

**temp**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> temp		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## temp

### 1.1 Jargon Lexicon Main Index

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Introduction  
How Jargon Works  
How to Use the Lexicon  
The Jargon Lexicon  
Appendix A  
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Appendix C

### 1.2 Information

» This AmigaGuide ® version of 'jargon300' was generated with  
» 'J2AG v1.2', written by Svante Eriksson aka Flintlund  
» Internet: d2ser@dtek.chalmers.se, FidoNet: 2:203/123.42

»» Processed by Ron Charlton (charlton@cs.utk.edu) 23-Apr-1994 to clean  
»» up superfluous {:} and hand-edited to fix C functions mistaken for links.

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Over the years a number of individuals have volunteered considerable  
time to maintaining the File and been recognized by the net at large  
as editors of it. Editorial responsibilities include: to collate  
contributions and suggestions from others; to seek out corroborating

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information; to cross-reference related entries; to keep the file in a consistent format; and to announce and distribute updated versions periodically. Current volunteer editors include:

Eric Raymond      esr@snark.thyrsus.com      (215)-296-5718

Although there is no requirement that you do so, it is considered good form to check with an editor before quoting the File in a published work or commercial product. We may have additional information that would be helpful to you and can assist you in framing your quote to reflect not only the letter of the File but its spirit as well.

All contributions and suggestions about this file sent to a volunteer editor are gratefully received and will be regarded, unless otherwise labelled, as freely given donations for possible use as part of this public-domain file.

From time to time a snapshot of this file has been polished, edited, and formatted for commercial publication with the cooperation of the volunteer editors and the hacker community at large. If you wish to have a bound paper copy of this file, you may find it convenient to purchase one of these. They often contain additional material not found in on-line versions. The two 'authorized' editions so far are described in the Revision History section; there may be more in the future.

## 1.3 Introduction

Introduction:

\*\*\*\*\*

About This File  
Of Slang, Jargon, and Techspeak  
Revision History

## 1.4 How Jargon Works

How Jargon Works:

\*\*\*\*\*

Jargon Construction  
Hacker Writing Style  
Email Quotes and Inclusion Conventions  
Hacker Speech Style  
International Style

## 1.5 How to Use the Lexicon

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How to Use the Lexicon:

\*\*\*\*\*

Pronunciation Guide

Other Lexicon Conventions

Format For New Entries

## 1.6 The Jargon Lexicon

The Jargon Lexicon

\*\*\*\*\*

= A =

= B =

= C =

= D =

= E =

= F =

= G =

= H =

= I =

= J =

= K =

= L =

= M =

= N =

= O =

= P =

= Q =

= R =

= S =

= T =

= U =

= V =

= W =

= X =

= Y =

= Z =

= [^A-Za-z] (see {regexp}) =

## 1.7 Appendix A

Appendix A: Hacker Folklore

\*\*\*\*\*

This appendix contains several legends and fables that illuminate the meaning of various entries in the lexicon.

The Meaning of 'Hack'

TV Typewriters

A Story About 'Magic'

A Selection of AI Koans  
OS and JEDGAR  
The Story of Mel, a Real Programmer

## 1.8 Appendix B

Appendix B: A Portrait of J. Random Hacker

\*\*\*\*\*

This profile reflects detailed comments on an earlier 'trial balloon' version from about a hundred USENET respondents. Where comparatives are used, the implicit 'other' is a randomly selected segment of the non-hacker population of the same size as hackerdom.

An important point: Except in some relatively minor respects such as slang vocabulary, hackers don't get to be the way they are by imitating each other. Rather, it seems to be the case that the combination of personality traits that makes a hacker so conditions one's outlook on life that one tends to end up being like other hackers whether one wants to or not (much as bizarrely detailed similarities in behavior and preferences are found in genetic twins raised separately).

General Appearance  
Dress  
Reading Habits  
Other Interests  
Physical Activity and Sports  
Education  
Things Hackers Detest and Avoid  
Food  
Politics  
Gender and Ethnicity  
Religion  
Ceremonial Chemicals  
Communication Style  
Geographical Distribution  
Sexual Habits  
Personality Characteristics  
Weaknesses of the Hacker Personality  
Miscellaneous

## 1.9 Appendix C

Appendix C: Bibliography

\*\*\*\*\*

Here are some other books you can read to help you understand the hacker mindset.

Gödel, Escher, Bach

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Illuminatus!  
The Hitchhiker's Guide to the Galaxy  
The Tao of Programming  
Hackers  
The Devil's DP Dictionary  
The Devouring Fungus  
The Soul of a New Machine  
Life with UNIX  
True Names ... and Other Dangers  
Cyberpunk  
Technobabble  
The Cuckoo's Egg

## 1.10 = A =

abbrev  
ABEND  
accumulator  
ACK  
ad-hockery  
Ada  
adger  
admin  
ADVENT  
AFJ  
AI  
AI-complete  
AI koans  
AIDS  
AIDX  
airplane rule  
aliasing bug  
all-elbows  
alpha particles  
alt  
alt bit  
altmode  
Aluminum Book  
amoeba  
amp off  
amper  
angle brackets  
angry fruit salad  
annoybot  
AOS  
app  
arena  
arg  
ARMM  
armor-plated  
asbestos  
asbestos cork award  
asbestos longjohns  
ASCII  
ASCII art

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ASCIIbetical order  
atomic  
attoparsec  
autobogotiphobia  
automagically  
avatar  
awk

## 1.11 = B =

back door  
backbone cabal  
backbone site  
backgammon  
background  
backspace and overstrike  
backward combatability  
BAD  
Bad Thing  
bag on the side  
bagbiter  
bagbiting  
bamf  
banana label  
banana problem  
bandwidth  
bang  
bang on  
bang path  
banner  
bar  
bare metal  
barf  
barfmail  
barfulation  
barfulous  
barney  
baroque  
BASIC  
batch  
bathtub curve  
baud  
baud barf  
baz  
bboard  
BBS  
beam  
beanie key  
beep  
beige toaster  
bells and whistles  
bells, whistles, and gongs  
benchmark  
Berkeley Quality Software  
berklx

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Berzerkeley  
beta  
BFI  
bible  
BiCapitalization  
BIFF  
biff  
Big Gray Wall  
big iron  
Big Red Switch  
Big Room, the  
big win  
big-endian  
bignum  
bigot  
bit  
bit bang  
bit bashing  
bit bucket  
bit decay  
bit rot  
bit twiddling  
bit-paired keyboard  
bitblt  
BITNET  
bits  
bitty box  
bixie  
black art  
black hole  
black magic  
blargh  
blast  
blat  
bletch  
bletcherous  
blinkenlights  
blit  
blitter  
blivet  
BLOB  
block  
block transfer computations  
Bloggs Family, the  
blow an EPROM  
blow away  
blow out  
blow past  
blow up  
BLT  
Blue Book  
Blue Glue  
blue goo  
blue wire  
blurgle  
BNF  
boa

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board  
boat anchor  
BOF  
bogo-sort  
bogometer  
bogon  
bogon filter  
bogon flux  
bogosity  
bogotify  
bogue out  
bogus  
Bohr bug  
boink  
bomb  
bondage-and-discipline language  
bonk/oif  
book titles  
boot  
bottom feeder  
bottom-up implementation  
bounce  
bounce message  
boustrophedon  
box  
boxed comments  
boxen  
boxology  
bozotic  
BQS  
brain dump  
brain fart  
brain-damaged  
brain-dead  
braino  
branch to Fishkill  
bread crumbs  
break  
break-even point  
breath-of-life packet  
breedle  
bring X to its knees  
brittle  
broadcast storm  
brochureware  
broken  
broken arrow  
broket  
Brooks's Law  
BRS  
brute force  
brute force and ignorance  
BSD  
BUAF  
BUAG  
bubble sort  
bucky bits

---

buffer overflow  
bug  
bug-compatible  
bug-for-bug compatible  
buglix  
bulletproof  
bum  
bump  
burble  
buried treasure  
burn-in period  
burst page  
busy-wait  
buzz  
BWQ  
by hand  
byte  
bytesexual  
bzzzt, wrong

## 1.12 = C =

C  
C Programmer's Disease  
calculator  
can  
can't happen  
candygrammar  
canonical  
card walloper  
careware  
cargo cult programming  
cascade  
case and paste  
casters-up mode  
casting the runes  
cat  
catatonic  
cd tilde  
cdr  
chad  
chad box  
chain  
channel  
channel hopping  
channel op  
chanop  
char  
charityware  
chase pointers  
check  
chemist  
Chernobyl chicken  
Chernobyl packet  
chicken head

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chiclet keyboard  
chine nual  
Chinese Army technique  
choke  
chomp  
chomper  
CHOP  
Christmas tree  
Christmas tree packet  
chrome  
chug  
Church of the SubGenius  
Cinderella Book  
CI\$  
Classic C  
clean  
CLM  
clobber  
clocks  
clone  
clone-and-hack coding  
clover key  
clustergeeking  
COBOL  
COBOL fingers  
code grinder  
code police  
codes  
codewalker  
coefficient of X  
cokebottle  
cold boot  
COME FROM  
comm mode  
command key  
comment out  
Commonwealth Hackish  
compact  
compiler jock  
compress  
Compu\$erve  
computer confetti  
computer geek  
computron  
con  
condition out  
condom  
confuser  
connector conspiracy  
cons  
considered harmful  
console  
console jockey  
content-free  
control-C  
control-O  
control-Q

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control-S  
Conway's Law  
cookbook  
cooked mode  
cookie  
cookie bear  
cookie file  
cookie jar  
cookie monster  
copious free time  
copper  
copy protection  
copybroke  
copyleft  
copywronged  
core  
core cancer  
core dump  
core leak  
Core Wars  
corge  
cosmic rays  
cough and die  
cowboy  
CP/M  
CPU Wars  
crack root  
cracker  
cracking  
crank  
CrApTeX  
crash  
crash and burn  
crawling horror  
cray  
cray instability  
crayola  
crayola books  
crayon  
creationism  
creep  
creeping elegance  
creeping featurism  
creeping featuritis  
cretin  
cretinous  
crippleware  
critical mass  
crlf  
crock  
cross-post  
crudware  
cruft  
cruft together  
cruftsmanship  
crufty  
crumb

---

crunch  
cruncha cruncha cruncha  
cryppie  
CTSS  
CTY  
cube  
cubing  
cursor dipped in X  
cuspy  
cut a tape  
cybercrud  
cyberpunk  
cyberspace  
cycle  
cycle crunch  
cycle drought  
cycle of reincarnation  
cycle server

## 1.13 = D =

D. C. Power Lab  
daemon  
dangling pointer  
dark-side hacker  
Datamation  
DAU  
day mode  
dd  
DDT  
de-rezz  
dead  
dead code  
DEADBEEF  
deadlock  
deadly embrace  
death code  
Death Star  
DEC  
dec  
DEC Wars  
decay  
DEChad  
deckle  
DED  
deep hack mode  
deep magic  
deep space  
defenestration  
defined as  
dehose  
delint  
delta  
demented  
demigod

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---

demo  
demo mode  
demon  
depeditate  
deprecated  
deserves to lose  
desk check  
despew  
Devil Book  
devo  
dickless workstation  
dictionary flame  
diddle  
die  
die horribly  
diff  
digit  
dike  
ding  
dink  
dinosaur  
dinosaur pen  
dinosaurs mating  
dirtball  
dirty power  
disclaimer  
Discordianism  
disk farm  
display hack  
Dissociated Press  
distribution  
disusered  
do protocol  
doc  
doco  
documentation  
dodgy  
dogcow  
dogpile  
dogwash  
domainist  
Don't do that, then!  
dongle  
dongle-disk  
donuts  
doorstop  
dot file  
double bucky  
double DECKers  
doubled sig  
down  
download  
DP  
DPB  
DPer  
dragon  
Dragon Book

---

drain  
dread high-bit disease  
DRECNET  
driver  
droid  
drool-proof paper  
drop on the floor  
drop-ins  
drop-outs  
drugged  
drum  
drunk mouse syndrome  
Duff's device  
dumb terminal  
dumbass attack  
dumbed down  
dump  
dumpster diving  
dup killer  
dup loop  
dusty deck  
DWIM  
dynner

## 1.14 = E =

earthquake  
Easter egg  
Easter egging  
eat flaming death  
EBCDIC  
echo  
eighty-column mind  
El Camino Bignum  
elder days  
elegant  
elephantine  
elevator controller  
ELIZA effect  
elvish  
EMACS  
email  
emoticon  
empire  
engine  
English  
enhancement  
ENQ  
EOF  
EOL  
EOU  
epoch  
epsilon  
epsilon squared  
era, the

---

Eric Conspiracy  
Eris  
erotics  
error 33  
evil  
evil and rude  
exa-  
examining the entrails  
EXCH  
excl  
EXE  
exec  
exercise, left as an  
external memory  
eyeball search

## 1.15 = F =

face time  
factor  
fall over  
fall through  
fan  
fandango on core  
FAQ  
FAQ list  
FAQL  
faradize  
farkled  
farming  
fascist  
fat electrons  
faulty  
fd leak  
fear and loathing  
feature  
feature creature  
feature key  
feature shock  
featurectomy  
feep  
feeper  
feeping creature  
feeping creaturism  
feetch feetch  
fence  
fencepost error  
fepped out  
FidoNet  
field circus  
field servoid  
Fight-o-net  
File Attach  
File Request  
file signature

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filk  
film at 11  
filter  
Finagle's Law  
fine  
finger  
finger-pointing syndrome  
finn  
firebottle  
firefighting  
firehose syndrome  
firewall code  
firewall machine  
fireworks mode  
firmy  
fish  
FISH queue  
FITNR  
fix  
FIXME  
flag  
flag day  
flaky  
flamage  
flame  
flame bait  
flame on  
flame war  
flamer  
flap  
flarp  
flat  
flat-ASCII  
flat-file  
flatten  
flavor  
flavorful  
flippy  
flood  
flowchart  
flower key  
flush  
flypage  
Flyspeck 3  
flytrap  
FM  
fnord  
FOAF  
FOD  
fold case  
followup  
fontology  
foo  
foobar  
fool  
fool file, the  
Foonly

---

footprint  
for free  
for the rest of us  
for values of  
fora  
foreground  
fork bomb  
forked  
Fortrash  
fortune cookie  
forum  
fossil  
four-color glossies  
fragile  
fred  
frednet  
freeware  
freeze  
fried  
frink  
friode  
fritterware  
frob  
frobnicate  
frobnitz  
frog  
frogging  
front end  
frotz  
frotzed  
frowney  
fry  
FTP  
FUBAR  
fuck me harder  
FUD  
FUD wars  
fudge  
fudge factor  
fuel up  
fum  
funky  
funny money  
furrfu  
fuzzball

## 1.16 = G =

G  
gabriel  
gag  
gang bang  
garbage collect  
garply  
gas

---



gaseous  
GC  
GCOS  
GECOS  
gedanken  
geef  
geek out  
gen  
gender mender  
General Public Virus  
generate  
gensym  
Get a life!  
Get a real computer!  
GFR  
gig  
giga-  
GIGO  
gilley  
gillion  
GIPS  
glark  
glass  
glass tty  
glassfet  
glitch  
glob  
glork  
glue  
gnarly  
GNU  
GNUMACS  
go flatline  
go root  
go-faster stripes  
gobble  
Godzillagram  
golden  
golf-ball printer  
gonk  
gonkulator  
gonzo  
Good Thing  
gorets  
gorilla arm  
gorp  
GOSMACS  
Gosperism  
gotcha  
GPL  
GPV  
grault  
gray goo  
Great Renaming  
Great Runes  
Great Worm, the  
great-wall

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Green Book  
green bytes  
green card  
green lightning  
green machine  
Green's Theorem  
grep  
grilf  
grind  
grind crank  
gripenet  
gritch  
grok  
gronk  
gronk out  
gronked  
grovel  
grunge  
gubbish  
guiltware  
gumby  
gun  
gunch  
gurfle  
guru  
guru meditation  
gweep

## 1.17 = H =

h  
ha ha only serious  
hack  
hack attack  
hack mode  
hack on  
hack together  
hack up  
hack value  
hacked off  
hacked up  
hacker  
hacker ethic, the  
hacking run  
Hacking X for Y  
Hackintosh  
hackish  
hackishness  
hackitude  
hair  
hairy  
HAKMEM  
hakspek  
hammer  
hamster

---

---

hand cruft  
hand-hacking  
handle  
hand-roll  
handshaking  
handwave  
hang  
Hanlon's Razor  
happily  
haque  
hard boot  
hardcoded  
hardwarily  
hardwired  
has the X nature  
hash bucket  
hash collision  
hat  
HCF  
heads down  
heartbeat  
heatseeker  
heavy metal  
heavy wizardry  
heavyweight  
heisenbug  
Helen Keller mode  
hello, sailor!  
hello, wall!  
hello, world  
hex  
hexadecimal  
hexit  
HHOK  
HHOS  
hidden flag  
high bit  
high moby  
highly  
hing  
hirsute  
HLL  
hobbit  
hog  
holy wars  
home box  
home machine  
hook  
hop  
hose  
hosed  
hot spot  
house wizard  
HP-SUX  
huff  
humma  
Humor, Hacker

---

hung  
hungry puppy  
hungus  
hyperspace  
hysterical reasons

## 1.18 = I =

I didn't change anything!  
I see no X here.  
IBM  
IBM discount  
ICBM address  
ice  
idempotent  
If you want X, you know where to find it.  
ifdef out  
ill-behaved  
IMHO  
Imminent Death Of The Net Predicted!  
in the extreme  
inc  
incantation  
include  
include war  
indent style  
index  
infant mortality  
infinite  
infinite loop  
Infinite-Monkey Theorem  
infinity  
initgame  
insanely great  
INTERCAL  
interesting  
Internet address  
interrupt  
interrupt list, the  
interrupts locked out  
IRC  
iron  
Iron Age  
iron box  
ironmonger  
ITS  
IWBNI  
IYFEG

## 1.19 = J =

J. Random  
J. Random Hacker  
jack in  
jaggies  
JCL  
JEDR  
JFCL  
jiffy  
job security  
jock  
joe code  
jolix  
JR[LN]  
JRST  
juggling eggs  
jump off into never-never land  
jupiter

## 1.20 = K =

K  
K&R  
kahuna  
kamikaze packet  
kangaroo code  
ken  
kgbvax  
KIBO  
kiboze  
kick  
kill file  
killer micro  
killer poke  
kilo-  
KIPS  
KISS Principle  
kit  
klone  
kludge  
kluge  
kluge around  
kluge up  
Knights of the Lambda Calculus  
Knuth  
kremvax  
kyrka

## 1.21 = L =

lace card  
language lawyer

---

---

languages of choice  
larval stage  
lase  
laser chicken  
Lasherism  
laundromat  
LDB  
leaf site  
leak  
leaky heap  
leapfrog attack  
legal  
legalese  
LER  
LERP  
let the smoke out  
letterbomb  
lexer  
lexiphage  
life  
Life is hard  
light pipe  
lightweight  
like kicking dead whales down the beach  
like nailing jelly to a tree  
line 666  
line eater, the  
line noise  
line starve  
link farm  
link-dead  
lint  
lion food  
Lions Book  
LISP  
literature, the  
lithium lick  
little-endian  
live data  
Live Free Or Die!  
livelock  
liveware  
lobotomy  
locals, the  
locked and loaded  
locked up  
logic bomb  
logical  
loop through  
loose bytes  
lord high fixer  
lose  
lose lose  
loser  
losing  
loss  
lossage

---

lost in the noise  
lost in the underflow  
lots of MIPS but no I/O  
low-bandwidth  
LPT  
Lubarsky's Law of Cybernetic Entomology  
lunatic fringe  
lurker  
luser

## 1.22 = M =

M  
macdink  
machinable  
machoflops  
Macintoy  
Macintrash  
macro  
macro-  
macrology  
macrotape  
maggotbox  
magic  
magic cookie  
magic number  
magic smoke  
mailbomb  
mailing list  
main loop  
mainframe  
management  
mandelbug  
manged  
mangle  
mangler  
mango  
manularity  
marbles  
marginal  
Marginal Hacks  
marginally  
marketroid  
Mars  
martian  
massage  
math-out  
Matrix  
maximum Maytag mode  
Mbogo, Dr. Fred  
meatware  
meece  
meg  
mega-  
megapenny

