

CHAPTER 9

- **Applicative languages:** Functional programming languages.
- **Declarative languages:** Logic programming languages.
- **Device driver:** A program that interacts with an I/O device.
- **External libraries:** Collections of well-written, efficient, and thoroughly tested FORTRAN code modules that are separately compiled and then drawn on by any program that wishes to use their capabilities.
- **Fact:** Expresses a property about a single object or a relationship among several objects in a Prolog program.
- **Functional programming language:** A programming language that views every task in terms of functions.
- **Garbage collection:** The process of reclaiming memory no longer needed by the program.
- **Imperative languages:** Procedural languages.
- **Inference engine:** A piece of software that is supplied as part of the compiler or interpreter in a logic programming language; allows the programmer to interact with the program by posing queries.
- **Logic programming:** Programming in which various facts are asserted to be true, and on the basis of these facts, a program can infer or deduce other facts.
- **Microsoft .NET Framework:** A collection of tools for software development that was designed so that traditional text-based applications, GUI applications, and Web-based programs could all be built with equal ease.
- **Microsoft Intermediate Language (MSIL):** The language into which .NET programs are compiled; the MSIL code is later compiled into object code.
- **Neural networks:** Networks patterned after the human brain; can involve massive interconnections of many extremely simple devices.
- **Paradigm:** A model or mental framework for representing or thinking about something.
- **Parallel processing:** Computing architectures and approaches to algorithms that involve the simultaneous use of two or more processors.
- **Pointer:** A data type in the C language that is used to refer to memory addresses.
- **Primitive functions:** Functions in a functional programming language that are defined as part of the language.
- **Procedural languages:** Languages in which a program consists of sequences of statements that manipulate data items; it is the programmer's task to devise the appropriate step-by-step sequence of instructions to be carried out by the computer to accomplish the desired task.
- **Query interpreter:** An inference engine.
- **Query:** A question.
- **Recursive:** Something that is defined in terms of "smaller versions" of itself.
- **Rule:** A declaration of an "if A then B" form in a Prolog program.
- **Tags:** Special characters in an HTML document that achieve formatting, special effects, and references to other HTML documents.