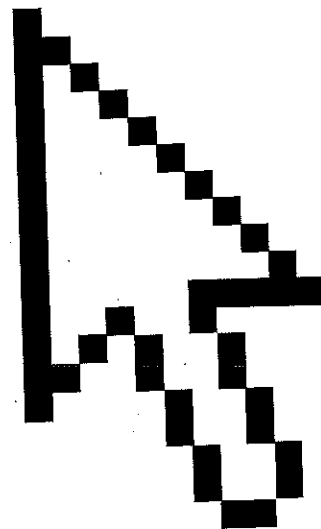


**Microsoft**

Microsoft

# Computer Dictionary

Fifth Edition



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**Acquisitions Editor:** Alex Blanton  
**Project Editor:** Sandra Haynes

Body Part No. X08-41929

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**Merced** *n.* Former code name for the next-generation 64-bit microprocessor designed by Intel and Hewlett-Packard and released in 2000. Based on the IA-64 architecture, the 64-bit microprocessor contains upwards of 10 million transistors and is used primarily in servers and high-performance workstations. *See also* IA-64.

**Mercury** *n.* A logic/functional programming language that combines the clarity and expressiveness of declarative programming with advanced static analysis and error-detection features.

**merge** *vb.* To combine two or more items, such as lists, in an ordered way and without changing the basic structure of either. *Compare* concatenate.

**merged transistor logic** *n.* *See* integrated injection logic.

**merge sort** *n.* A sorting technique that combines several sorted (input) lists into a single sorted (output) list. *See also* bubble sort, insertion sort, quicksort, sort algorithm.

**mesa** *n.* An area of a germanium or silicon wafer that was protected during the etching process and is therefore higher than the surrounding etched areas. *See also* photolithography.

**mesh network** *n.* A communications network having two or more paths to any node.

**message** *n.* **1.** In communications, a unit of information transmitted electronically from one device to another. A message can contain one or more blocks of text as well as beginning and ending characters, control characters, a software-generated header (destination address, type of message, and other such information), and error-checking or synchronizing information. A message can be routed directly from sender to receiver through a physical link, or it can be passed, either whole or in parts, through a switching system that routes it from one intermediate station to another. *See also* asynchronous transmission, block (definition 4), control character (definition 1), frame (definition 1), frame (definition 2), header (definition 2), message switching, network, packet (definition 1), packet switching, synchronous transmission. **2.** In software, a piece of information passed from the application or operating system to the user to suggest an action, indicate a condition, or inform that an event has occurred. **3.** In message-based

operating environments, such as Windows, a unit of information passed among running programs, certain devices in the system, and the operating environment itself.

**message header** *n.* A sequence of bits or bytes at the beginning of a message that usually provides a timing sequence and specifies such aspects of the message structure as its length, data format, and block identification number. *See also* header (definition 2).

**message of the day** *n.* A daily bulletin for users of a network, multiuser computer, or other shared system. In most cases, users are shown the message of the day when they log into the system. *Acronym:* MOTD.

**Message Passing Interface** *n.* *See* MPI.

**message queue** *n.* An ordered list of messages awaiting transmission, from which they are taken up on a first in, first out (FIFO) basis.

**Message Queuing** *n.* A message queuing and routing system for Microsoft Windows that enables distributed applications running at different times to communicate across heterogeneous networks and with computers that may be off line. Message Queuing provides guaranteed message delivery, efficient routing, security, and priority-based messaging. Message Queuing was formerly known as MSMQ.

**message reflection** *n.* In object-oriented programming environments, such as Visual C++, OLE, and ActiveX, a function that allows a control to handle its own message. *See also* ActiveX controls, control (definition 2), OCX, VBX.

**Message Security Protocol** *n.* A protocol for Internet messages that is based on the use of encryption and verification to ensure security. It also allows for permissions at the server level for delivery or rejection of e-mail. *Acronym:* MSP.

**message switching** *n.* A technique used on some communications networks in which a message, with appropriate address information, is routed through one or more intermediate switching stations before being sent to its destination. On a typical message-switching network, a central computer receives messages, stores them (usually briefly), determines their destination addresses, and then delivers them. Message switching enables a network both to regulate traffic and to use communications lines efficiently. *Compare* circuit switching, packet switching.

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