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MEGO  
meltdown, network  
meme  
meme plague  
memetics  
memory farts  
memory leak  
memory smash  
menuitis  
mess-dos  
meta  
meta bit  
metasyntactic variable  
MFTL  
mickey  
mickey mouse program  
micro-  
MicroDroid  
microfloppies  
microfortnight  
microLenat  
microReid  
Microsloth Windows  
microtape  
middle-endian  
milliLampson  
minifloppies  
MIPS  
misbug  
misfeature  
Missed'em-five  
missile address  
miswart  
moby  
mockingbird  
mod  
mode  
mode bit  
modulo  
molly-guard  
Mongolian Hordes technique  
monkey up  
monkey, scratch  
monstrosity  
monty  
Moof  
Moore's Law  
moose call  
moria  
MOTAS  
MOTOS  
MOTSS  
mouse ahead  
mouse around  
mouse belt  
mouse droppings  
mouse elbow

---



mouso  
MS-DOS  
mu  
MUD  
muddie  
mudhead  
multician  
Multics  
multitask  
mumblage  
mumble  
munch  
munching  
munching squares  
munchkin  
mundane  
mung  
munge  
Murphy's Law  
music  
mutter

## 1.23 = N =

N  
nadger  
nagware  
nailed to the wall  
nailing jelly  
naive  
naive user  
NAK  
nano  
nano-  
nanoacre  
nanobot  
nanocomputer  
nanofortnight  
nanotechnology  
nasal demons  
nastygram  
Nathan Hale  
nature  
neat hack  
neats vs. scruffies  
neep-neep  
neophilia  
net.-  
net.god  
net.personality  
net.police  
NetBOLLIX  
netburp  
netdead  
nethack

netiquette  
netlag  
netnews  
netrock  
netsplit  
netter  
network address  
network meltdown  
network, the  
New Jersey  
New Testament  
newbie  
newgroup wars  
newline  
NeWS  
news  
newsfroup  
newsgroup  
nick  
nickle  
night mode  
Nightmare File System  
NIL  
Ninety-Ninety Rule  
NMI  
no-op  
noddy  
NOMEX underwear  
Nominal Semidestructor  
non-optimal solution  
nonlinear  
nontrivial  
not ready for prime time  
notwork  
NP-  
nroff  
NSA line eater  
nude  
nuke  
number-crunching  
numbers  
NUXI problem  
nybble  
nyetwork

## 1.24 = O =

Ob-  
Obfuscated C Contest  
obi-wan error  
Objectionable-C  
obscure  
octal forty  
off the trolley  
off-by-one error

---

offline  
ogg  
old fart  
Old Testament  
one-banana problem  
one-line fix  
one-liner wars  
ooblick  
op  
open  
Open DeathTrap  
open switch  
operating system  
optical diff  
optical grep  
optimism  
Orange Book  
oriental food  
orphan  
orphaned i-node  
orthogonal  
OS  
OS/2  
out-of-band  
overflow bit  
overflow pdl  
overrun  
overrun screw

## 1.25 = P =

P-mail  
P.O.D.  
padded cell  
page in  
page out  
pain in the net  
paper-net  
param  
PARC  
parent message  
parity errors  
Parkinson's Law of Data  
parm  
parse  
Pascal  
pastie  
patch  
patch space  
path  
pathological  
payware  
PBD  
PC-ism  
PD

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PDL  
pdl  
PDP-10  
PDP-20  
peek  
pencil and paper  
peon  
percent-S  
perf  
perfect programmer syndrome  
Perl  
person of no account  
pessimal  
pessimizing compiler  
peta-  
PETSCII  
phage  
phase  
phase of the moon  
phase-wrapping  
phreaking  
pico-  
pig, run like a  
pilot error  
ping  
Pink-Shirt Book  
PIP  
pistol  
pizza box  
pizza, ANSI standard  
plaid screen  
plain-ASCII  
plan file  
platinum-iridium  
playpen  
playte  
plingnet  
plokta  
plonk  
plugh  
plumbing  
PM  
pnambic  
pod  
point-and-drool interface  
poke  
poll  
polygon pusher  
POM  
pop  
POPJ  
post  
postcardware  
posting  
postmaster  
PostScript  
pound on

---

power cycle  
power hit  
PPN  
precedence lossage  
prepend  
prestidigitization  
pretty pictures  
prettyprint  
pretzel key  
prime time  
printing discussion  
priority interrupt  
profile  
proglet  
program  
Programmer's Cheer  
programming  
programming fluid  
propeller head  
propeller key  
proprietary  
protocol  
provocative maintenance  
proowler  
pseudo  
pseudoprime  
pseudosuit  
psychedelicware  
psyton  
pubic directory  
puff  
punched card  
punt  
Purple Book  
purple wire  
push

## 1.26 = Q =

quad  
quadruple bucky  
quantifiers  
quantum bogodynamics  
quarter  
ques  
quick-and-dirty  
quine  
quote chapter and verse  
quotient  
quux  
qux  
QWERTY

## 1.27 = R =

rabbit job  
rain dance  
rainbow series  
random  
random numbers  
randomness  
rape  
rare mode  
raster blaster  
raster burn  
rat belt  
rave  
rave on!  
ravs  
raw mode  
rc file  
RE  
read-only user  
README file  
real  
real estate  
real hack  
real operating system  
Real Programmer  
Real Soon Now  
real time  
real user  
Real World  
reality check  
reaper  
rectangle slinger  
recursion  
recursive acronym  
Red Book  
red wire  
regex  
register dancing  
reincarnation, cycle of  
reinvent the wheel  
religion of CHI  
religious issues  
replicator  
reply  
restriction  
retcon  
RETI  
retrocomputing  
return from the dead  
RFC  
RFE  
rib site  
rice box  
Right Thing  
RL

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roach  
robot  
robust  
rococo  
rogue  
room-temperature IQ  
root  
root mode  
rot13  
rotary debugger  
round tape  
RSN  
RTBM  
RTFAQ  
RTFB  
RTFM  
RTFS  
RTI  
RTM  
rude  
runes  
runic  
rusty iron  
rusty memory

## 1.28 = S =

S/N ratio  
sacred  
saga  
sagan  
SAIL  
salescritter  
salt  
salt mines  
salt substrate  
same-day service  
samizdat  
samurai  
sandbender  
sandbox  
sanity check  
Saturday-night special  
say  
scag  
scanno  
schroedinbug  
science-fiction fandom  
scram switch  
scratch  
scratch monkey  
scream and die  
screaming tty  
screw  
screwage

scribble  
scrog  
scroll  
scrozzle  
scruffies  
SCSI  
ScumOS  
search-and-destroy mode  
second-system effect  
secondary damage  
security through obscurity  
SED  
segfault  
seggie  
segment  
segmentation fault  
segv  
self-reference  
selvage  
semi  
semi-infinite  
senior bit  
server  
SEX  
sex changer  
shambolic link  
sharchive  
Share and enjoy!  
shareware  
shelfware  
shell  
shell out  
shift left (or right) logical  
shim  
shitogram  
short card  
shotgun debugging  
shovelware  
showstopper  
shriek  
Shub-Internet  
sidecar  
SIG  
sig block  
sig quote  
sig virus  
signal-to-noise ratio  
silicon  
silly walk  
silo  
Silver Book  
since time T equals minus infinity  
sitename  
skrog  
skulker  
slack  
slap on the side

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slash  
sleep  
slim  
slop  
slopsucker  
slurp  
smart  
smart terminal  
smash case  
smash the stack  
smiley  
smoke  
smoke and mirrors  
smoke test  
smoking clover  
SMOP  
smurf  
SNAFU principle  
snail  
snail-mail  
snap  
snarf  
snarf & barf  
snarf down  
snark  
sneakernet  
sniff  
snivitz  
SO  
social engineering  
social science number  
soft boot  
softcopy  
software bloat  
software laser  
software rot  
softwarily  
softy  
some random X  
sorcerer's apprentice mode  
SOS  
source of all good bits  
space-cadet keyboard  
SPACEWAR  
spaghetti code  
spaghetti inheritance  
spam  
special-case  
speedometer  
spell  
spelling flame  
spiffy  
spike  
spin  
spl  
splash screen  
splat

---

---

spod  
spoiler  
sponge  
spoo  
spooge  
spool  
spool file  
square tape  
stack  
stack puke  
stale pointer bug  
state  
steam-powered  
stiffy  
stir-fried random  
stomp on  
Stone Age  
stone knives and bearskins  
stoppage  
store  
strided  
stroke  
strudel  
stubroutine  
studly  
studlycaps  
stunning  
stupid-sort  
Stupids  
Sturgeon's Law  
sucking mud  
sufficiently small  
suit  
suitable win  
suitably small  
sun lounge  
sun-stools  
sunspots  
super source quench  
superprogrammer  
superuser  
support  
Suzie COBOL  
swab  
swap  
swap space  
swapped in  
swapped out  
swizzle  
sync  
syntactic salt  
syntactic sugar  
sys-frog  
sysadmin  
sysape  
sysop  
system

---

systems jock  
system mangler  
SysVile

## 1.29 = T =

T  
tail recursion  
talk mode  
talker system  
tall card  
tanked  
TANSTAAFL  
tar and feather  
taste  
tayste  
TCB  
tea, ISO standard cup of  
TechRef  
TECO  
tee  
teledildonics  
Telerat  
TELNET  
ten-finger interface  
tense  
tenured graduate student  
tera-  
teraflop club  
terminak  
terminal brain death  
terminal illness  
terminal junkie  
terpri  
test  
TeX  
text  
thanks in advance  
That's not a bug, that's a feature!  
the X that can be Y is not the true X  
theology  
theory  
thinko  
This can't happen  
This time, for sure!  
thrash  
thread  
three-finger salute  
thud  
thumb  
thunk  
tick  
tick-list features  
tickle a bug  
tiger team

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time bomb  
time sink  
time T  
times-or-divided-by  
tip of the ice-cube  
tired iron  
tits on a keyboard  
TLA  
TMRC  
TMRCie  
to a first approximation  
to a zeroth approximation  
toast  
toaster  
toeprint  
toggle  
tool  
toolsmith  
topic drift  
topic group  
TOPS-10  
TOPS-20  
toto  
tourist  
tourist information  
touristic  
toy  
toy language  
toy problem  
toy program  
trampoline  
trap  
trap door  
trash  
trawl  
tree-killer  
treeware  
trit  
trivial  
troff  
troglodyte  
troglodyte mode  
Trojan horse  
tron  
true-hacker  
tty  
tube  
tube time  
tunafish  
tune  
turbo nerd  
Turing tar-pit  
tunist  
tweak  
tweeter  
TWENEX  
twiddle

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twilight zone  
twink  
twirling baton  
two pi  
two-to-the-N  
twonkie

## 1.30 = U =

UBD  
UN\*X  
undefined external reference  
under the hood  
undocumented feature  
uninteresting  
UNIX  
UNIX brain damage  
UNIX conspiracy  
UNIX weenie  
unixism  
unleaded  
unswizzle  
unwind the stack  
unwind-protect  
up  
upload  
upthread  
urchin  
USENET  
user  
user-friendly  
user-obsequious  
USG UNIX  
UTSL  
UUCPNET

## 1.31 = V =

vadding  
vanilla  
vannevar  
vaporware  
var  
VAX  
VAXectomy  
VAXen  
vaxherd  
vaxism  
vaxocentrism  
vdiff  
veeblefester  
ventilator card

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Venus flytrap  
verbage  
verbiage  
Version 7  
vgrep  
vi  
videotex  
virgin  
virtual  
virtual Friday  
virtual reality  
virtual shredder  
virus  
visionary  
VMS  
voice  
voice-net  
voodoo programming  
VR  
Vulcan nerve pinch  
vulture capitalist

## 1.32 = W =

wabbit  
WAITS  
waldo  
walk  
walk off the end of  
walking drives  
wall  
wall follower  
wall time  
wallpaper  
wango  
wank  
wannabee  
warlording  
warm boot  
wart  
washing machine  
water MIPS  
wave a dead chicken  
weasel  
wedged  
wedgie  
wedgitude  
weeble  
weeds  
weenie  
Weenix  
well-behaved  
well-connected  
wetware  
whack

---

whacker  
whales  
whalesong  
What's a spline?  
wheel  
wheel bit  
wheel wars  
White Book  
whizzy  
WIBNI  
widget  
wiggles  
WIMP environment  
win  
win big  
win win  
Winchester  
window shopping  
Windoze  
winged comments  
winkey  
winnage  
winner  
winnitude  
wired  
wirehead  
wirewater  
wish list  
within delta of  
within epsilon of  
wizard  
Wizard Book  
wizard mode  
wizardly  
womb box  
WOMBAT  
wonky  
woofer  
workaround  
working as designed  
worm  
wound around the axle  
wrap around  
write-only code  
write-only language  
write-only memory  
Wrong Thing  
wugga wugga  
wumpus  
WYSIAYG  
WYSIWYG

### 1.33 = X =

X  
XEROX PARC  
XOFF  
XON  
xor  
xref  
XXX  
xyzzzy

### 1.34 = Y =

YA-  
YABA  
YAFIYGI  
YAUN  
Yellow Book  
yellow wire  
Yet Another  
YKYBHTLW  
You are not expected to understand this  
You know you've been hacking too long when...  
Your mileage may vary  
Yow!  
yoyo mode  
Yu-Shiang Whole Fish

### 1.35 = Z =

zap  
zapped  
zen  
zero  
zero-content  
zeroth  
zigamorph  
zip  
zipperhead  
zombie  
zorch  
Zork  
zorkmid

### 1.36 = [^A-Za-z] (see {regexp}) =

' Snooze  
(TM)  
-oid  
-ware  
/dev/null

---



```
0
1TBS
120 reset
2
@-party
@Begin
\begin
(Lexicon Entries End Here)
```

## 1.37 About This File

About This File:

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This document is a collection of slang terms used by various subcultures of computer hackers. Though some technical material is included for background and flavor, it is not a technical dictionary; what we describe here is the language hackers use among themselves for fun, social communication, and technical debate.

The 'hacker culture' is actually a loosely networked collection of subcultures that is nevertheless conscious of some important shared experiences, shared roots, and shared values. It has its own myths, heroes, villains, folk epics, in-jokes, taboos, and dreams. Because hackers as a group are particularly creative people who define themselves partly by rejection of 'normal' values and working habits, it has unusually rich and conscious traditions for an intentional culture less than 35 years old.

As usual with slang, the special vocabulary of hackers helps hold their culture together --- it helps hackers recognize each other's places in the community and expresses shared values and experiences. Also as usual, \*not\* knowing the slang (or using it inappropriately) defines one as an outsider, a mundane, or (worst of all in hackish vocabulary) possibly even a suit. All human cultures use slang in this threefold way --- as a tool of communication, and of inclusion, and of exclusion.

Among hackers, though, slang has a subtler aspect, paralleled perhaps in the slang of jazz musicians and some kinds of fine artists but hard to detect in most technical or scientific cultures; parts of it are code for shared states of \*consciousness\*. There is a whole range of altered states and problem-solving mental stances basic to high-level hacking which don't fit into conventional linguistic reality any better than a Coltrane solo or one of Maurits Escher's 'trompe l'oeil' compositions (Escher is a favorite of hackers), and hacker slang encodes these subtleties in many unobvious ways. As a simple example, take the distinction between a kluge and an elegant solution, and the differing connotations attached to each. The distinction is not only of engineering significance; it reaches right back into the nature of the generative processes in program design and asserts something important about two different kinds of relationship between the hacker and the hack. Hacker slang is unusually rich in implications of this kind, of overtones and undertones that illuminate the hackish psyche.

But there is more. Hackers, as a rule, love wordplay and are very

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conscious and inventive in their use of language. These traits seem to be common in young children, but the conformity-enforcing machine we are pleased to call an educational system bludgeons them out of most of us before adolescence. Thus, linguistic invention in most subcultures of the modern West is a halting and largely unconscious process. Hackers, by contrast, regard slang formation and use as a game to be played for conscious pleasure. Their inventions thus display an almost unique combination of the neotenus enjoyment of language-play with the discrimination of educated and powerful intelligence. Further, the electronic media which knit them together are fluid, 'hot' connections, well adapted to both the dissemination of new slang and the ruthless culling of weak and superannuated specimens. The results of this process give us perhaps a uniquely intense and accelerated view of linguistic evolution in action.

Hackish slang also challenges some common linguistic and anthropological assumptions. For example, it has recently become fashionable to speak of 'low-context' versus 'high-context' communication, and to classify cultures by the preferred context level of their languages and art forms. It is usually claimed that low-context communication (characterized by precision, clarity, and completeness of self-contained utterances) is typical in cultures which value logic, objectivity, individualism, and competition; by contrast, high-context communication (elliptical, emotive, nuance-filled, multi-modal, heavily coded) is associated with cultures which value subjectivity, consensus, cooperation, and tradition. What then are we to make of hackerdom, which is themed around extremely low-context interaction with computers and exhibits primarily "low-context" values, but cultivates an almost absurdly high-context slang style?

The intensity and consciousness of hackish invention make a compilation of hacker slang a particularly effective window into the surrounding culture --- and, in fact, this one is the latest version of an evolving compilation called the 'Jargon File', maintained by hackers themselves for over 15 years. This one (like its ancestors) is primarily a lexicon, but also includes 'topic entries' which collect background or sidelight information on hacker culture that would be awkward to try to subsume under individual entries.

Though the format is that of a reference volume, it is intended that the material be enjoyable to browse. Even a complete outsider should find at least a chuckle on nearly every page, and much that is amusingly thought-provoking. But it is also true that hackers use humorous wordplay to make strong, sometimes combative statements about what they feel. Some of these entries reflect the views of opposing sides in disputes that have been genuinely passionate; this is deliberate. We have not tried to moderate or pretty up these disputes; rather we have attempted to ensure that \*everyone's\* sacred cows get gored, impartially. Compromise is not particularly a hackish virtue, but the honest presentation of divergent viewpoints is.

The reader with minimal computer background who finds some references incomprehensibly technical can safely ignore them. We have not felt it either necessary or desirable to eliminate all such; they, too, contribute flavor, and one of this document's major intended audiences --- fledgling hackers already partway inside the culture --- will

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benefit from them.

A selection of longer items of hacker folklore and humor is included in appendix A. The 'outside' reader's attention is particularly directed to appendix B, "A Portrait of J. Random Hacker". Appendix C is a bibliography of non-technical works which have either influenced or described the hacker culture.

Because hackerdom is an intentional culture (one each individual must choose by action to join), one should not be surprised that the line between description and influence can become more than a little blurred. Earlier versions of the Jargon File have played a central role in spreading hacker language and the culture that goes with it to successively larger populations, and we hope and expect that this one will do likewise.

## 1.38 Of Slang, Jargon, and Techspeak

Of Slang, Jargon, and Techspeak:

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Linguists usually refer to informal language as 'slang' and reserve the term 'jargon' for the technical vocabularies of various occupations. However, the ancestor of this collection was called the 'Jargon File', and hackish slang is traditionally 'the jargon'. When talking about the jargon there is therefore no convenient way to distinguish it from what a \*linguist\* would call hackers' jargon --- the formal vocabulary they learn from textbooks, technical papers, and manuals.

To make a confused situation worse, the line between hackish slang and the vocabulary of technical programming and computer science is fuzzy, and shifts over time. Further, this vocabulary is shared with a wider technical culture of programmers, many of whom are not hackers and do not speak or recognize hackish slang.

Accordingly, this lexicon will try to be as precise as the facts of usage permit about the distinctions among three categories:

- \* 'slang': informal language from mainstream English or non-technical subcultures (bikers, rock fans, surfers, etc).
- \* 'jargon': without qualifier, denotes informal 'slangy' language peculiar to or predominantly found among hackers --- the subject of this lexicon.
- \* 'techspeak': the formal technical vocabulary of programming, computer science, electronics, and other fields connected to hacking.

This terminology will be consistently used throughout the remainder of this lexicon.

The jargon/techspeak distinction is the delicate one. A lot of techspeak originated as jargon, and there is a steady continuing uptake

of jargon into techspeak. On the other hand, a lot of jargon arises from overgeneralization of techspeak terms (there is more about this in the "Jargon Construction" section below).

