference between yes and no, up and down, on and off, one and zero.
29. *Linked-list* - Called also one-way List, is a linear collection of data elements called vertices or nodes.
30. *Machine Language (machine)* - Programming language that can only be understood by machines (computers) in which there is a CPU with only 2 (two) opposite circumstances.
31. *Multiuser* - Used by many users and can differentiate access rights.
32. *Multitasking* - Able to perform multiple tasks at the same time.
33. *Non-Removable Storage* - Storage media are fixed.
34. *OOP* - Object Oriented Programming. Techniques object-oriented programming.
35. *Open Source* - Software distributed along with its source code (souce code) software is freely modified by the user according to his needs.
36. *Object Data* - set of elements that may be for a specific data type.
37. *Operator* - is someone who runs or use a computer program to carry out daily activities.
38. *Open End Existing File* - Used to open the database file that was created earlier.
39. *Output* - Output Devices. Is the equipment that is used to display the results of data processing or order made by a computer. Such devices include monitors, printers, plotters, speakers, and other more.
40. *Project Existing Data* - Used to create a new data base based on the guidance provided by MS. Access.
41. *Pascal* - is a structured programming language, so it is often used as a means of beginning to learn computer programming techniques.
42. *Programmer* - Is a person who worked on the analysis results into the language program or application program.
43. *Queue* - is a data structure where the addition of data on the position of the back, while the removal of the data in the forward position.
44. *ROM* - Read Only Memory. Also known as static memory, the physical memory is read-only. In a computer, the ROM is typically used to store the BIOS configuration.
45. *Removable Storage* - Storage media data can be transferred at any time.
46. *Recursion* - Having a sense of a process that can call itself.
47. *SQL* - Structured Query Language. Programming language designed specifically for sending a query command (data access by addressing specific) against a database.
48. *Software* - A series of elements consisting of several computer software program that is used to help the working man (Brainware).
49. *Scientific* - Used to solve mathematical / calculation.
50. *Data Structure* - How the storage and organization of data and files on the computer's memory so it can be used effectively efficiently, including operations in it.
51. Stack - The data structure where the addition and removal of data only at one end, on TOP of his position.
52. *Sibling* - is a node that has the same level and the same parent.
53. *Sorting* - Sorting Data. As a process for preparing a number of data based on certain key.
54. *System Analyst* - is someone who does the design of the system analysis will be done by a programmer.
55. *Operating System* - A software that serves to manage all resources on computer systems including hardware, application programs, and user to be a system that can work well.
56. *Software Application* - Software used by the user to carry out the work or specific applications such as typing, drawing, counting, listening to music and others.
57. *Scandisk* - It is a tool used to examine the structure of the file system.
58. *Source Code* - The source code can be developed by the user.
59. *Tree* - Defined as one element of a collection element called the root (root), and the rest of the other elements (called nodes) are split into a set of at least related to each other, called subtree (subtree), also called branches.
60. *Traversal* - This is a visit to a node exactly once.
61. *Utility* - It is a program that works to help the operating system, such as antivirus, defragmentation, disk format, check the system and so on.