In general, we have considered techspeak any term that communicates primarily by a denotation well established in textbooks, technical dictionaries, or standards documents.

A few obviously techspeak terms (names of operating systems, languages, or documents) are listed when they are tied to hacker folklore that isn't covered in formal sources, or sometimes to convey critical historical background necessary to understand other entries to which they are cross-referenced. Some other techspeak senses of jargon words are listed in order to make the jargon senses clear; where the text does not specify that a straight technical sense is under discussion, these are marked with '[techspeak]' as an etymology. Some entries have a primary sense marked this way, with subsequent jargon meanings explained in terms of it.

We have also tried to indicate (where known) the apparent origins of terms. The results are probably the least reliable information in the lexicon, for several reasons. For one thing, it is well known that many hackish usages have been independently reinvented multiple times, even among the more obscure and intricate neologisms. It often seems that the generative processes underlying hackish jargon formation have an internal logic so powerful as to create substantial parallelism across separate cultures and even in different languages! For another, the networks tend to propagate innovations so quickly that 'first use' is often impossible to pin down. And, finally, compendia like this one alter what they observe by implicitly stamping cultural approval on terms and widening their use.

Despite these problems, the organized collection of jargon-related oral history for the File's 2.x.x versions has enabled us to put to rest quite a number of folk etymologies, place credit where credit is due, and illuminate the early history of many important hackerisms such as kluge, cruft, and foo. We believe specialist lexicographers will find many of the historical notes more than casually instructive.

## 1.39 Revision History

Revision History:  
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The original Jargon File was a collection of hacker jargon from technical cultures including the MIT AI Lab, the Stanford AI lab (SAIL), and others of the old ARPANET AI/LISP/PDP-10 communities including Bolt, Beranek and Newman (BBN), Carnegie-Mellon University (CMU), and Worcester Polytechnic Institute (WPI).

The Jargon File (hereafter referred to as 'jargon-1' or 'the File') was begun by Raphael Finkel at Stanford in 1975. From this time until the plug was finally pulled on the SAIL computer in 1991, the File was named AIWORD.RF[UP,DOC] there. Some terms in it date back considerably

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earlier (frob and some senses of moby, for instance, go back to the Tech Model Railroad Club at MIT and are believed to date at least back to the early 1960s). The revisions of jargon-1 were all unnumbered and may be collectively considered 'Version 1'.

In 1976, Mark Crispin, having seen an announcement about the File on the SAIL computer, FTPed a copy of the File to MIT. He noticed that it was hardly restricted to 'AI words' and so stored the file on his directory as AI:MRC;SAIL JARGON.

The file was quickly renamed JARGON > (the '>' caused versioning under ITS) as a flurry of enhancements were made by Mark Crispin and Guy L. Steele Jr. Unfortunately, amidst all this activity, nobody thought of correcting the term 'jargon' to 'slang' until the compendium had already become widely known as the Jargon File.

Raphael Finkel dropped out of active participation shortly thereafter and Don Woods became the SAIL contact for the File (which was subsequently kept in duplicate at SAIL and MIT, with periodic resynchronizations).

The File expanded by fits and starts until about 1983; Richard Stallman was prominent among the contributors, adding many MIT and ITS-related coinages.

In Spring 1981, a hacker named Charles Spurgeon got a large chunk of the File published in Stewart Brand's "CoEvolution Quarterly" (issue 29, pages 26--35) with illustrations by Phil Wadler and Guy Steele (including a couple of the Crunchly cartoons). This appears to have been the File's first paper publication.

A late version of jargon-1, expanded with commentary for the mass market, was edited by Guy Steele into a book published in 1983 as "The Hacker's Dictionary" (Harper & Row CN 1082, ISBN 0-06-091082-8). The other jargon-1 editors (Raphael Finkel, Don Woods, and Mark Crispin) contributed to this revision, as did Richard M. Stallman and Geoff Goodfellow. This book (now out of print) is hereafter referred to as 'Steele-1983' and those six as the Steele-1983 coauthors.

Shortly after the publication of Steele-1983, the File effectively stopped growing and changing. Originally, this was due to a desire to freeze the file temporarily to facilitate the production of Steele-1983, but external conditions caused the 'temporary' freeze to become permanent.

The AI Lab culture had been hit hard in the late 1970s by funding cuts and the resulting administrative decision to use vendor-supported hardware and software instead of homebrew whenever possible. At MIT, most AI work had turned to dedicated LISP Machines. At the same time, the commercialization of AI technology lured some of the AI Lab's best and brightest away to startups along the Route 128 strip in Massachusetts and out West in Silicon Valley. The startups built LISP machines for MIT; the central MIT-AI computer became a TWENEX system rather than a host for the AI hackers' beloved ITS.

The Stanford AI Lab had effectively ceased to exist by 1980, although the SAIL computer continued as a Computer Science Department resource

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until 1991. Stanford became a major TWENEX site, at one point operating more than a dozen TOPS-20 systems; but by the mid-1980s most of the interesting software work was being done on the emerging BSD UNIX standard.

In April 1983, the PDP-10-centered cultures that had nourished the File were dealt a death-blow by the cancellation of the Jupiter project at Digital Equipment Corporation. The File's compilers, already dispersed, moved on to other things. Steele-1983 was partly a monument to what its authors thought was a dying tradition; no one involved realized at the time just how wide its influence was to be.

By the mid-1980s the File's content was dated, but the legend that had grown up around it never quite died out. The book, and softcopies obtained off the ARPANET, circulated even in cultures far removed from MIT and Stanford; the content exerted a strong and continuing influence on hackish language and humor. Even as the advent of the microcomputer and other trends fueled a tremendous expansion of hackerdom, the File (and related materials such as the AI Koans in Appendix A) came to be seen as a sort of sacred epic, a hacker-culture Matter of Britain chronicling the heroic exploits of the Knights of the Lab. The pace of change in hackerdom at large accelerated tremendously --- but the Jargon File, having passed from living document to icon, remained essentially untouched for seven years.

This revision contains nearly the entire text of a late version of jargon-1 (a few obsolete PDP-10-related entries were dropped after careful consultation with the editors of Steele-1983). It merges in about 80% of the Steele-1983 text, omitting some framing material and a very few entries introduced in Steele-1983 that are now also obsolete.

This new version casts a wider net than the old Jargon File; its aim is to cover not just AI or PDP-10 hacker culture but all the technical computing cultures wherein the true hacker-nature is manifested. More than half of the entries now derive from USENET and represent jargon now current in the C and UNIX communities, but special efforts have been made to collect jargon from other cultures including IBM PC programmers, Amiga fans, Mac enthusiasts, and even the IBM mainframe world.

Eric S. Raymond <esr@snark.thyrsus.com> maintains the new File with assistance from Guy L. Steele Jr. <gls@think.com>; these are the persons primarily reflected in the File's editorial 'we', though we take pleasure in acknowledging the special contribution of the other coauthors of Steele-1983. Please email all additions, corrections, and correspondence relating to the Jargon File to jargon@thyrsus.com (UUCP-only sites without connections to an autorouting smart site can use ...!uunet!snark!jargon).

(Warning: other email addresses appear in this file \*but are not guaranteed to be correct\* later than the revision date on the first line. \*Don't\* email us if an attempt to reach your idol bounces --- we have no magic way of checking addresses or looking up people.)

The 2.9.6 version became the main text of "The New Hacker's Dictionary", by Eric Raymond (ed.), MIT Press 1991, ISBN 0-262-68069-6.

The 3.0.0 version will be published in September 1993 as the second edition of "The New Hacker's Dictionary", again from MIT Press (ISBN 0-262-18154-1).

If you want the book, you should be able to find it at any of the major bookstore chains. Failing that, you can order by mail from

The MIT Press  
55 Hayward Street  
Cambridge, MA 02142

or order by phone at (800)-356-0343 or (617)-625-8481.

The maintainers are committed to updating the on-line version of the Jargon File through and beyond paper publication, and will continue to make it available to archives and public-access sites as a trust of the hacker community.

Here is a chronology of the high points in the recent on-line revisions:

Version 2.1.1, Jun 12 1990: the Jargon File comes alive again after a seven-year hiatus. Reorganization and massive additions were by Eric S. Raymond, approved by Guy Steele. Many items of UNIX, C, USENET, and microcomputer-based jargon were added at that time (as well as The Untimely Demise of Mabel The Monkey).

Version 2.9.6, Aug 16 1991: corresponds to reproduction copy for book. This version had 18952 lines, 148629 words, 975551 characters, and 1702 entries.

Version 2.9.8, Jan 01 1992: first public release since the book, including over fifty new entries and numerous corrections/additions to old ones. Packaged with version 1.1 of vh(1) hypertext reader. This version had 19509 lines, 153108 words, 1006023 characters, and 1760 entries.

Version 2.9.9, Apr 01 1992: folded in XEROX PARC lexicon. This version had 20298 lines, 159651 words, 1048909 characters, and 1821 entries.

Version 2.9.10, Jul 01 1992: lots of new historical material. This version had 21349 lines, 168330 words, 1106991 characters, and 1891 entries.

Version 2.9.11, Jan 01 1993: lots of new historical material. This version had 21725 lines, 171169 words, 1125880 characters, and 1922 entries.

Version 2.9.12, May 10 1993: a few new entries & changes, marginal MUD/IRC slang and some borderline techspeak removed, all in preparation for 2nd Edition of TNHD. This version had 22238 lines, 175114 words, 1152467 characters, and 1946 entries.

Version 3.0.0, Jul 27 1993: manuscript freeze for 2nd edition of TNHD. This version had 22548 lines, 177520 words, 1169372 characters, and 1961 entries.

Version numbering: Version numbers should be read as

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major.minor.revision. Major version 1 is reserved for the 'old' (ITS) Jargon File, jargon-1. Major version 2 encompasses revisions by ESR (Eric S. Raymond) with assistance from GLS (Guy L. Steele, Jr.) leading up to and including the second paper edition. From now on, major version number N.00 will probably correspond to the Nth paper edition. Usually later versions will either completely supersede or incorporate earlier versions, so there is generally no point in keeping old versions around.

Our thanks to the coauthors of Steele-1983 for oversight and assistance, and to the hundreds of USENETters (too many to name here) who contributed entries and encouragement. More thanks go to several of the old-timers on the USENET group alt.folklore.computers, who contributed much useful commentary and many corrections and valuable historical perspective: Joseph M. Newcomer <jnll+@andrew.cmu.edu>, Bernie Cosell <cosell@bbn.com>, Earl Boebert <boebert@SCTC.com>, and Joe Morris <jcmorris@mwunix.mitre.org>.

We were fortunate enough to have the aid of some accomplished linguists. David Stampe <stampe@uhunix.uhcc.hawaii.edu> and Charles Hoequist <hoequist@bnr.ca> contributed valuable criticism; Joe Keane <jgk@osc.osc.com> helped us improve the pronunciation guides.

A few bits of this text quote previous works. We are indebted to Brian A. LaMacchia <bal@zurich.ai.mit.edu> for obtaining permission for us to use material from the "TMRC Dictionary"; also, Don Libes <libes@cme.nist.gov> contributed some appropriate material from his excellent book "Life With UNIX". We thank Per Lindberg <per@front.se>, author of the remarkable Swedish-language 'zine "Hackerbladet", for bringing "FOO!" comics to our attention and smuggling one of the IBM hacker underground's own baby jargon files out to us. Thanks also to Maarten Litmaath for generously allowing the inclusion of the ASCII pronunciation guide he formerly maintained. And our gratitude to Marc Weiser of XEROX PARC <Marc>Weiser.PARC@xerox.com> for securing us permission to quote from PARC's own jargon lexicon and shipping us a copy.

It is a particular pleasure to acknowledge the major contributions of Mark Brader <msb@sq.com> and Steve Summit <scs@adam.mit.edu> to the File and Dictionary; they have read and reread many drafts, checked facts, caught typos, submitted an amazing number of thoughtful comments, and did yeoman service in catching typos and minor usage bobbles. Their rare combination of enthusiasm, persistence, wide-ranging technical knowledge, and precisionism in matters of language has been of invaluable help. The sustained volume and quality of Mr. Brader's input over many months, especially, has only allowed him to escape co-editor credit by the slimmest of margins.

Finally, George V. Reilly <georgere@microsoft.com> helped with TeX arcana and painstakingly proofread some 2.7 and 2.8 versions, and Eric Tiedemann <est@thyrsus.com> contributed sage advice throughout on rhetoric, amphigory, and philosophunculism.

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## 1.40 Jargon Construction

Jargon Construction:

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There are some standard methods of jargonification that became established quite early (i.e., before 1970), spreading from such sources as the Tech Model Railroad Club, the PDP-1 SPACEWAR hackers, and John McCarthy's original crew of LISPers. These include the following:

Verb Doubling  
Soundalike slang  
The '-P' convention  
Overgeneralization

## 1.41 Hacker Writing Style

Hacker Writing Style:

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We've already seen that hackers often coin jargon by overgeneralizing grammatical rules. This is one aspect of a more general fondness for form-versus-content language jokes that shows up particularly in hackish writing. One correspondent reports that he consistently misspells 'wrong' as 'wornng'. Others have been known to criticize glitches in Jargon File drafts by observing (in the mode of Douglas Hofstadter) "This sentence no verb", or "Too repetetitive", or "Bad speling", or "Incorrectspa cing." Similarly, intentional spoonerisms are often made of phrases relating to confusion or things that are confusing; 'dain bramage' for 'brain damage' is perhaps the most common (similarly, a hacker would be likely to write "Excuse me, I'm cixelsyd today", rather than "I'm dyslexic today"). This sort of thing is quite common and is enjoyed by all concerned.

Hackers tend to use quotes as balanced delimiters like parentheses, much to the dismay of American editors. Thus, if "Jim is going" is a phrase, and so are "Bill runs" and "Spock groks", then hackers generally prefer to write: "Jim is going", "Bill runs", and "Spock groks". This is incorrect according to standard American usage (which would put the continuation commas and the final period inside the string quotes); however, it is counter-intuitive to hackers to mutilate literal strings with characters that don't belong in them. Given the sorts of examples that can come up in discussions of programming, American-style quoting can even be grossly misleading. When communicating command lines or small pieces of code, extra characters can be a real pain in the neck.

Consider, for example, a sentence in a vi tutorial that looks like this:

Then delete a line from the file by typing "dd".

Standard usage would make this

Then delete a line from the file by typing "dd."

but that would be very bad --- because the reader would be prone to type the string d-d-dot, and it happens that in 'vi(1)' dot repeats the last command accepted. The net result would be to delete \*two\* lines!

The Jargon File follows hackish usage throughout.

Interestingly, a similar style is now preferred practice in Great Britain, though the older style (which became established for typographical reasons having to do with the aesthetics of comma and quotes in typeset text) is still accepted there. "Hart's Rules" and the "Oxford Dictionary for Writers and Editors" call the hacker-like style 'new' or 'logical' quoting.

Another hacker habit is a tendency to distinguish between 'scare' quotes and 'speech' quotes; that is, to use British-style single quotes for marking and reserve American-style double quotes for actual reports of speech or text included from elsewhere. Interestingly, some authorities describe this as correct general usage, but mainstream American English has gone to using double-quotes indiscriminately enough that hacker usage appears marked [and, in fact, I thought this was a personal quirk of mine until I checked with USENET --- ESR]. One further permutation that is definitely \*not\* standard is a hackish tendency to do marking quotes by using apostrophes (single quotes) in pairs; that is, 'like this'. This is modelled on string and character literal syntax in some programming languages (reinforced by the fact that many character-only terminals display the apostrophe in typewriter style, as a vertical single quote).

One quirk that shows up frequently in the email style of UNIX hackers in particular is a tendency for some things that are normally all-lowercase (including usernames and the names of commands and C routines) to remain uncapitalized even when they occur at the beginning of sentences. It is clear that, for many hackers, the case of such identifiers becomes a part of their internal representation (the 'spelling') and cannot be overridden without mental effort (an appropriate reflex because UNIX and C both distinguish cases and confusing them can lead to lossage). A way of escaping this dilemma is simply to avoid using these constructions at the beginning of sentences.

There seems to be a meta-rule behind these nonstandard hackerisms to the effect that precision of expression is more important than conformance to traditional rules; where the latter create ambiguity or lose information they can be discarded without a second thought. It is notable in this respect that other hackish inventions (for example, in vocabulary) also tend to carry very precise shades of meaning even when constructed to appear slangy and loose. In fact, to a hacker, the contrast between 'loose' form and 'tight' content in jargon is a substantial part of its humor!

Hackers have also developed a number of punctuation and emphasis conventions adapted to single-font all-ASCII communications links, and these are occasionally carried over into written documents even when normal means of font changes, underlining, and the like are available.

One of these is that TEXT IN ALL CAPS IS INTERPRETED AS 'LOUD', and this

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becomes such an ingrained synesthetic reflex that a person who goes to caps-lock while in talk mode may be asked to "stop shouting, please, you're hurting my ears!".

Also, it is common to use bracketing with unusual characters to signify emphasis. The asterisk is most common, as in "What the \*hell\*?" even though this interferes with the common use of the asterisk suffix as a footnote mark. The underscore is also common, suggesting underlining (this is particularly common with book titles; for example, "It is often alleged that Joe Haldeman wrote The Forever War as a rebuttal to Robert Heinlein's earlier novel of the future military, Starship Troopers"). Other forms exemplified by "=hell=", "\hell/", or "/hell/" are occasionally seen (it's claimed that in the last example the first slash pushes the letters over to the right to make them italic, and the second keeps them from falling over). Finally, words may also be emphasized L I K E T H I S, or by a series of carets (^) under them on the next line of the text.

There is a semantic difference between \*emphasis like this\* (which emphasizes the phrase as a whole), and \*emphasis\* \*like\* \*this\* (which suggests the writer speaking very slowly and distinctly, as if to a very young child or a mentally impaired person). Bracketing a word with the '\*' character may also indicate that the writer wishes readers to consider that an action is taking place or that a sound is being made. Examples: \*bang\*, \*hic\*, \*ring\*, \*grin\*, \*kick\*, \*stomp\*, \*mumble\*.

Another habit is that of using angle-bracket enclosure to genericize a term; this derives from conventions used in BNF. Uses like the following are common:

So this <ethnic> walks into a bar one day...

There is also an accepted convention for 'writing under erasure'; the text

Be nice to this fool^H^H^Hgentleman,  
he's visiting from corporate HQ.

reads roughly as "Be nice to this fool, er, gentleman...". This comes from the fact that the digraph ^H is often used as a print representation for a backspace. It parallels (and may have been influenced by) the ironic use of 'slashouts' in science-fiction fanzines.

A related habit uses editor commands to signify corrections to previous text. This custom is fading as more mailers get good editing capabilities, but one occasionally still sees things like this:

I've seen that term used on alt.foobar often.  
Send it to Erik for the File. Oops...s/Erik/Eric/.

The s/Erik/Eric/ says "change Erik to Eric in the preceding". This syntax is borrowed from the UNIX editing tools 'ed' and 'sed', but is widely recognized by non-UNIX hackers as well.

In a formula, '\*' signifies multiplication but two asterisks in a row are a shorthand for exponentiation (this derives from FORTRAN). Thus,

one might write `2 ** 8 = 256`.

Another notation for exponentiation one sees more frequently uses the caret (^, ASCII 1011110); one might write instead `'2^8 = 256'`. This goes all the way back to Algol-60, which used the archaic ASCII 'up-arrow' that later became the caret; this was picked up by Kemeny and Kurtz's original BASIC, which in turn influenced the design of the 'bc(1)' and 'dc(1)' UNIX tools, which have probably done most to reinforce the convention on USENET. The notation is mildly confusing to C programmers, because '^' means bitwise XOR in C. Despite this, it was favored 3:1 over `**` in a late-1990 snapshot of USENET. It is used consistently in this lexicon.

In on-line exchanges, hackers tend to use decimal forms or improper fractions (`'3.5'` or `'7/2'`) rather than 'typewriter style' mixed fractions (`'3-1/2'`). The major motive here is probably that the former are more readable in a monospaced font, together with a desire to avoid the risk that the latter might be read as 'three minus one-half'. The decimal form is definitely preferred for fractions with a terminating decimal representation; there may be some cultural influence here from the high status of scientific notation.

Another on-line convention, used especially for very large or very small numbers, is taken from C (which derived it from FORTRAN). This is a form of 'scientific notation' using 'e' to replace `'*10^'`; for example, one year is about `3e7` seconds long.

The tilde (~) is commonly used in a quantifying sense of 'approximately'; that is, `'~50'` means 'about fifty'.

On USENET and in the MUD world, common C boolean, logical, and relational operators such as `'|'`, `'&'`, `'||'`, `'&&'`, `'!'`, `'=='`, `'!='`, `'>'`, `'<'`, `'>='`, and `'<='` are often combined with English. The Pascal not-equals, `'<>'`, is also recognized, and occasionally one sees `'/='` for not-equals (from Ada, Common Lisp, and Fortran 90). The use of prefix `'!'` as a loose synonym for 'not-' or 'no-' is particularly common; thus, `'!clue'` is read 'no-clue' or 'clueless'.

A related practice borrows syntax from preferred programming languages to express ideas in a natural-language text. For example, one might see the following:

```
In <jrh578689@thudpucker.com> J. R. Hacker wrote:
>I recently had occasion to field-test the Snafu
>Systems 2300E adaptive gonkulator. The price was
>right, and the racing stripe on the case looked
>kind of neat, but its performance left something
>to be desired.
```

Yeah, I tried one out too.

```
#ifdef FLAME
Hasn't anyone told those idiots that you can't get
decent bogon suppression with AFJ filters at today's
net volumes?
#endif /* FLAME */
```

```
I guess they figured the price premium for true
frame-based semantic analysis was too high.
Unfortunately, it's also the only workable approach.
I wouldn't recommend purchase of this product unless
you're on a *very* tight budget.
```

```
#include <disclaimer.h>
```

```
--
```

```
== Frank Foonly (Fubarco Systems)
```

In the above, the `'#ifdef'/'#endif'` pair is a conditional compilation syntax from C; here, it implies that the text between (which is a flame) should be evaluated only if you have turned on (or defined on) the switch FLAME. The `'#include'` at the end is C for "include standard disclaimer here"; the `'standard disclaimer'` is understood to read, roughly, "These are my personal opinions and not to be construed as the official position of my employer."

The top section in the example, with `>` at the left margin, is an example of an inclusion convention we'll discuss below.

Hackers also mix letters and numbers more freely than in mainstream usage. In particular, it is good hackish style to write a digit sequence where you intend the reader to understand the text string that names that number in English. So, hackers prefer to write `'1970s'` rather than `'nineteen-seventies'` or `'1970's'` (the latter looks like a possessive).

It should also be noted that hackers exhibit much less reluctance to use multiply nested parentheses than is normal in English. Part of this is almost certainly due to influence from LISP (which uses deeply nested parentheses (like this (see?)) in its syntax a lot), but it has also been suggested that a more basic hacker trait of enjoying playing with complexity and pushing systems to their limits is in operation.

Finally, it is worth mentioning that many studies of on-line communication have shown that electronic links have a de-inhibiting effect on people. Deprived of the body-language cues through which emotional state is expressed, people tend to forget everything about other parties except what is presented over that ASCII link. This has both good and bad effects. A good one is that it encourages honesty and tends to break down hierarchical authority relationships; a bad one is that it may encourage depersonalization and gratuitous rudeness. Perhaps in response to this, experienced netters often display a sort of conscious formal politesse in their writing that has passed out of fashion in other spoken and written media (for example, the phrase "Well said, sir!" is not uncommon).

Many introverted hackers who are next to inarticulate in person communicate with considerable fluency over the net, perhaps precisely because they can forget on an unconscious level that they are dealing with people and thus don't feel stressed and anxious as they would face to face.

Though it is considered gauche to publicly criticize posters for poor spelling or grammar, the network places a premium on literacy and clarity of expression. It may well be that future historians of

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literature will see in it a revival of the great tradition of personal letters as art.

## 1.42 Email Quotes and Inclusion Conventions

Email Quotes and Inclusion Conventions:

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One area where hackish conventions for on-line writing are still in some flux is the marking of included material from earlier messages --- what would be called 'block quotations' in ordinary English. From the usual typographic convention employed for these (smaller font at an extra indent), there derived the notation of included text being indented by one ASCII TAB (0001001) character, which under UNIX and many other environments gives the appearance of an 8-space indent.

Early mail and netnews readers had no facility for including messages this way, so people had to paste in copy manually. BSD 'Mail(1)' was the first message agent to support inclusion, and early USENETters emulated its style. But the TAB character tended to push included text too far to the right (especially in multiply nested inclusions), leading to ugly wraparounds. After a brief period of confusion (during which an inclusion leader consisting of three or four spaces became established in EMACS and a few mailers), the use of leading '>' or '> ' became standard, perhaps owing to its use in 'ed(1)' to display tabs (alternatively, it may derive from the '>' that some early UNIX mailers used to quote lines starting with "From" in text, so they wouldn't look like the beginnings of new message headers). Inclusions within inclusions keep their '>' leaders, so the 'nesting level' of a quotation is visually apparent.

The practice of including text from the parent article when posting a followup helped solve what had been a major nuisance on USENET: the fact that articles do not arrive at different sites in the same order. Careless posters used to post articles that would begin with, or even consist entirely of, "No, that's wrong" or "I agree" or the like. It was hard to see who was responding to what. Consequently, around 1984, new news-posting software evolved a facility to automatically include the text of a previous article, marked with "> " or whatever the poster chose. The poster was expected to delete all but the relevant lines. The result has been that, now, careless posters post articles containing the \*entire\* text of a preceding article, \*followed\* only by "No, that's wrong" or "I agree".

Many people feel that this cure is worse than the original disease, and there soon appeared newsreader software designed to let the reader skip over included text if desired. Today, some posting software rejects articles containing too high a proportion of lines beginning with '>' --- but this too has led to undesirable workarounds, such as the deliberate inclusion of zero-content filler lines which aren't quoted and thus pull the message below the rejection threshold.

Because the default mailers supplied with UNIX and other operating systems haven't evolved as quickly as human usage, the older conventions

using a leading TAB or three or four spaces are still alive; however, >-inclusion is now clearly the prevalent form in both netnews and mail.

In 1991 practice is still evolving, and disputes over the 'correct' inclusion style occasionally lead to holy wars. One variant style reported uses the citation character '|' in place of '>' for extended quotations where original variations in indentation are being retained. One also sees different styles of quoting a number of authors in the same message: one (deprecated because it loses information) uses a leader of '> ' for everyone, another (the most common) is '> > > > ', '> > > ', etc. (or '>>>> ', '>>> ', etc., depending on line length and nesting depth) reflecting the original order of messages, and yet another is to use a different citation leader for each author, say '> ', ': ', '| ', '}' (preserving nesting so that the inclusion order of messages is still apparent, or tagging the inclusions with authors' names). Yet \*another\* style is to use each poster's initials (or login name) as a citation leader for that poster. Occasionally one sees a '#' leader used for quotations from authoritative sources such as standards documents; the intended allusion is to the root prompt (the special UNIX command prompt issued when one is running as the privileged super-user).

## 1.43 Hacker Speech Style

Hacker Speech Style:  
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Hackish speech generally features extremely precise diction, careful word choice, a relatively large working vocabulary, and relatively little use of contractions or street slang. Dry humor, irony, puns, and a mildly flippant attitude are highly valued --- but an underlying seriousness and intelligence are essential. One should use just enough jargon to communicate precisely and identify oneself as a member of the culture; overuse of jargon or a breathless, excessively gung-ho attitude is considered tacky and the mark of a loser.

This speech style is a variety of the precisionist English normally spoken by scientists, design engineers, and academics in technical fields. In contrast with the methods of jargon construction, it is fairly constant throughout hackerdom.

It has been observed that many hackers are confused by negative questions --- or, at least, that the people to whom they are talking are often confused by the sense of their answers. The problem is that they have done so much programming that distinguishes between

```
if (going) ...
```

and

```
if (!going) ...
```

that when they parse the question "Aren't you going?" it seems to be asking the opposite question from "Are you going?", and so merits an

answer in the opposite sense. This confuses English-speaking non-hackers because they were taught to answer as though the negative part weren't there. In some other languages (including Russian, Chinese, and Japanese) the hackish interpretation is standard and the problem wouldn't arise. Hackers often find themselves wishing for a word like French 'si' or German 'doch' with which one could unambiguously answer 'yes' to a negative question.

For similar reasons, English-speaking hackers almost never use double negatives, even if they live in a region where colloquial usage allows them. The thought of uttering something that logically ought to be an affirmative knowing it will be misparsed as a negative tends to disturb them.

In a related vein, hackers sometimes make a game of answering questions containing logical connectives with a strictly literal rather than colloquial interpretation. A non-hacker who is indelicate enough to ask a question like "So, are you working on finding that bug \*now\* or leaving it until later?" is likely to get the perfectly correct answer "Yes!" (that is, "Yes, I'm doing it either now or later, and you didn't ask which!").

## 1.44 International Style

International Style:  
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Although the Jargon File remains primarily a lexicon of hacker usage in American English, we have made some effort to get input from abroad. Though the hacker-speak of other languages often uses translations of jargon from English (often as transmitted to them by earlier Jargon File versions!), the local variations are interesting, and knowledge of them may be of some use to travelling hackers.

There are some references herein to 'Commonwealth hackish'. These are intended to describe some variations in hacker usage as reported in the English spoken in Great Britain and the Commonwealth (Canada, Australia, India, etc. --- though Canada is heavily influenced by American usage). There is also an entry on Commonwealth Hackish reporting some general phonetic and vocabulary differences from U.S. hackish.

Hackers in Western Europe and (especially) Scandinavia report that they often use a mixture of English and their native languages for technical conversation. Occasionally they develop idioms in their English usage that are influenced by their native-language styles. Some of these are reported here.

A few notes on hackish usages in Russian have been added where they are parallel with English idioms and thus comprehensible to English-speakers.

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## 1.45 Pronunciation Guide

### Pronunciation Guide:

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Pronunciation keys are provided in the jargon listings for all entries that are neither dictionary words pronounced as in standard English nor obvious compounds thereof. Slashes bracket phonetic pronunciations, which are to be interpreted using the following conventions:

1. Syllables are hyphen-separated, except that an accent or back-accent follows each accented syllable (the back-accent marks a secondary accent in some words of four or more syllables). If no accent is given, the word is pronounced with equal accentuation on all syllables (this is common for abbreviations).
2. Consonants are pronounced as in American English. The letter 'g' is always hard (as in "got" rather than "giant"); 'ch' is soft ("church" rather than "chemist"). The letter 'j' is the sound that occurs twice in "judge". The letter 's' is always as in "pass", never a z sound. The digraph 'kh' is the guttural of "loch" or "l'chaim". The digraph 'gh' is the aspirated g+h of "bughouse" or "ragheap" (rare in English).
3. Uppercase letters are pronounced as their English letter names; thus (for example) /H-L-L/ is equivalent to /aitch el el/. /Z/ may be pronounced /zee/ or /zed/ depending on your local dialect.
4. Vowels are represented as follows:

a	back, that
ah	father, palm (see note)
ar	far, mark
aw	flaw, caught
ay	bake, rain
e	less, men
ee	easy, ski
eir	their, software
i	trip, hit
i:	life, sky
o	block, stock (see note)
oh	flow, sew
oo	loot, through

or	
	more, door
ow	
	out, how
oy	
	boy, coin
uh	
	but, some
u	
	put, foot
y	
	yet, young
yoo	
	few, chew
[y]oo	
	/oo/ with optional fronting as in 'news' (/nooz/ or /nyooz/)

A `/*/` is used for the 'schwa' sound of unstressed or occluded vowels (the one that is often written with an upside-down 'e'). The schwa vowel is omitted in syllables containing vocalic r, l, m or n; that is, 'kitten' and 'color' would be rendered /kit'n/ and /kuhl'r/, not /kit'\*n/ and /kuhl'\*r/.

Note that the above table reflects mainly distinctions found in standard American English (that is, the neutral dialect spoken by TV network announcers and typical of educated speech in the Upper Midwest, Chicago, Minneapolis/St.Paul and Philadelphia). However, we separate /o/ from /ah/, which tend to merge in standard American. This may help readers accustomed to accents resembling British Received Pronunciation.

Entries with a pronunciation of `'//'` are written-only usages. (No, UNIX weenies, this does *not* mean 'pronounce like previous pronunciation'!)

## 1.46 Other Lexicon Conventions

Other Lexicon Conventions:  
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Entries are sorted in case-blind ASCII collation order (rather than the letter-by-letter order ignoring interword spacing common in mainstream dictionaries), except that all entries beginning with nonalphabetic characters are sorted after Z. The case-blindness is a feature, not a bug.

The beginning of each entry is marked by a colon (':') at the left margin. This convention helps out tools like hypertext browsers that benefit from knowing where entry boundaries are, but aren't as context-sensitive as humans.

In pure ASCII renderings of the Jargon File, you will see {} used to bracket words which themselves have entries in the File. This isn't done all the time for every such word, but it is done everywhere that a reminder seems useful that the term has a jargon meaning and one might

wish to refer to its entry.

In this all-ASCII version, headwords for topic entries are distinguished from those for ordinary entries by being followed by "::<" rather than ":", similarly, references are surrounded by "{" and "}" rather than "{" and "}".

Defining instances of terms and phrases appear in 'slanted type'. A defining instance is one which occurs near to or as part of an explanation of it.

Prefix \*\* is used as linguists do; to mark examples of incorrect usage.

We follow the 'logical' quoting convention described in the Writing Style section above. In addition, we reserve double quotes for actual excerpts of text or (sometimes invented) speech. Scare quotes (which mark a word being used in a nonstandard way), and philosopher's quotes (which turn an utterance into the string of letters or words that name it) are both rendered with single quotes.

References such as 'malloc(3)' and 'patch(1)' are to UNIX facilities (some of which, such as 'patch(1)', are actually freeware distributed over USENET). The UNIX manuals use 'foo(n)' to refer to item foo in section (n) of the manual, where n=1 is utilities, n=2 is system calls, n=3 is C library routines, n=6 is games, and n=8 (where present) is system administration utilities. Sections 4, 5, and 7 of the manuals have changed roles frequently and in any case are not referred to in any of the entries.

Various abbreviations used frequently in the lexicon are summarized here:

abbrev.	abbreviation
adj.	adjective
adv.	adverb
alt.	alternate
cav.	caveat
conj.	conjunction
esp.	especially
excl.	exclamation
imp.	imperative
interj.	interjection
n.	noun
obs.	obsolete
pl.	plural

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poss.  
    possibly  
pref.  
    prefix  
prob.  
    probably  
prov.  
    proverbial  
quant.  
    quantifier  
suff.  
    suffix  
syn.  
    synonym (or synonymous with)  
v.  
    verb (may be transitive or intransitive)  
var.  
    variant  
vi.  
    intransitive verb  
vt.  
    transitive verb

Where alternate spellings or pronunciations are given, alt.  
separates two possibilities with nearly equal distribution, while  
var. prefixes one that is markedly less common than the primary.

Where a term can be attributed to a particular subculture or is known  
to have originated there, we have tried to so indicate. Here is a  
list of abbreviations used in etymologies:

Berkeley  
    University of California at Berkeley  
Cambridge  
    the university in England (\*not\* the city in Massachusetts where  
    MIT happens to be located!)  
BBN  
    Bolt, Beranek & Newman  
CMU  
    Carnegie-Mellon University  
Commodore  
    Commodore Business Machines  
DEC  
    The Digital Equipment Corporation  
Fairchild  
    The Fairchild Instruments Palo Alto development group  
Fidonet  
    See the Fidonet entry  
IBM  
    International Business Machines  
MIT  
    Massachusetts Institute of Technology; esp. the legendary MIT AI Lab  
    culture of roughly 1971 to 1983 and its feeder groups, including the  
    Tech Model Railroad Club  
NRL  
    Naval Research Laboratories  
NYU

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New York University

OED The Oxford English Dictionary

Purdue Purdue University

SAIL Stanford Artificial Intelligence Laboratory (at Stanford University)

SI From Syst`eme International, the name for the standard conventions of metric nomenclature used in the sciences

Stanford Stanford University

Sun Sun Microsystems

TMRC Some MITisms go back as far as the Tech Model Railroad Club (TMRC) at MIT c. 1960. Material marked TMRC is from "An Abridged Dictionary of the TMRC Language", originally compiled by Pete Samson in 1959

UCLA University of California at Los Angeles

UK the United Kingdom (England, Wales, Scotland, Northern Ireland)

USENET See the USENET entry

WPI Worcester Polytechnic Institute, site of a very active community of PDP-10 hackers during the 1970s

XEROX PARC XEROX's Palo Alto Research Center, site of much pioneering research in user interface design and networking

Yale Yale University

Some other etymology abbreviations such as UNIX and PDP-10 refer to technical cultures surrounding specific operating systems, processors, or other environments. The fact that a term is labelled with any one of these abbreviations does not necessarily mean its use is confined to that culture. In particular, many terms labelled 'MIT' and 'Stanford' are in quite general use. We have tried to give some indication of the distribution of speakers in the usage notes; however, a number of factors mentioned in the introduction conspire to make these indications less definite than might be desirable.

A few new definitions attached to entries are marked [proposed]. These are usually generalizations suggested by editors or USENET respondents in the process of commenting on previous definitions of those entries. These are \*not\* represented as established jargon.

## 1.47 Format For New Entries

Format For New Entries:

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All contributions and suggestions about the Jargon File will be considered donations to be placed in the public domain as part of this File, and may be used in subsequent paper editions. Submissions may be edited for accuracy, clarity and concision.

Try to conform to the format already being used --- head-words separated from text by a colon (double colon for topic entries), cross-references in curly brackets (doubled for topic entries), pronunciations in slashes, etymologies in square brackets, single-space after definition numbers and word classes, etc. Stick to the standard ASCII character set (7-bit printable, no high-half characters or [nt]roff/TeX/Scribe escapes), as one of the versions generated from the master file is an info document that has to be viewable on a character tty.

We are looking to expand the file's range of technical specialties covered. There are doubtless rich veins of jargon yet untapped in the scientific computing, graphics, and networking hacker communities; also in numerical analysis, computer architectures and VLSI design, language design, and many other related fields. Send us your jargon!

We are *\*not\** interested in straight technical terms explained by textbooks or technical dictionaries unless an entry illuminates 'underground' meanings or aspects not covered by official histories. We are also not interested in 'joke' entries --- there is a lot of humor in the file but it must flow naturally out of the explanations of what hackers do and how they think.

It is OK to submit items of jargon you have originated if they have spread to the point of being used by people who are not personally acquainted with you. We prefer items to be attested by independent submission from two different sites.

The Jargon File will be regularly maintained and made available for FTP over Internet, and will include a version number. Read it, pass it around, contribute --- this is *\*your\** monument!

## 1.48 The Meaning of 'Hack'

The Meaning of 'Hack':

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"The word hack doesn't really have 69 different meanings", according to MIT hacker Phil Agre. "In fact, hack has only one meaning, an extremely subtle and profound one which defies articulation. Which connotation is implied by a given use of the word depends in similarly profound ways on the context. Similar remarks apply to a couple of other hacker words, most notably random."

Hacking might be characterized as 'an appropriate application of ingenuity'. Whether the result is a quick-and-dirty patchwork job or a carefully crafted work of art, you have to admire the cleverness that went into it.

An important secondary meaning of hack is 'a creative practical joke'. This kind of hack is easier to explain to non-hackers than the programming kind. Of course, some hacks have both natures; see the lexicon entries for pseudo and kgbvax. But here are some examples of pure practical jokes that illustrate the hacking spirit:

In 1961, students from Caltech (California Institute of Technology, in Pasadena) hacked the Rose Bowl football game. One student posed as a reporter and 'interviewed' the director of the University of Washington card stunts (such stunts involve people in the stands who hold up colored cards to make pictures). The reporter learned exactly how the stunts were operated, and also that the director would be out to dinner later.

While the director was eating, the students (who called themselves the 'Fiendish Fourteen') picked a lock and stole a blank direction sheet for the card stunts. They then had a printer run off 2300 copies of the blank. The next day they picked the lock again and stole the master plans for the stunts --- large sheets of graph paper colored in with the stunt pictures. Using these as a guide, they made new instructions for three of the stunts on the duplicated blanks. Finally, they broke in once more, replacing the stolen master plans and substituting the stack of diddled instruction sheets for the original set.

The result was that three of the pictures were totally different. Instead of 'WASHINGTON', the word 'CALTECH' was flashed. Another stunt showed the word 'HUSKIES', the Washington nickname, but spelled it backwards. And what was supposed to have been a picture of a husky instead showed a beaver. (Both Caltech and MIT use the beaver --- nature's engineer --- as a mascot.)

After the game, the Washington faculty athletic representative said: "Some thought it ingenious; others were indignant." The Washington student body president remarked: "No hard feelings, but at the time it was unbelievable. We were amazed."

This is now considered a classic hack, particularly because revising the direction sheets constituted a form of programming.

Here is another classic hack:

On November 20, 1982, MIT hacked the Harvard-Yale football game. Just after Harvard's second touchdown against Yale, in the first quarter, a small black ball popped up out of the ground at the 40-yard line, and grew bigger, and bigger, and bigger. The letters 'MIT' appeared all over the ball. As the players and officials stood around gawking, the ball grew to six feet in diameter and then burst with a bang and a cloud of white smoke.

The "Boston Globe" later reported: "If you want to know the truth, MIT won The Game."

The prank had taken weeks of careful planning by members of MIT's Delta Kappa Epsilon fraternity. The device consisted of a weather balloon, a hydraulic ram powered by Freon gas to lift it out of the

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ground, and a vacuum-cleaner motor to inflate it. They made eight separate expeditions to Harvard Stadium between 1 and 5 A.M., locating an unused 110-volt circuit in the stadium and running buried wires from the stadium circuit to the 40-yard line, where they buried the balloon device. When the time came to activate the device, two fraternity members had merely to flip a circuit breaker and push a plug into an outlet.

This stunt had all the earmarks of a perfect hack: surprise, publicity, the ingenious use of technology, safety, and harmlessness. The use of manual control allowed the prank to be timed so as not to disrupt the game (it was set off between plays, so the outcome of the game would not be unduly affected). The perpetrators had even thoughtfully attached a note to the balloon explaining that the device was not dangerous and contained no explosives.

Harvard president Derek Bok commented: "They have an awful lot of clever people down there at MIT, and they did it again." President Paul E. Gray of MIT said: "There is absolutely no truth to the rumor that I had anything to do with it, but I wish there were."

The hacks above are verifiable history; they can be proved to have happened. Many other classic-hack stories from MIT and elsewhere, though retold as history, have the characteristics of what Jan Brunvand has called 'urban folklore' (see FOAF). Perhaps the best known of these is the legend of the infamous trolley-car hack, an alleged incident in which engineering students are said to have welded a trolley car to its tracks with thermite. Numerous versions of this have been recorded from the 1940s to the present, most set at MIT but at least one very detailed version set at CMU.

Brian Leibowitz has researched MIT hacks both real and mythical extensively; the interested reader is referred to his delightful pictorial compendium "The Journal of the Institute for Hacks, Tomfoolery, and Pranks" (MIT Museum, 1990; ISBN 0-917027-03-5).

Finally, here is a story about one of the classic computer hacks.

Back in the mid-1970s, several of the system support staff at Motorola discovered a relatively simple way to crack system security on the Xerox CP-V timesharing system. Through a simple programming strategy, it was possible for a user program to trick the system into running a portion of the program in 'master mode' (supervisor state), in which memory protection does not apply. The program could then poke a large value into its 'privilege level' byte (normally write-protected) and could then proceed to bypass all levels of security within the file-management system, patch the system monitor, and do numerous other interesting things. In short, the barn door was wide open.

Motorola quite properly reported this problem to Xerox via an official 'level 1 SIDR' (a bug report with an intended urgency of 'needs to be fixed yesterday'). Because the text of each SIDR was entered into a database that could be viewed by quite a number of people, Motorola followed the approved procedure: they simply reported the problem as 'Security SIDR', and attached all of the

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necessary documentation, ways-to-reproduce, etc.

The CP-V people at Xerox sat on their thumbs; they either didn't realize the severity of the problem, or didn't assign the necessary operating-system-staff resources to develop and distribute an official patch.

Months passed. The Motorola guys pestered their Xerox field-support rep, to no avail. Finally they decided to take direct action, to demonstrate to Xerox management just how easily the system could be cracked and just how thoroughly the security safeguards could be subverted.

They dug around in the operating-system listings and devised a thoroughly devilish set of patches. These patches were then incorporated into a pair of programs called 'Robin Hood' and 'Friar Tuck'. Robin Hood and Friar Tuck were designed to run as 'ghost jobs' (daemons, in UNIX terminology); they would use the existing loophole to subvert system security, install the necessary patches, and then keep an eye on one another's statuses in order to keep the system operator (in effect, the superuser) from aborting them.

One fine day, the system operator on the main CP-V software development system in El Segundo was surprised by a number of unusual phenomena. These included the following:

- \* Tape drives would rewind and dismount their tapes in the middle of a job.
- \* Disk drives would seek back and forth so rapidly that they would attempt to walk across the floor (see walking drives).
- \* The card-punch output device would occasionally start up of itself and punch a lace card. These would usually jam in the punch.
- \* The console would print snide and insulting messages from Robin Hood to Friar Tuck, or vice versa.
- \* The Xerox card reader had two output stackers; it could be instructed to stack into A, stack into B, or stack into A (unless a card was unreadable, in which case the bad card was placed into stacker B). One of the patches installed by the ghosts added some code to the card-reader driver... after reading a card, it would flip over to the opposite stacker. As a result, card decks would divide themselves in half when they were read, leaving the operator to recollate them manually.

Naturally, the operator called in the operating-system developers. They found the bandit ghost jobs running, and X'ed them... and were once again surprised. When Robin Hood was X'ed, the following sequence of events took place:

```
!X id1
```

```
id1: Friar Tuck... I am under attack! Pray save me!  
id1: Off (aborted)
```

```
id2: Fear not, friend Robin! I shall rout the Sheriff
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of Nottingham's men!

id1: Thank you, my good fellow!

Each ghost-job would detect the fact that the other had been killed, and would start a new copy of the recently slain program within a few milliseconds. The only way to kill both ghosts was to kill them simultaneously (very difficult) or to deliberately crash the system.

Finally, the system programmers did the latter --- only to find that the bandits appeared once again when the system rebooted! It turned out that these two programs had patched the boot-time OS image (the kernel file, in UNIX terms) and had added themselves to the list of programs that were to be started at boot time.

The Robin Hood and Friar Tuck ghosts were finally eradicated when the system staff rebooted the system from a clean boot-tape and reinstalled the monitor. Not long thereafter, Xerox released a patch for this problem.

It is alleged that Xerox filed a complaint with Motorola's management about the merry-prankster actions of the two employees in question. It is not recorded that any serious disciplinary action was taken against either of them.

## 1.49 TV Typewriters

TV Typewriters: A Tale of Hackish Ingenuity

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Here is a true story about a glass tty: One day an MIT hacker was in a motorcycle accident and broke his leg. He had to stay in the hospital quite a while, and got restless because he couldn't hack. Two of his friends therefore took a terminal and a modem for it to the hospital, so that he could use the computer by telephone from his hospital bed.

Now this happened some years before the spread of home computers, and computer terminals were not a familiar sight to the average person. When the two friends got to the hospital, a guard stopped them and asked what they were carrying. They explained that they wanted to take a computer terminal to their friend who was a patient.

The guard got out his list of things that patients were permitted to have in their rooms: TV, radio, electric razor, typewriter, tape player, ... no computer terminals. Computer terminals weren't on the list, so the guard wouldn't let it in. Rules are rules, you know. (This guard was clearly a droid.)

Fair enough, said the two friends, and they left again. They were frustrated, of course, because they knew that the terminal was as harmless as a TV or anything else on the list... which gave them an idea.

The next day they returned, and the same thing happened: a guard stopped them and asked what they were carrying. They said: "This is a TV typewriter!" The guard was skeptical, so they plugged it in and demonstrated it. "See? You just type on the keyboard and what you type shows up on the TV screen." Now the guard didn't stop to think about how utterly useless a typewriter would be that didn't produce any paper copies of what you typed; but this was clearly a TV typewriter, no doubt about it. So he checked his list: "A TV is all right, a typewriter is all right ... okay, take it on in!"

[Historical note: Many years ago, "Popular Electronics" published solder-it-yourself plans for a TV typewriter. Despite the essential uselessness of the device, it was an enormously popular project. Steve Ciarcia, the man behind "Byte" magazine's "Circuit Cellar" feature, resurrected this ghost in one of his books of the early 1980s. He ascribed its popularity (no doubt correctly) to the feeling of power the builder could achieve by being able to decide himself what would be shown on the TV. --- ESR]

[Antihistorical note: On September 23rd, 1992, the L.A. Times ran the following bit of filler:

Solomon Waters of Altadena, a 6-year-old first-grader, came home from his first day of school and excitedly told his mother how he had written on "a machine that looks like a computer -- but without the TV screen." She asked him if it could have been a "typewriter." "Yeah! Yeah!" he said. "That's what it was called."

I have since investigated this matter and determined that many of today's teenagers have never seen a slide rule, either.... -- ESR]

## 1.50 A Story About 'Magic'

A Story About 'Magic': (by GLS)

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Some years ago, I was snooping around in the cabinets that housed the MIT AI Lab's PDP-10, and noticed a little switch glued to the frame of one cabinet. It was obviously a homebrew job, added by one of the lab's hardware hackers (no one knows who).

You don't touch an unknown switch on a computer without knowing what it does, because you might crash the computer. The switch was labeled in a most unhelpful way. It had two positions, and scrawled in pencil on the metal switch body were the words 'magic' and 'more magic'. The switch was in the 'more magic' position.

I called another hacker over to look at it. He had never seen the switch before either. Closer examination revealed that the switch had only one wire running to it! The other end of the wire did disappear into the maze of wires inside the computer, but it's a basic fact of electricity that a switch can't do anything unless there are two wires connected to it. This switch had a wire connected on one side and no wire on its other side.

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It was clear that this switch was someone's idea of a silly joke. Convinced by our reasoning that the switch was inoperative, we flipped it. The computer instantly crashed.

Imagine our utter astonishment. We wrote it off as coincidence, but nevertheless restored the switch to the 'more magic' position before reviving the computer.

A year later, I told this story to yet another hacker, David Moon as I recall. He clearly doubted my sanity, or suspected me of a supernatural belief in the power of this switch, or perhaps thought I was fooling him with a bogus saga. To prove it to him, I showed him the very switch, still glued to the cabinet frame with only one wire connected to it, still in the 'more magic' position. We scrutinized the switch and its lone connection, and found that the other end of the wire, though connected to the computer wiring, was connected to a ground pin. That clearly made the switch doubly useless: not only was it electrically nonoperative, but it was connected to a place that couldn't affect anything anyway. So we flipped the switch.

The computer promptly crashed.

This time we ran for Richard Greenblatt, a long-time MIT hacker, who was close at hand. He had never noticed the switch before, either. He inspected it, concluded it was useless, got some diagonal cutters and diked it out. We then revived the computer and it has run fine ever since.

We still don't know how the switch crashed the machine. There is a theory that some circuit near the ground pin was marginal, and flipping the switch changed the electrical capacitance enough to upset the circuit as millionth-of-a-second pulses went through it. But we'll never know for sure; all we can really say is that the switch was magic.

I still have that switch in my basement. Maybe I'm silly, but I usually keep it set on 'more magic'.

## 1.51 A Selection of AI Koans

A Selection of AI Koans:

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These are some of the funniest examples of a genre of jokes told at the MIT AI Lab about various noted hackers. The original koans were composed by Danny Hillis. In reading these, it is at least useful to know that Minsky, Sussman, and Drescher are AI researchers of note, that Tom Knight was one of the Lisp machine's principal designers, and that David Moon wrote much of Lisp Machine Lisp.

\* \* \*

A novice was trying to fix a broken Lisp machine by turning the power

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off and on.

Knight, seeing what the student was doing, spoke sternly: "You cannot fix a machine by just power-cycling it with no understanding of what is going wrong."

Knight turned the machine off and on.

The machine worked.

\* \* \*

One day a student came to Moon and said: "I understand how to make a better garbage collector. We must keep a reference count of the pointers to each cons."

Moon patiently told the student the following story:

"One day a student came to Moon and said: 'I understand how to make a better garbage collector..."

[Ed. note: Pure reference-count garbage collectors have problems with circular structures that point to themselves.]

\* \* \*

In the days when Sussman was a novice, Minsky once came to him as he sat hacking at the PDP-6.

"What are you doing?", asked Minsky.

"I am training a randomly wired neural net to play Tic-Tac-Toe" Sussman replied.

"Why is the net wired randomly?", asked Minsky.

"I do not want it to have any preconceptions of how to play", Sussman said.

Minsky then shut his eyes.

"Why do you close your eyes?", Sussman asked his teacher.

"So that the room will be empty."

At that moment, Sussman was enlightened.

\* \* \*

A disciple of another sect once came to Drescher as he was eating his morning meal.

"I would like to give you this personality test", said the outsider, "because I want you to be happy."

Drescher took the paper that was offered him and put it into the toaster, saying: "I wish the toaster to be happy, too."

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## 1.52 OS and JEDGAR

OS and JEDGAR:  
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This story says a lot about the ITS ethos.

On the ITS system there was a program that allowed you to see what was being printed on someone else's terminal. It spied on the other guy's output by examining the insides of the monitor system. The output spy program was called OS. Throughout the rest of the computer science (and at IBM too) OS means 'operating system', but among old-time ITS hackers it almost always meant 'output spy'.

OS could work because ITS purposely had very little in the way of 'protection' that prevented one user from trespassing on another's areas. Fair is fair, however. There was another program that would automatically notify you if anyone started to spy on your output. It worked in exactly the same way, by looking at the insides of the operating system to see if anyone else was looking at the insides that had to do with your output. This 'counterspy' program was called JEDGAR (a six-letterism pronounced as two syllables: /jed'gr/), in honor of the former head of the FBI.

But there's more. JEDGAR would ask the user for 'license to kill'. If the user said yes, then JEDGAR would actually gun the job of the luser who was spying. Unfortunately, people found that this made life too violent, especially when tourists learned about it. One of the systems hackers solved the problem by replacing JEDGAR with another program that only pretended to do its job. It took a long time to do this, because every copy of JEDGAR had to be patched. To this day no one knows how many people never figured out that JEDGAR had been defanged.

## 1.53 The Story of Mel, a Real Programmer

The Story of Mel, a Real Programmer:  
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This was posted to USENET by its author, Ed Nather (utastro!nather), on May 21, 1983.

A recent article devoted to the \*macho\* side of programming made the bald and unvarnished statement:

Real Programmers write in FORTRAN.

Maybe they do now,

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in this decadent era of  
Lite beer, hand calculators, and "user-friendly" software  
but back in the Good Old Days,  
when the term "software" sounded funny  
and Real Computers were made out of drums and vacuum tubes,  
Real Programmers wrote in machine code.  
Not FORTRAN. Not RATFOR. Not, even, assembly language.  
Machine Code.  
Raw, unadorned, inscrutable hexadecimal numbers.  
Directly.

Lest a whole new generation of programmers  
grow up in ignorance of this glorious past,  
I feel duty-bound to describe,  
as best I can through the generation gap,  
how a Real Programmer wrote code.  
I'll call him Mel,  
because that was his name.

I first met Mel when I went to work for Royal McBee Computer Corp.,  
a now-defunct subsidiary of the typewriter company.  
The firm manufactured the LGP-30,  
a small, cheap (by the standards of the day)  
drum-memory computer,  
and had just started to manufacture  
the RPC-4000, a much-improved,  
bigger, better, faster --- drum-memory computer.  
Cores cost too much,  
and weren't here to stay, anyway.  
(That's why you haven't heard of the company,  
or the computer.)

I had been hired to write a FORTRAN compiler  
for this new marvel and Mel was my guide to its wonders.  
Mel didn't approve of compilers.

"If a program can't rewrite its own code",  
he asked, "what good is it?"

Mel had written,  
in hexadecimal,  
the most popular computer program the company owned.  
It ran on the LGP-30  
and played blackjack with potential customers  
at computer shows.  
Its effect was always dramatic.  
The LGP-30 booth was packed at every show,  
and the IBM salesmen stood around  
talking to each other.  
Whether or not this actually sold computers  
was a question we never discussed.

Mel's job was to re-write  
the blackjack program for the RPC-4000.  
(Port? What does that mean?)  
The new computer had a one-plus-one  
addressing scheme,

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in which each machine instruction,  
in addition to the operation code  
and the address of the needed operand,  
had a second address that indicated where, on the revolving drum,  
the next instruction was located.

In modern parlance,  
every single instruction was followed by a GO TO!  
Put *\*that\** in Pascal's pipe and smoke it.

Mel loved the RPC-4000  
because he could optimize his code:  
that is, locate instructions on the drum  
so that just as one finished its job,  
the next would be just arriving at the "read head"  
and available for immediate execution.  
There was a program to do that job,  
an "optimizing assembler",  
but Mel refused to use it.

"You never know where it's going to put things",  
he explained, "so you'd have to use separate constants".

It was a long time before I understood that remark.  
Since Mel knew the numerical value  
of every operation code,  
and assigned his own drum addresses,  
every instruction he wrote could also be considered  
a numerical constant.  
He could pick up an earlier "add" instruction, say,  
and multiply by it,  
if it had the right numeric value.  
His code was not easy for someone else to modify.

I compared Mel's hand-optimized programs  
with the same code massaged by the optimizing assembler program,  
and Mel's always ran faster.  
That was because the "top-down" method of program design  
hadn't been invented yet,  
and Mel wouldn't have used it anyway.  
He wrote the innermost parts of his program loops first,  
so they would get first choice  
of the optimum address locations on the drum.  
The optimizing assembler wasn't smart enough to do it that way.

Mel never wrote time-delay loops, either,  
even when the balky Flexowriter  
required a delay between output characters to work right.  
He just located instructions on the drum  
so each successive one was just *\*past\** the read head  
when it was needed;  
the drum had to execute another complete revolution  
to find the next instruction.  
He coined an unforgettable term for this procedure.  
Although "optimum" is an absolute term,  
like "unique", it became common verbal practice  
to make it relative:

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"not quite optimum" or "less optimum"  
or "not very optimum".  
Mel called the maximum time-delay locations  
the "most pessimum".

After he finished the blackjack program  
and got it to run  
("Even the initializer is optimized",  
he said proudly),  
he got a Change Request from the sales department.  
The program used an elegant (optimized)  
random number generator  
to shuffle the "cards" and deal from the "deck",  
and some of the salesmen felt it was too fair,  
since sometimes the customers lost.  
They wanted Mel to modify the program  
so, at the setting of a sense switch on the console,  
they could change the odds and let the customer win.

Mel balked.  
He felt this was patently dishonest,  
which it was,  
and that it impinged on his personal integrity as a programmer,  
which it did,  
so he refused to do it.  
The Head Salesman talked to Mel,  
as did the Big Boss and, at the boss's urging,  
a few Fellow Programmers.  
Mel finally gave in and wrote the code,  
but he got the test backwards,  
and, when the sense switch was turned on,  
the program would cheat, winning every time.  
Mel was delighted with this,  
claiming his subconscious was uncontrollably ethical,  
and adamantly refused to fix it.

After Mel had left the company for greener pa\$ture\$,  
the Big Boss asked me to look at the code  
and see if I could find the test and reverse it.  
Somewhat reluctantly, I agreed to look.  
Tracking Mel's code was a real adventure.

I have often felt that programming is an art form,  
whose real value can only be appreciated  
by another versed in the same arcane art;  
there are lovely gems and brilliant coups  
hidden from human view and admiration, sometimes forever,  
by the very nature of the process.  
You can learn a lot about an individual  
just by reading through his code,  
even in hexadecimal.  
Mel was, I think, an unsung genius.

Perhaps my greatest shock came  
when I found an innocent loop that had no test in it.  
No test. \*None\*.  
Common sense said it had to be a closed loop,

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where the program would circle, forever, endlessly.  
Program control passed right through it, however,  
and safely out the other side.  
It took me two weeks to figure it out.

The RPC-4000 computer had a really modern facility  
called an index register.  
It allowed the programmer to write a program loop  
that used an indexed instruction inside;  
each time through,  
the number in the index register  
was added to the address of that instruction,  
so it would refer  
to the next datum in a series.  
He had only to increment the index register  
each time through.  
Mel never used it.

Instead, he would pull the instruction into a machine register,  
add one to its address,  
and store it back.  
He would then execute the modified instruction  
right from the register.  
The loop was written so this additional execution time  
was taken into account ---  
just as this instruction finished,  
the next one was right under the drum's read head,  
ready to go.  
But the loop had no test in it.

The vital clue came when I noticed  
the index register bit,  
the bit that lay between the address  
and the operation code in the instruction word,  
was turned on ---  
yet Mel never used the index register,  
leaving it zero all the time.  
When the light went on it nearly blinded me.

He had located the data he was working on  
near the top of memory ---  
the largest locations the instructions could address ---  
so, after the last datum was handled,  
incrementing the instruction address  
would make it overflow.  
The carry would add one to the  
operation code, changing it to the next one in the instruction set:  
a jump instruction.  
Sure enough, the next program instruction was  
in address location zero,  
and the program went happily on its way.

I haven't kept in touch with Mel,  
so I don't know if he ever gave in to the flood of  
change that has washed over programming techniques  
since those long-gone days.  
I like to think he didn't.

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In any event,  
I was impressed enough that I quit looking for the  
offending test,  
telling the Big Boss I couldn't find it.  
He didn't seem surprised.

When I left the company,  
the blackjack program would still cheat  
if you turned on the right sense switch,  
and I think that's how it should be.  
I didn't feel comfortable  
hacking up the code of a Real Programmer.

This is one of hackerdom's great heroic epics, free verse or no. In a few spare images it captures more about the esthetics and psychology of hacking than all the scholarly volumes on the subject put together. For an opposing point of view, see the entry for real programmer.

[1992 postscript --- the author writes: "The original submission to the net was not in free verse, nor any approximation to it --- it was straight prose style, in non-justified paragraphs. In bouncing around the net it apparently got modified into the 'free verse' form now popular. In other words, it got hacked on the net. That seems appropriate, somehow."]

## 1.54 General Appearance

General Appearance:

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Intelligent. Scruffy. Intense. Abstracted. Surprisingly for a sedentary profession, more hackers run to skinny than fat; both extremes are more common than elsewhere. Tans are rare.

## 1.55 Dress

Dress:

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Casual, vaguely post-hippie; T-shirts, jeans, running shoes, Birkenstocks (or bare feet). Long hair, beards, and moustaches are common. High incidence of tie-dye and intellectual or humorous 'slogan' T-shirts (only rarely computer related; that would be too obvious).

A substantial minority prefers 'outdoorsy' clothing --- hiking boots ("in case a mountain should suddenly spring up in the machine room", as one famous parody put it), khakis, lumberjack or chamois shirts, and the like.

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Very few actually fit the "National Lampoon" Nerd stereotype, though it lingers on at MIT and may have been more common before 1975. These days, backpacks are more common than briefcases, and the hacker 'look' is more whole-earth than whole-polyester.

Hackers dress for comfort, function, and minimal maintenance hassles rather than for appearance (some, perhaps unfortunately, take this to extremes and neglect personal hygiene). They have a very low tolerance of suits and other 'business' attire; in fact, it is not uncommon for hackers to quit a job rather than conform to a dress code.

Female hackers almost never wear visible makeup, and many use none at all.

## 1.56 Reading Habits

Reading Habits:

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Omnivorous, but usually includes lots of science and science fiction. The typical hacker household might subscribe to "Analog", "Scientific American", "Co-Evolution Quarterly", and "Smithsonian". Hackers often have a reading range that astonishes liberal arts people but tend not to talk about it as much. Many hackers spend as much of their spare time reading as the average American burns up watching TV, and often keep shelves and shelves of well-thumbed books in their homes.

## 1.57 Other Interests

Other Interests:

=====

Some hobbies are widely shared and recognized as going with the culture: science fiction, music, medievalism (in the active form practiced by the Society for Creative Anachronism and similar organizations), chess, go, backgammon, wargames, and intellectual games of all kinds.

(Role-playing games such as Dungeons and Dragons used to be extremely popular among hackers but they lost a bit of their luster as they moved into the mainstream and became heavily commercialized.) Logic puzzles. Ham radio. Other interests that seem to correlate less strongly but positively with hackerdom include linguistics and theater teching.

## 1.58 Physical Activity and Sports

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### Physical Activity and Sports:

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Many (perhaps even most) hackers don't follow or do sports at all and are determinedly anti-physical. Among those who do, interest in spectator sports is low to non-existent; sports are something one *\*does\**, not something one watches on TV.

Further, hackers avoid most team sports like the plague (volleyball is a notable exception, perhaps because it's non-contact and relatively friendly). Hacker sports are almost always primarily self-competitive ones involving concentration, stamina, and micromotor skills: martial arts, bicycling, auto racing, kite flying, hiking, rock climbing, aviation, target-shooting, sailing, caving, juggling, skiing, skating (ice and roller). Hackers' delight in techno-toys also tends to draw them towards hobbies with nifty complicated equipment that they can tinker with.

## 1.59 Education

### Education:

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Nearly all hackers past their teens are either college-degreed or self-educated to an equivalent level. The self-taught hacker is often considered (at least by other hackers) to be better-motivated, and may be more respected, than his school-shaped counterpart. Academic areas from which people often gravitate into hackerdom include (besides the obvious computer science and electrical engineering) physics, mathematics, linguistics, and philosophy.

## 1.60 Things Hackers Detest and Avoid

### Things Hackers Detest and Avoid:

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IBM mainframes. Smurfs, Ewoks, and other forms of offensive cuteness. Bureaucracies. Stupid people. Easy listening music. Television (except for cartoons, movies, and "Star Trek" classic). Business suits. Dishonesty. Incompetence. Boredom. COBOL. BASIC. Character-based menu interfaces.

## 1.61 Food

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Food:

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Ethnic. Spicy. Oriental, esp. Chinese and most esp. Szechuan, Hunan, and Mandarin (hackers consider Cantonese vaguely d'eclass'e). Hackers prefer the exotic; for example, the Japanese-food fans among them will eat with gusto such delicacies as fugu (poisonous pufferfish) and whale. Thai food has experienced flurries of popularity. Where available, high-quality Jewish delicatessen food is much esteemed. A visible minority of Southwestern and Pacific Coast hackers prefers Mexican.

For those all-night hacks, pizza and microwaved burritos are big. Interestingly, though the mainstream culture has tended to think of hackers as incorrigible junk-food junkies, many have at least mildly health-foodist attitudes and are fairly discriminating about what they eat. This may be generational; anecdotal evidence suggests that the stereotype was more on the mark 10--15 years ago.

## 1.62 Politics

Politics:

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Vaguely left of center, except for the strong libertarian contingent which rejects conventional left-right politics entirely. The only safe generalization is that hackers tend to be rather anti-authoritarian; thus, both conventional conservatism and 'hard' leftism are rare. Hackers are far more likely than most non-hackers to either (a) be aggressively apolitical or (b) entertain peculiar or idiosyncratic political ideas and actually try to live by them day-to-day.

## 1.63 Gender and Ethnicity

Gender and Ethnicity:

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Hackerdom is still predominantly male. However, the percentage of women is clearly higher than the low-single-digit range typical for technical professions, and female hackers are generally respected and dealt with as equals.

In the U.S., hackerdom is predominantly Caucasian with strong minorities of Jews (East Coast) and Orientals (West Coast). The Jewish contingent has exerted a particularly pervasive cultural influence (see Food, above, and note that several common jargon terms are obviously mutated Yiddish).

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The ethnic distribution of hackers is understood by them to be a function of which ethnic groups tend to seek and value education. Racial and ethnic prejudice is notably uncommon and tends to be met with freezing contempt.

When asked, hackers often ascribe their culture's gender- and color-blindness to a positive effect of text-only network channels, and this is doubtless a powerful influence. Also, the ties many hackers have to AI research and SF literature may have helped them to develop an idea of personhood that is inclusive rather than exclusive --- after all, if one's imagination readily grants full human rights to AI programs, robots, dolphins, and extraterrestrial aliens, mere color and gender can't seem very important any more.

## 1.64 Religion

Religion:  
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Agnostic. Atheist. Non-observant Jewish. Neo-pagan. Very commonly, three or more of these are combined in the same person. Conventional faith-holding Christianity is rare though not unknown.

Even hackers who identify with a religious affiliation tend to be relaxed about it, hostile to organized religion in general and all forms of religious bigotry in particular. Many enjoy 'parody' religions such as Discordianism and the Church of the SubGenius.

Also, many hackers are influenced to varying degrees by Zen Buddhism or (less commonly) Taoism, and blend them easily with their 'native' religions.

There is a definite strain of mystical, almost Gnostic sensibility that shows up even among those hackers not actively involved with neo-paganism, Discordianism, or Zen. Hacker folklore that pays homage to 'wizards' and speaks of incantations and demons has too much psychological truthfulness about it to be entirely a joke.

## 1.65 Ceremonial Chemicals

Ceremonial Chemicals:  
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Most hackers don't smoke tobacco, and use alcohol in moderation if at all (though there is a visible contingent of exotic-beer fanciers, and a few hackers are serious oenophiles). Limited use of non-addictive

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psychedelic drugs, such as cannabis, LSD, psilocybin, and nitrous oxide, etc., used to be relatively common and is still regarded with more tolerance than in the mainstream culture. Use of 'downers' and opiates, on the other hand, appears to be particularly rare; hackers seem in general to dislike drugs that make them stupid. On the third hand, many hackers regularly wire up on caffeine and/or sugar for all-night hacking runs.

## 1.66 Communication Style

Communication Style:

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See the discussions of speech and writing styles near the beginning of this File. Though hackers often have poor person-to-person communication skills, they are as a rule quite sensitive to nuances of language and very precise in their use of it. They are often better at writing than at speaking.

## 1.67 Geographical Distribution

Geographical Distribution:

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In the United States, hackerdom revolves on a Bay Area-to-Boston axis; about half of the hard core seems to live within a hundred miles of Cambridge (Massachusetts) or Berkeley (California), although there are significant contingents in Los Angeles, in the Pacific Northwest, and around Washington DC. Hackers tend to cluster around large cities, especially 'university towns' such as the Raleigh-Durham area in North Carolina or Princeton, New Jersey (this may simply reflect the fact that many are students or ex-students living near their alma maters).

## 1.68 Sexual Habits

Sexual Habits:

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Hackerdom easily tolerates a much wider range of sexual and lifestyle variation than the mainstream culture. It includes a relatively large gay and bisexual contingent. Hackers are somewhat more likely to live in polygynous or polyandrous relationships, practice open marriage, or live in communes or group houses. In this, as in general appearance, hackerdom semi-consciously maintains 'counterculture' values.

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## 1.69 Personality Characteristics

Personality Characteristics:  
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The most obvious common 'personality' characteristics of hackers are high intelligence, consuming curiosity, and facility with intellectual abstractions. Also, most hackers are 'neophiles', stimulated by and appreciative of novelty (especially intellectual novelty). Most are also relatively individualistic and anti-conformist.

Although high general intelligence is common among hackers, it is not the sine qua non one might expect. Another trait is probably even more important: the ability to mentally absorb, retain, and reference large amounts of 'meaningless' detail, trusting to later experience to give it context and meaning. A person of merely average analytical intelligence who has this trait can become an effective hacker, but a creative genius who lacks it will swiftly find himself outdistanced by people who routinely upload the contents of thick reference manuals into their brains. [During the production of the first book version of this document, for example, I learned most of the rather complex typesetting language TeX over about four working days, mainly by inhaling Knuth's 477-page manual. My editor's flabbergasted reaction to this genuinely surprised me, because years of associating with hackers have conditioned me to consider such performances routine and to be expected. --- ESR]

Contrary to stereotype, hackers are \*not\* usually intellectually narrow; they tend to be interested in any subject that can provide mental stimulation, and can often discourse knowledgeably and even interestingly on any number of obscure subjects --- if you can get them to talk at all, as opposed to, say, going back to their hacking.

It is noticeable (and contrary to many outsiders' expectations) that the better a hacker is at hacking, the more likely he or she is to have outside interests at which he or she is more than merely competent.

Hackers are 'control freaks' in a way that has nothing to do with the usual coercive or authoritarian connotations of the term. In the same way that children delight in making model trains go forward and back by moving a switch, hackers love making complicated things like computers do nifty stuff for them. But it has to be \*their\* nifty stuff. They don't like tedium, nondeterminism, or most of the fussy, boring, ill-defined little tasks that go with maintaining a normal existence. Accordingly, they tend to be careful and orderly in their intellectual lives and chaotic elsewhere. Their code will be beautiful, even if their desks are buried in 3 feet of crap.

Hackers are generally only very weakly motivated by conventional rewards such as social approval or money. They tend to be attracted by challenges and excited by interesting toys, and to judge the interest of work or other activities in terms of the challenges offered and the toys they get to play with.

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In terms of Myers-Briggs and equivalent psychometric systems, hackerdom appears to concentrate the relatively rare INTJ and INTP types; that is, introverted, intuitive, and thinker types (as opposed to the extroverted-sensate personalities that predominate in the mainstream culture). ENT[JP] types are also concentrated among hackers but are in a minority.

## 1.70 Weaknesses of the Hacker Personality

Weaknesses of the Hacker Personality:

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Hackers have relatively little ability to identify emotionally with other people. This may be because hackers generally aren't much like 'other people'. Unsurprisingly, hackers also tend towards self-absorption, intellectual arrogance, and impatience with people and tasks perceived to be wasting their time.

As cynical as hackers sometimes wax about the amount of idiocy in the world, they tend by reflex to assume that everyone is as rational, 'cool', and imaginative as they consider themselves. This bias often contributes to weakness in communication skills. Hackers tend to be especially poor at confrontation and negotiation.

Because of their passionate embrace of (what they consider to be) the Right Thing, hackers can be unfortunately intolerant and bigoted on technical issues, in marked contrast to their general spirit of camaraderie and tolerance of alternative viewpoints otherwise. Old-time ITS partisans look down on the ever-growing hordes of UNIX hackers; UNIX aficionados despise VMS and MS-DOS; and hackers who are used to conventional command-line user interfaces loudly loathe mouse-and-menu based systems such as the Macintosh. Hackers who don't indulge in USENET consider it a huge waste of time and bandwidth; fans of old adventure games such as ADVENT and Zork consider MUDs to be glorified chat systems devoid of atmosphere or interesting puzzles; hackers who are willing to devote endless hours to USENET or MUDs consider IRC to be a \*real\* waste of time; IRCies think MUDs might be okay if there weren't all those silly puzzles in the way. And, of course, there are the perennial holy wars --- EMACS vs. vi, big-endian vs. little-endian, RISC vs. CISC, etc., etc., etc. As in society at large, the intensity and duration of these debates is usually inversely proportional to the number of objective, factual arguments available to buttress any position.

As a result of all the above traits, many hackers have difficulty maintaining stable relationships. At worst, they can produce the classic computer geek: withdrawn, relationally incompetent, sexually frustrated, and desperately unhappy when not submerged in his or her craft. Fortunately, this extreme is far less common than mainstream folklore paints it --- but almost all hackers will recognize something of themselves in the unflattering paragraphs above.

Hackers are often monumentally disorganized and sloppy about dealing with the physical world. Bills don't get paid on time, clutter piles up to incredible heights in homes and offices, and minor maintenance tasks get deferred indefinitely.

The sort of person who uses phrases like 'incompletely socialized' usually thinks hackers are. Hackers regard such people with contempt when they notice them at all.

## 1.71 Miscellaneous

Miscellaneous:  
=====

Hackers are more likely to have cats than dogs (in fact, it is widely grokked that cats have the hacker nature). Many drive incredibly decrepit heaps and forget to wash them; richer ones drive spiffy Porsches and RX-7s and then forget to have them washed. Almost all hackers have terribly bad handwriting, and often fall into the habit of block-printing everything like junior draftsmen.

## 1.72 Verb Doubling

Verb Doubling: ----- A standard construction in English is to double a verb and use it as an exclamation, such as "Bang, bang!" or "Quack, quack!". Most of these are names for noises. Hackers also double verbs as a concise, sometimes sarcastic comment on what the implied subject does. Also, a doubled verb is often used to terminate a conversation, in the process remarking on the current state of affairs or what the speaker intends to do next. Typical examples involve win, lose, hack, flame, barf, chomp:

"The disk heads just crashed." "Lose, lose."  
"Mostly he talked about his latest crock. Flame, flame."  
"Boy, what a bagbiter! Chomp, chomp!"

Some verb-doubled constructions have special meanings not immediately obvious from the verb. These have their own listings in the lexicon.

The USENET culture has one \*tripling\* convention unrelated to this; the names of 'joke' topic groups often have a tripled last element. The first and paradigmatic example was alt.swedish.chef.bork.bork.bork (a "Muppet Show" reference); other infamous examples have included:

alt.french.captain.borg.borg.borg  
alt.wesley.crusher.die.die.die  
comp.unix.internals.system.calls.brk.brk.brk  
sci.physics.edward.teller.boom.boom.boom

```
alt.sadistic.dentists.drill.drill.drill
```

## 1.73 Soundalike slang

Soundalike slang: ----- Hackers will often make rhymes or puns in order to convert an ordinary word or phrase into something more interesting. It is considered particularly flavorful if the phrase is bent so as to include some other jargon word; thus the computer hobbyist magazine "Dr. Dobb's Journal" is almost always referred to among hackers as 'Dr. Frob's Journal' or simply 'Dr. Frob's'. Terms of this kind that have been in fairly wide use include names for newspapers:

```
Boston Herald => Horrid (or Harried)
Boston Globe => Boston Glob
Houston (or San Francisco) Chronicle
    => the Crocknicle (or the Comical)
New York Times => New York Slime
```

However, terms like these are often made up on the spur of the moment. Standard examples include:

```
Data General => Dirty Genitals
IBM 360 => IBM Three-Sickly
Government Property --- Do Not Duplicate (on keys)
    => Government Duplicity --- Do Not Propagate
for historical reasons => for hysterical raisins
Margaret Jacks Hall (the CS building at Stanford)
    => Marginal Hacks Hall
```

This is not really similar to the Cockney rhyming slang it has been compared to in the past, because Cockney substitutions are opaque whereas hacker punning jargon is intentionally transparent.

## 1.74 The '-P' convention

The '-P' convention: ----- Turning a word into a question by appending the syllable 'P'; from the LISP convention of appending the letter 'P' to denote a predicate (a boolean-valued function). The question should expect a yes/no answer, though it needn't. (See T and NIL.)

```
At dinnertime:
  Q: "Foodp?"
  A: "Yeah, I'm pretty hungry." or "T!"
```

```
At any time:
  Q: "State-of-the-world-P?"
  A: (Straight) "I'm about to go home."
```

A: (Humorous) "Yes, the world has a state."

On the phone to Florida:

Q: "State-p Florida?"

A: "Been reading JARGON.TXT again, eh?"

[One of the best of these is a Gosperism. Once, when we were at a Chinese restaurant, Bill Gosper wanted to know whether someone would like to share with him a two-person-sized bowl of soup. His inquiry was: "Split-p soup?" --- GLS]

## 1.75 Overgeneralization

Overgeneralization: ----- A very conspicuous feature of jargon is the frequency with which techspeak items such as names of program tools, command language primitives, and even assembler opcodes are applied to contexts outside of computing wherever hackers find amusing analogies to them. Thus (to cite one of the best-known examples) UNIX hackers often `grep` for things rather than searching for them. Many of the lexicon entries are generalizations of exactly this kind.

Hackers enjoy overgeneralization on the grammatical level as well. Many hackers love to take various words and add the wrong endings to them to make nouns and verbs, often by extending a standard rule to nonuniform cases (or vice versa). For example, because

```
porous => porosity
generous => generosity
```

hackers happily generalize:

```
mysterious => mysteriosity
ferrous => ferrosity
obvious => obviosity
dubious => dubiousity
```

Another class of common construction uses the suffix `'-itude'` to abstract a quality from just about any adjective or noun. This usage arises especially in cases where mainstream English would perform the same abstraction through `'-iness'` or `'-ingness'`. Thus:

## 1.76 Spoken inarticulations

Spoken inarticulations: ----- Words such as `'mumble'`, `'sigh'`, and `'groan'` are spoken in places where their referent might more naturally be used. It has been suggested that this usage derives from the impossibility of representing such noises on a comm link or in electronic mail (interestingly, the same sorts of

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constructions have been showing up with increasing frequency in comic strips). Another expression sometimes heard is "Complain!", meaning "I have a complaint!"

## 1.77 Anthromorphization

Anthromorphization: ----- Semantically, one rich source of jargon constructions is the hackish tendency to anthropomorphize hardware and software. This isn't done in a naive way; hackers don't personalize their stuff in the sense of feeling empathy with it, nor do they mystically believe that the things they work on every day are 'alive'. What *is* common is to hear hardware or software talked about as though it has homunculi talking to each other inside it, with intentions and desires. Thus, one hears "The protocol handler got confused", or that programs "are trying" to do things, or one may say of a routine that "its goal in life is to X". One even hears explanations like "... and its poor little brain couldn't understand X, and it died." Sometimes modelling things this way actually seems to make them easier to understand, perhaps because it's instinctively natural to think of anything with a really complex behavioral repertoire as 'like a person' rather than 'like a thing'.

Of the six listed constructions, verb doubling, peculiar noun formations, anthromorphization, and (especially) spoken inarticulations have become quite general; but punning jargon is still largely confined to MIT and other large universities, and the '-P' convention is found only where LISPers flourish.

Finally, note that many words in hacker jargon have to be understood as members of sets of comparatives. This is especially true of the adjectives and nouns used to describe the beauty and functional quality of code. Here is an approximately correct spectrum:

```
monstrosity  brain-damage  screw  bug  lose  misfeature
crock  kluge  hack  win  feature  elegance  perfection
```

The last is spoken of as a mythical absolute, approximated but never actually attained. Another similar scale is used for describing the reliability of software:

```
broken  flaky  dodgy  fragile  brittle
solid  robust  bulletproof  armor-plated
```

Note, however, that 'dodgy' is primarily Commonwealth Hackish (it is rare in the U.S.) and may change places with 'flaky' for some speakers.

Coinages for describing lossage seem to call forth the very finest in hackish linguistic inventiveness; it has been truly said that hackers have even more words for equipment failures than Yiddish has for obnoxious people.

## 1.78 abbrev

abbrev: /\*-breev' /, /\*-brev' / n. Common abbreviation for 'abbreviation'.

## 1.79 ABEND

ABEND: [ABnormal END] /o'bend/, /\*-bend' / n. Abnormal termination (of software); crash; lossage. Derives from an error message on the IBM 360; used jokingly by hackers but seriously mainly by code grinders. Usually capitalized, but may appear as 'abend'. Hackers will try to persuade you that ABEND is called 'abend' because it is what system operators do to the machine late on Friday when they want to call it a day, and hence is from the German 'Abend' = 'Evening'.

## 1.80 accumulator

accumulator: n. 1. Archaic term for a register. On-line use of it as a synonym for 'register' is a fairly reliable indication that the user has been around for quite a while and/or that the architecture under discussion is quite old. The term in full is almost never used of microprocessor registers, for example, though symbolic names for arithmetic registers beginning in 'A' derive from historical use of the term 'accumulator' (and not, actually, from 'arithmetic'). Confusingly, though, an 'A' register name prefix may also stand for 'address', as for example on the Motorola 680x0 family. 2. A register being used for arithmetic or logic (as opposed to addressing or a loop index), especially one being used to accumulate a sum or count of many items. This use is in context of a particular routine or stretch of code. "The FOOBAZ routine uses A3 as an accumulator." 3. One's in-basket (esp. among old-timers who might use sense 1). "You want this reviewed? Sure, just put it in the accumulator." (See stack.)

## 1.81 ACK

ACK: /ak/ interj. 1. [from the ASCII mnemonic for 0000110] Acknowledge. Used to register one's presence (compare mainstream \*Yo!\*). An appropriate response to ping or ENQ. 2. [from the comic strip "Bloom County"] An exclamation of surprised disgust, esp. in "Ack pffft!" Semi-humorous.

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Generally this sense is not spelled in caps (ACK) and is distinguished by a following exclamation point. 3. Used to politely interrupt someone to tell them you understand their point (see NAK). Thus, for example, you might cut off an overly long explanation with "Ack. Ack. Ack. I get it now".

There is also a usage "ACK?" (from sense 1) meaning "Are you there?", often used in email when earlier mail has produced no reply, or during a lull in talk mode to see if the person has gone away (the standard humorous response is of course NAK (sense 2), i.e., "I'm not here").

## 1.82 ad-hockery

ad-hockery: /ad-hok'\*r-ee/ [Purdue] n. 1. Gratuitous assumptions made inside certain programs, esp. expert systems, which lead to the appearance of semi-intelligent behavior but are in fact entirely arbitrary. For example, fuzzy-matching against input tokens that might be typing errors against a symbol table can make it look as though a program knows how to spell. 2. Special-case code to cope with some awkward input that would otherwise cause a program to choke, presuming normal inputs are dealt with in some cleaner and more regular way. Also called 'ad-hackery', 'ad-hocity' (/ad-hos'\*-tee/), 'ad-crockery'. See also ELIZA effect.

## 1.83 Ada

Ada:: n. A Pascal-descended language that has been made mandatory for Department of Defense software projects by the Pentagon. Hackers are nearly unanimous in observing that, technically, it is precisely what one might expect given that kind of endorsement by fiat; designed by committee, crockish, difficult to use, and overall a disastrous, multi-billion-dollar boondoggle (one common description is "The PL/I of the 1980s"). Hackers find Ada's exception-handling and inter-process communication features particularly hilarious. Ada Lovelace (the daughter of Lord Byron who became the world's first programmer while cooperating with Charles Babbage on the design of his mechanical computing engines in the mid-1800s) would almost certainly blanch at the use to which her name has latterly been put; the kindest thing that has been said about it is that there is probably a good small language screaming to get out from inside its vast, elephantine bulk.

## 1.84 adger

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adger: /aj'r/ [UCLA] vt. To make a bonehead move with consequences that could have been foreseen with even slight mental effort. E.g., "He started removing files and promptly adgered the whole project". Compare dumbass attack.

## 1.85 admin

admin: /ad-min'/ n. Short for 'administrator'; very commonly used in speech or on-line to refer to the systems person in charge on a computer. Common constructions on this include 'sysadmin' and 'site admin' (emphasizing the administrator's role as a site contact for email and news) or 'newsadmin' (focusing specifically on news). Compare postmaster, sysop, system mangler.

## 1.86 ADVENT

ADVENT: /ad'vent/ n. The prototypical computer adventure game, first implemented on the PDP-10 by Will Crowther as an attempt at computer-refereed fantasy gaming, and expanded into a puzzle-oriented game by Don Woods. Now better known as Adventure, but the TOPS-10 operating system permitted only six-letter filenames. See also vadding.

This game defined the terse, dryly humorous style now expected in text adventure games, and popularized several tag lines that have become fixtures of hacker-speak: "A huge green fierce snake bars the way!" "I see no X here" (for some noun X). "You are in a maze of twisty little passages, all alike." "You are in a little maze of twisty passages, all different." The 'magic words' xyzyx and plugh also derive from this game.

Crowther, by the way, participated in the exploration of the Mammoth & Flint Ridge cave system; it actually *has* a 'Colossal Cave' and a 'Bedquilt' as in the game, and the 'Y2' that also turns up is cavers' jargon for a map reference to a secondary entrance.

## 1.87 AFJ

AFJ: // n. Written-only abbreviation for "April Fool's Joke". Elaborate April Fool's hoaxes are a long-established tradition on USENET and Internet; see kremvax for an example. In fact, April Fool's Day is the *only* seasonal holiday marked by customary observances on the hacker networks.

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## 1.88 AI

AI: /A-I/ n. Abbreviation for 'Artificial Intelligence', so common that the full form is almost never written or spoken among hackers.

## 1.89 AI-complete

AI-complete: /A-I k+m-pleet'/ [MIT, Stanford: by analogy with 'NP-complete' (see NP-)] adj. Used to describe problems or subproblems in AI, to indicate that the solution presupposes a solution to the 'strong AI problem' (that is, the synthesis of a human-level intelligence). A problem that is AI-complete is, in other words, just too hard.

Examples of AI-complete problems are 'The Vision Problem' (building a system that can see as well as a human) and 'The Natural Language Problem' (building a system that can understand and speak a natural language as well as a human). These may appear to be modular, but all attempts so far (1993) to solve them have foundered on the amount of context information and 'intelligence' they seem to require. See also gedanken.

## 1.90 AI koans

AI koans: /A-I koh'anz/ pl.n. A series of pastiches of Zen teaching riddles created by Danny Hillis at the MIT AI Lab around various major figures of the Lab's culture (several are included under "A Selection of AI Koans" in Appendix A). See also ha ha only serious, mu, and Humor, Hacker.

## 1.91 AIDS

AIDS: /aydz/ n. Short for A\* Infected Disk Syndrome ('A\*' is a glob pattern that matches, but is not limited to, Apple), this condition is quite often the result of practicing unsafe SEX. See virus, worm, Trojan horse, virgin.

## 1.92 AIDX

AIDX: n. /aydkz/ n. Derogatory term for IBM's perverted version of UNIX, AIX, especially for the AIX 3.? used in the IBM RS/6000 series (some hackers think it is funnier just to pronounce "AIX" as "aches"). A victim of the dreaded "hybridism" disease, this attempt to combine the two main currents of the UNIX stream (BSD and USG UNIX) became a monstrosity to haunt system administrators' dreams. For example, if new accounts are created while many users are logged on, the load average jumps quickly over 20 due to silly implementation of the user databases. For a quite similar disease, compare HP-SUX. Also, compare Macintrash Nominal Semidestructor, Open DeathTrap, ScumOS, sun-stools.

### 1.93 airplane rule

airplane rule: n. "Complexity increases the possibility of failure; a twin-engine airplane has twice as many engine problems as a single-engine airplane." By analogy, in both software and electronics, the rule that simplicity increases robustness. It is correspondingly argued that the right way to build reliable systems is to put all your eggs in one basket, after making sure that you've built a really \*good\* basket. See also KISS Principle.

### 1.94 aliasing bug

aliasing bug: n. A class of subtle programming errors that can arise in code that does dynamic allocation, esp. via 'malloc(3)' or equivalent. If several pointers address ('aliases for') a given hunk of storage, it may happen that the storage is freed or reallocated (and thus moved) through one alias and then referenced through another, which may lead to subtle (and possibly intermittent) lossage depending on the state and the allocation history of the malloc arena. Avoidable by use of allocation strategies that never alias allocated core, or by use of higher-level languages, such as LISP, which employ a garbage collector (see GC). Also called a stale pointer bug. See also precedence lossage, smash the stack, fandango on core, memory leak, memory smash, overrun screw, spam.

Historical note: Though this term is nowadays associated with C programming, it was already in use in a very similar sense in the Algol-60 and FORTRAN communities in the 1960s.

### 1.95 all-elbows

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all-elbows: [MS-DOS] adj. Of a TSR (terminate-and-stay-resident) IBM PC program, such as the N pop-up calendar and calculator utilities that circulate on BBS systems: unsociable. Used to describe a program that rudely steals the resources that it needs without considering that other TSRs may also be resident. One particularly common form of rudeness is lock-up due to programs fighting over the keyboard interrupt. See rude, also mess-dos.

## 1.96 alpha particles

alpha particles: n. See bit rot.

## 1.97 alt

alt: /awlt/ 1. n. The alt shift key on an IBM PC or clone keyboard; see bucky bits, sense 2 (though typical PC usage does not simply set the 0200 bit). 2. n. The 'clover' or 'Command' key on a Macintosh; use of this term usually reveals that the speaker hacked PCs before coming to the Mac (see also feature key). Some Mac hackers, confusingly, reserve 'alt' for the Option key (and it is so labeled on some Mac II keyboards). 3. n.obs. [PDP-10; often capitalized to ALT] Alternate name for the ASCII ESC character (ASCII 0011011), after the keycap labeling on some older terminals; also 'altmode' (/awlt'mohd/). This character was almost never pronounced 'escape' on an ITS system, in TECO, or under TOPS-10 --- always alt, as in "Type alt alt to end a TECO command" or "alt-U onto the system" (for "log onto the [ITS] system"). This usage probably arose because alt is more convenient to say than 'escape', especially when followed by another alt or a character (or another alt \*and\* a character, for that matter).

## 1.98 alt bit

alt bit: /awlt bit/ [from alternate] adj. See meta bit.

## 1.99 altmode

altmode: n. Syn. alt sense 3.

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## 1.100 Aluminum Book

Aluminum Book: [MIT] n. "Common LISP: The Language", by Guy L. Steele Jr. (Digital Press, first edition 1984, second edition 1990). Note that due to a technical screwup some printings of the second edition are actually of a color the author describes succinctly as "yucky green". See also book titles.

## 1.101 amoeba

amoeba: n. Humorous term for the Commodore Amiga personal computer.

## 1.102 amp off

amp off: [Purdue] vt. To run in background. From the UNIX shell '&' operator.

## 1.103 amper

amper: n. Common abbreviation for the name of the ampersand ('&', ASCII 0100110) character. See ASCII for other synonyms.

## 1.104 angle brackets

angle brackets: n. Either of the characters '<' (ASCII 01111100) and '>' (ASCII 01111110) (ASCII less-than or greater-than signs). Typographers in the Real World use angle brackets which are either taller and slimmer (the ISO 'Bra' and 'Ket' characters), or significantly smaller (single or double guillemets) than the less-than and greater-than signs. See broket, ASCII.

## 1.105 angry fruit salad

angry fruit salad: n. A bad visual-interface design that uses too many colors. (This term derives, of course, from the bizarre day-glo colors found in canned fruit salad.) Too often one sees similar effects from interface designers using color window systems such as X; there is a tendency to create displays that are

flashy and attention-getting but uncomfortable for long-term use.

## 1.106 annoybot

annoybot: /\*-noy-bot/ [IRC] n. See robot.

## 1.107 AOS

AOS: 1. /aws/ (East Coast), /ay-os/ (West Coast) [based on a PDP-10 increment instruction] vt., obs. To increase the amount of something. "AOS the campfire." Usage: considered silly, and now obsolete. Now largely supplanted by bump. See SOS.  
2. n. A Multics-derived OS supported at one time by Data General. This was pronounced /A-O-S/ or /A-os/. A spoof of the standard AOS system administrator's manual ("How to Load and Generate your AOS System") was created, issued a part number, and circulated as photocopy folklore; it was called "How to Goad and Levitate your CHAOS System". 3. n. Algebraic Operating System, in reference to those calculators which use infix instead of postfix (reverse Polish) notation.

Historical note: AOS in sense 1 was the name of a PDP-10 instruction that took any memory location in the computer and added 1 to it; AOS meant 'Add One and do not Skip'. Why, you may ask, does the 'S' stand for 'do not Skip' rather than for 'Skip'? Ah, here was a beloved piece of PDP-10 folklore. There were eight such instructions: AOSE added 1 and then skipped the next instruction if the result was Equal to zero; AOSG added 1 and then skipped if the result was Greater than 0; AOSN added 1 and then skipped if the result was Not 0; AOSA added 1 and then skipped Always; and so on. Just plain AOS didn't say when to skip, so it never skipped.

For similar reasons, AOJ meant 'Add One and do not Jump'. Even more bizarre, SKIP meant 'do not SKIP'! If you wanted to skip the next instruction, you had to say 'SKIPPA'. Likewise, JUMP meant 'do not JUMP'; the unconditional form was JUMPA. However, hackers never did this. By some quirk of the 10's design, the JRST (Jump and ReStore flag with no flag specified) was actually faster and so was invariably used. Such were the perverse mysteries of assembler programming.

## 1.108 app

app: /ap/ n. Short for 'application program', as opposed to a systems program. Apps are what systems vendors are forever chasing developers to create for their environments so they can sell more boxes. Hackers tend not to think of the things they themselves run as apps; thus, in hacker parlance the term excludes compilers, program editors, games, and messaging systems, though a user would consider all those to be apps. (Broadly, an app is often a self-contained environment for performing some well-defined task such as 'word processing'; hackers tend to prefer more general-purpose tools.) Oppose tool, operating system.

### 1.109 arena

arena: [UNIX] n. The area of memory attached to a process by 'brk(2)' and 'sbrk(2)' and used by 'malloc(3)' as dynamic storage. So named from a 'malloc: corrupt arena' message emitted when some early versions detected an impossible value in the free block list. See overrun screw, aliasing bug, memory leak, memory smash, smash the stack.

### 1.110 arg

arg: /arg/ n. Abbreviation for 'argument' (to a function), used so often as to have become a new word (like 'piano' from 'pianoforte'). "The sine function takes 1 arg, but the arc-tangent function can take either 1 or 2 args." Compare param, parm, var.

### 1.111 ARMM

ARMM: [acronym, 'Automated Retroactive Minimal Moderation'] n. A USENET robot created by Dick Depew of Munroe Falls, Ohio. ARMM was intended to automatically cancel posts from anonymous-posting sites. Unfortunately, the robot's recognizer for anonymous postings triggered on its own automatically-generated control messages! Transformed by this stroke of programming ineptitude into a monster of Frankensteinian proportions, it broke loose on the night of March 31, 1993 and proceeded to spam news.admin.policy with a recursive explosion of over 200 messages.

ARMM's bug produced a recursive cascade of messages each of which mechanically added text to the ID and Subject and some other headers of its parent. This produced a flood of messages in which

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each header took up several screens and each message ID and subject line got longer and longer and longer.

Reactions varied from amusement to outrage. The pathological messages crashed at least one mail system, and upset people paying line charges for their USENET feeds. One poster described the ARMM debacle as "instant USENET history" (also establishing the term despew), and it has since been widely cited as a cautionary example of the havoc the combination of good intentions and incompetence can wreak on a network. Compare Great Worm, The; sorcerer's apprentice mode. See also software laser, network meltdown.

### 1.112 armor-plated

armor-plated: n. Syn. for bulletproof.

### 1.113 asbestos

asbestos: adj. Used as a modifier to anything intended to protect one from flames; also in other highly flame-suggestive usages. See, for example, asbestos longjohns and asbestos cork award.

### 1.114 asbestos cork award

asbestos cork award: n. Once, long ago at MIT, there was a flamer so consistently obnoxious that another hacker designed, had made, and distributed posters announcing that said flamer had been nominated for the 'asbestos cork award'. (Any reader in doubt as to the intended application of the cork should consult the etymology under flame.) Since then, it is agreed that only a select few have risen to the heights of bombast required to earn this dubious dignity --- but there is no agreement on \*which\* few.

### 1.115 asbestos longjohns

asbestos longjohns: n. Notional garments donned by USENET posters just before emitting a remark they expect will elicit flamage. This is the most common of the asbestos coinages. Also 'asbestos underwear', 'asbestos overcoat', etc.

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## 1.116 ASCII

ASCII:: [American Standard Code for Information Interchange]

/as'kee/ n. The predominant character set encoding of present-day computers. The modern version uses 7 bits for each character, whereas most earlier codes (including an early version of ASCII) used fewer. This change allowed the inclusion of lowercase letters --- a major win --- but it did not provide for accented letters or any other letterforms not used in English (such as the German sharp-S or the ae-ligature which is a letter in, for example, Norwegian). It could be worse, though. It could be much worse. See EBCDIC to understand how.

Computers are much pickier and less flexible about spelling than humans; thus, hackers need to be very precise when talking about characters, and have developed a considerable amount of verbal shorthand for them. Every character has one or more names --- some formal, some concise, some silly. Common jargon names for ASCII characters are collected here. See also individual entries for bang, excl, open, ques, semi, shriek, splat, twiddle, and Yu-Shiang Whole Fish.

This list derives from revision 2.3 of the USENET ASCII pronunciation guide. Single characters are listed in ASCII order; character pairs are sorted in by first member. For each character, common names are given in rough order of popularity, followed by names that are reported but rarely seen; official ANSI/CCITT names are surrounded by brokets: <>. Square brackets mark the particularly silly names introduced by INTERCAL. The abbreviations "l/r" and "o/c" stand for left/right and "open/close" respectively. Ordinary parentheticals provide some usage information.

!

Common: bang; pling; excl; shriek; <exclamation mark>.  
Rare: factorial; exclam; smash; cuss; boing; yell; wow; hey; wham; eureka; [spark-spot]; soldier.

"

Common: double quote; quote. Rare: literal mark; double-glitch; <quotation marks>; <dieresis>; dirk; [rabbit-ears]; double prime.

#

Common: number sign; pound; pound sign; hash; sharp; crunch; hex; [mesh]. Rare: grid; crosshatch; octothorpe; flash; <square>, pig-pen; tictactoe; scratchmark; thud; thump; splat.

\$

Common: dollar; <dollar sign>. Rare: currency symbol; buck; cash; string (from BASIC); escape (when used as the echo of ASCII ESC); ding; cache; [big money].

%

- Common: percent; <percent sign>; mod; grapes. Rare: [double-oh-seven].
- &  
Common: <ampersand>; amper; and. Rare: address (from C); reference (from C++); andpersand; bitand; background (from 'sh(1)'); pretzel; amp. [INTERCAL called this 'ampersand'; what could be sillier?]
- '  
Common: single quote; quote; <apostrophe>. Rare: prime; glitch; tick; irk; pop; [spark]; <closing single quotation mark>; <acute accent>.
- ( )  
Common: l/r paren; l/r parenthesis; left/right; open/close; paren/thesis; o/c paren; o/c parenthesis; l/r parenthesis; l/r banana. Rare: so/already; lparen/rparen; <opening/closing parenthesis>; o/c round bracket, l/r round bracket, [wax/wane]; parenthisey/unparenthisey; l/r ear.
- \*  
Common: star; [splat]; <asterisk>. Rare: wildcard; gear; dingle; mult; spider; aster; times; twinkle; glob (see glob); Nathan Hale.
- +  
Common: <plus>; add. Rare: cross; [intersection].
- ,  
Common: <comma>. Rare: <cedilla>; [tail].
- Common: dash; <hyphen>; <minus>. Rare: [worm]; option; dak; bithorpe.
- .  
Common: dot; point; <period>; <decimal point>. Rare: radix point; full stop; [spot].
- /  
Common: slash; stroke; <slant>; forward slash. Rare: diagonal; solidus; over; slak; virgule; [slat].
- :  
Common: <colon>. Rare: dots; [two-spot].
- ;  
Common: <semicolon>; semi. Rare: weenie; [hybrid], pit-thwong.
- < >  
Common: <less/greater than>; bra/ket; l/r angle; l/r angle bracket; l/r broket. Rare: from/into, towards; read from/write to; suck/blow; comes-from/gozinta; in/out; crunch/zap (all from UNIX); [angle/right angle].
-

=  
Common: <equals>; gets; takes. Rare: quadrathorpe;  
[half-mesh].

?  
Common: query; <question mark>; ques. Rare: whatmark;  
[what]; wildchar; huh; hook; buttonhook; hunchback.

@  
Common: at sign; at; strudel. Rare: each; vortex; whorl;  
[whirlpool]; cyclone; snail; ape; cat; rose; cabbage;  
<commercial at>.

V  
Rare: [book].

[ ]  
Common: l/r square bracket; l/r bracket; <opening/closing  
bracket>; bracket/unbracket. Rare: square/unsquare; [U turn/U  
turn back].

\  
Common: backslash; escape (from C/UNIX); reverse slash; slosh;  
backslant; backwhack. Rare: bash; <reverse slant>; reversed  
virgule; [backslat].

^  
Common: hat; control; uparrow; caret; <circumflex>. Rare:  
chevron; [shark (or shark-fin)]; to the ('to the power of');  
fang; pointer (in Pascal).

\_  
Common: <underline>; underscore; underbar; under. Rare:  
score; backarrow; skid; [flatworm].

`  
Common: backquote; left quote; left single quote; open quote;  
<grave accent>; grave. Rare: backprime; [backspark];  
unapostrophe; birk; blugle; back tick; back glitch; push;  
<opening single quotation mark>; quasiquote.

{ }  
Common: o/c brace; l/r brace; l/r squiggly; l/r squiggly  
bracket/brace; l/r curly bracket/brace; <opening/closing  
brace>. Rare: brace/unbrace; curly/uncurly; leftit/rytit; l/r  
squirrely; [embrace/bracelet].

|  
Common: bar; or; or-bar; v-bar; pipe; vertical bar. Rare:  
<vertical line>; gozinta; thru; pipesinta (last three from  
UNIX); [spike].

~  
Common: <tilde>; squiggle; twiddle; not. Rare: approx;  
wiggle; swung dash; enyay; [sqiggle (sic)].

---

The pronunciation of '#' as 'pound' is common in the U.S. but a bad idea; Commonwealth Hackish has its own, rather more apposite use of 'pound sign' (confusingly, on British keyboards the pound graphic happens to replace '#'; thus Britishers sometimes call '#' on a U.S.-ASCII keyboard 'pound', compounding the American error). The U.S. usage derives from an old-fashioned commercial practice of using a '#' suffix to tag pound weights on bills of lading. The character is usually pronounced 'hash' outside the U.S.

The 'uparrow' name for circumflex and 'leftarrow' name for underline are historical relics from archaic ASCII (the 1963 version), which had these graphics in those character positions rather than the modern punctuation characters.

The 'swung dash' or 'approximation' sign is not quite the same as tilde in typeset material but the ASCII tilde serves for both (compare angle brackets).

Some other common usages cause odd overlaps. The '#', '\$', '>', and '&' characters, for example, are all pronounced "hex" in different communities because various assemblers use them as a prefix tag for hexadecimal constants (in particular, '#' in many assembler-programming cultures, '\$' in the 6502 world, '>' at Texas Instruments, and '&' on the BBC Micro, Sinclair, and some Z80 machines). See also splat.

The inability of ASCII text to correctly represent any of the world's other major languages makes the designers' choice of 7 bits look more and more like a serious misfeature as the use of international networks continues to increase (see software rot). Hardware and software from the U.S. still tends to embody the assumption that ASCII is the universal character set and that characters have 7 bits; this is a a major irritant to people who want to use a character set suited to their own languages. Perversely, though, efforts to solve this problem by proliferating 'national' character sets produce an evolutionary pressure to use a \*smaller\* subset common to all those in use.

## 1.117 ASCII art

ASCII art: n. The fine art of drawing diagrams using the ASCII character set (mainly '|', '-', '/', '\', and '+'). Also known as 'character graphics' or 'ASCII graphics'; see also boxology. Here is a serious example:

```

o----) || (---+--|<----+   +-----o + D O
  L  ) || (   |       |       |       C U
A I  ) || (   +-->|--+   |   +-\/\/-+---o -   T
C N  ) || (       |   |   |       |       P

```

```

      E  ) || (  +-->|+---)----+---) |---+o      U
          ) || (  |          |          | GND      T
o-----) || (---+---|<-----+-----+

```

A power supply consisting of a full wave rectifier circuit feeding a capacitor input filter circuit

Figure 1.

And here are some very silly examples:

```

  |\\|\\|\\|  _____/|
  |          | \\ o.O|   ACK!
  |          |  =( )=  THPHTH!
  | (o) (o)   U
C   _ )  ( )
  | , _ |  (oo)
  | /      \\ /-----\\
/ _ _ \\   ||          | \\      /---V   'v' -      ( )
/ _ _ \\   ||---W||   *   *   |---|   || | '.      oo )
                                     | _ / \\
                                     // -o- \\
                                     -----
===== \\ /... .. \\ / _ _=====
//      --- \\ O _ / ---      \\
\\ _ \\      / _ /

```

Klingons rule OK!

Figure 2.

There is an important subgenre of ASCII art that puns on the standard character names in the fashion of a rebus.

```

+-----+
|          ^^^^^^^^^^^^^^
|  ^^^^^^^^^^^^^^          ^^^^^^^^^^
|          ^^^^^^^^^^^^^^          ^^^^^^^^^^^^^^
|          ^^^^^^^^^^      B      ^^^^^^^^^^
|  ^^^^^^^^^^      ^^^          ^^^^^^^^^^^^^^
+-----+
" A Bee in the Carrot Patch "

```

Figure 3.

Within humorous ASCII art, there is for some reason an entire flourishing subgenre of pictures of silly cows. Four of these are reproduced in Figure 2; here are three more:

( ) (\ /)	( ) (\$ \$)	( ) (**)
/-----\ / /   666    *   -----   ~~        ~~	/-----\ / /  =====   *   -----   ~~        ~~	/-----\ / /             *   -----   ~~        ~~
Satanic cow	This cow is a Yuppie	Cow in love

Figure 4.

### 1.118 ASCIIbetical order

ASCIIbetical order: /as'kee-be'-t\*-kl or'dr/ adj.,n. Used to indicate that data is sorted in ASCII collated order rather than alphabetical order. This lexicon is sorted in something close to ASCIIbetical order, but with case ignored and entries beginning with non-alphabetic characters moved to the end.

### 1.119 atomic

atomic: [from Gk. 'atomos', indivisible] adj. 1. Indivisible; cannot be split up. For example, an instruction may be said to do several things 'atomically', i.e., all the things are done immediately, and there is no chance of the instruction being half-completed or of another being interspersed. Used esp. to convey that an operation cannot be screwed up by interrupts. "This routine locks the file and increments the file's semaphore atomically." 2. [primarily techspeak] Guaranteed to complete successfully or not at all, usu. refers to database transactions. If an error prevents a partially-performed transaction from proceeding to completion, it must be "backed out," as the database must not be left in an inconsistent state.

Computer usage, in either of the above senses, has none of the connotations that 'atomic' has in mainstream English (i.e. of particles of matter, nuclear explosions etc.).

### 1.120 attoparsec

attoparsec: n. About an inch. 'atto-' is the standard SI prefix for multiplication by  $10^{(-18)}$ . A parsec (parallax-second) is 3.26 light-years; an attoparsec is thus  $3.26 * 10^{(-18)}$  light years, or about 3.1 cm (thus, 1 attoparsec/microfortnight equals about 1 inch/sec). This unit is reported to be in use (though probably not very seriously) among hackers in the U.K. See micro-.

### 1.121 autobogotiphobia

autobogotiphobia: /aw'toh-boh-got '\*-foh'bee-\*/ n. See bogotify.

## 1.122 automagically

automagically: /aw-toh-maj'i-klee/ or /aw-toh-maj'i-k\*1-ee/ adv.

Automatically, but in a way that, for some reason (typically because it is too complicated, or too ugly, or perhaps even too trivial), the speaker doesn't feel like explaining to you. See magic. "The C-INTERCAL compiler generates C, then automagically invokes 'cc(1)' to produce an executable."

## 1.123 avatar

avatar: [CMU, Tektronix] n. Syn. root, superuser. There are quite a few UNIX machines on which the name of the superuser account is 'avatar' rather than 'root'. This quirk was originated by a CMU hacker who disliked the term 'superuser', and was propagated through an ex-CMU hacker at Tektronix.

## 1.124 awk

awk: 1. n. [UNIX techspeak] An interpreted language for massaging text data developed by Alfred Aho, Peter Weinberger, and Brian Kernighan (the name derives from their initials). It is characterized by C-like syntax, a declaration-free approach to variable typing and declarations, associative arrays, and field-oriented text processing. See also Perl. 2. n. Editing term for an expression awkward to manipulate through normal regexp facilities (for example, one containing a newline). 3. vt. To process data using 'awk(1)'.

## 1.125 back door

back door: n. A hole in the security of a system deliberately left in place by designers or maintainers. The motivation for such holes is not always sinister; some operating systems, for example, come out of the box with privileged accounts intended for use by field service technicians or the vendor's maintenance programmers. Syn. trap door; may also be called a 'wormhole'. See also iron box, cracker, worm, logic bomb.

Historically, back doors have often lurked in systems longer than anyone expected or planned, and a few have become widely known. The infamous RTM worm of late 1988, for example, used a back door in the BSD UNIX 'sendmail(8)' utility.

Ken Thompson's 1983 Turing Award lecture to the ACM revealed the existence of a back door in early UNIX versions that may have

qualified as the most fiendishly clever security hack of all time. The C compiler contained code that would recognize when the 'login' command was being recompiled and insert some code recognizing a password chosen by Thompson, giving him entry to the system whether or not an account had been created for him.

Normally such a back door could be removed by removing it from the source code for the compiler and recompiling the compiler. But to recompile the compiler, you have to *use* the compiler --- so Thompson also arranged that the compiler would *recognize* when it was compiling a version of itself\*, and insert into the recompiled compiler the code to insert into the recompiled 'login' the code to allow Thompson entry --- and, of course, the code to recognize itself and do the whole thing again the next time around! And having done this once, he was then able to recompile the compiler from the original sources; the hack perpetuated itself invisibly, leaving the back door in place and active but with no trace in the sources.

The talk that revealed this truly moby hack was published as "Reflections on Trusting Trust", "Communications of the ACM 27", 8 (August 1984), pp. 761--763.

## 1.126 backbone cabal

backbone cabal: n. A group of large-site administrators who pushed through the Great Renaming and reined in the chaos of USENET during most of the 1980s. The cabal mailing list disbanded in late 1988 after a bitter internal catfight.

## 1.127 backbone site

backbone site: n. A key USENET and email site; one that processes a large amount of third-party traffic, especially if it is the home site of any of the regional coordinators for the USENET maps. Notable backbone sites as of early 1993 include uunet and the mail machines at Rutgers University, UC Berkeley, DEC's Western Research Laboratories, Ohio State University, and the University of Texas. Compare rib site, leaf site.

## 1.128 backgammon

backgammon:: See bignum (sense 3), moby (sense 4), and pseudoprime.

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## 1.129 background

background: n.,adj.,vt. To do a task 'in background' is to do it whenever foreground matters are not claiming your undivided attention, and 'to background' something means to relegate it to a lower priority. "For now, we'll just print a list of nodes and links; I'm working on the graph-printing problem in background." Note that this implies ongoing activity but at a reduced level or in spare time, in contrast to mainstream 'back burner' (which connotes benign neglect until some future resumption of activity). Some people prefer to use the term for processing that they have queued up for their unconscious minds (a tack that one can often fruitfully take upon encountering an obstacle in creative work). Compare amp off, slopsucker.

Technically, a task running in background is detached from the terminal where it was started (and often running at a lower priority); oppose foreground. Nowadays this term is primarily associated with UNIX, but it appears to have been first used in this sense on OS/360.

## 1.130 backspace and overstrike

backspace and overstrike: interj. Whoa! Back up. Used to suggest that someone just said or did something wrong. Common among APL programmers.

## 1.131 backward combatability

backward combatability: /bak'w\*rd k\*m-bat'\*-bil'\*-tee/ [from 'backward compatibility'] n. A property of hardware or software revisions in which previous protocols, formats, layouts, etc. are irrevocably discarded in favor of 'new and improved' protocols, formats, and layouts, leaving the previous ones not merely deprecated but actively defeated. (Too often, the old and new versions cannot definitively be distinguished, such that lingering instances of the previous ones yield crashes or other infelicitous effects, as opposed to a simple "version mismatch" message.) A backwards compatible change, on the other hand, allows old versions to coexist without crashes or error messages, but too many major changes incorporating elaborate backwards compatibility processing can lead to extreme software bloat. See also flag day.

## 1.132 BAD

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BAD: /B-A-D/ [IBM: acronym, 'Broken As Designed'] adj. Said of a program that is bogus because of bad design and misfeatures rather than because of bugginess. See working as designed.

### 1.133 Bad Thing

Bad Thing: [from the 1930 Sellar & Yeatman parody "1066 And All That"] n. Something that can't possibly result in improvement of the subject. This term is always capitalized, as in "Replacing all of the 9600-baud modems with bicycle couriers would be a Bad Thing". Oppose Good Thing. British correspondents confirm that Bad Thing and Good Thing (and prob. therefore Right Thing and Wrong Thing) come from the book referenced in the etymology, which discusses rulers who were Good Kings but Bad Things. This has apparently created a mainstream idiom on the British side of the pond.

### 1.134 bag on the side

bag on the side: n. An extension to an established hack that is supposed to add some functionality to the original. Usually derogatory, implying that the original was being overextended and should have been thrown away, and the new product is ugly, inelegant, or bloated. Also v. phrase, 'to hang a bag on the side [of]'. "C++? That's just a bag on the side of C ...." "They want me to hang a bag on the side of the accounting system."

### 1.135 bagbiter

bagbiter: /bag'bi:t-\*r/ n. 1. Something, such as a program or a computer, that fails to work, or works in a remarkably clumsy manner. "This text editor won't let me make a file with a line longer than 80 characters! What a bagbiter!" 2. A person who has caused you some trouble, inadvertently or otherwise, typically by failing to program the computer properly. Synonyms: loser, cretin, chomper. 3. 'bite the bag' vi. To fail in some manner. "The computer keeps crashing every five minutes." "Yes, the disk controller is really biting the bag." The original loading of these terms was almost undoubtedly obscene, possibly referring to the scrotum, but in their current usage they have become almost completely sanitized.

ITS's lexiphage program is the first and to date only known example of a program \*intended\* to be a bagbiter.

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### 1.136 bagbiting

bagbiting: adj. Having the quality of a bagbiter. "This bagbiting system won't let me compute the factorial of a negative number." Compare losing, cretinous, bletcherous, 'barfucious' (under barfulous) and 'chomping' (under chomp).

### 1.137 bamf

bamf: /bamf/ 1. [from old X-Men comics] interj. Notional sound made by a person or object teleporting in or out of the hearer's vicinity. Often used in virtual reality (esp. MUD) electronic fora when a character wishes to make a dramatic entrance or exit. 2. The sound of magical transformation, used in virtual reality fora like sense 1.

### 1.138 banana label

banana label: n. The labels often used on the sides of macrotape reels, so called because they are shaped roughly like blunt-ended bananas. This term, like macrocapes themselves, is still current but visibly headed for obsolescence.

### 1.139 banana problem

banana problem: n. [from the story of the little girl who said "I know how to spell 'banana', but I don't know when to stop"]. Not knowing where or when to bring a production to a close (compare fencepost error). One may say 'there is a banana problem' of an algorithm with poorly defined or incorrect termination conditions, or in discussing the evolution of a design that may be succumbing to featuritis (see also creeping elegance, creeping featuritis). See item 176 under HAKMEM, which describes a banana problem in a Dissociated Press implementation. Also, see one-banana problem for a superficially similar but unrelated usage.

### 1.140 bandwidth

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bandwidth: n. 1. Used by hackers (in a generalization of its technical meaning) as the volume of information per unit time that a computer, person, or transmission medium can handle. "Those are amazing graphics, but I missed some of the detail --- not enough bandwidth, I guess." Compare low-bandwidth. 2. Attention span. 3. On USENET, a measure of network capacity that is often wasted by people complaining about how items posted by others are a waste of bandwidth.

### 1.141 bang

bang: 1. n. Common spoken name for '!' (ASCII 0100001), especially when used in pronouncing a bang path in spoken hackish. In elder days this was considered a CMUish usage, with MIT and Stanford hackers preferring excl or shriek; but the spread of UNIX has carried 'bang' with it (esp. via the term bang path) and it is now certainly the most common spoken name for '!'. Note that it is used exclusively for non-emphatic written '!'; one would not say "Congratulations bang" (except possibly for humorous purposes), but if one wanted to specify the exact characters 'foo!' one would speak "Eff oh oh bang". See shriek, ASCII. 2. interj. An exclamation signifying roughly "I have achieved enlightenment!", or "The dynamite has cleared out my brain!" Often used to acknowledge that one has perpetrated a thinko immediately after one has been called on it.

### 1.142 bang on

bang on: vt. To stress-test a piece of hardware or software: "I banged on the new version of the simulator all day yesterday and it didn't crash once. I guess it is ready for release." The term pound on is synonymous.

### 1.143 bang path

bang path: n. An old-style UUCP electronic-mail address specifying hops to get from some assumed-reachable location to the addressee, so called because each hop is signified by a bang sign. Thus, for example, the path ...!bigsite!foovax!barbox!me directs people to route their mail to machine bigsite (presumably a well-known location accessible to everybody) and from there through the machine foovax to the account of user me on barbox.

In the bad old days of not so long ago, before autorouting mailers

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became commonplace, people often published compound bang addresses using the { } convention (see glob) to give paths from \*several\* big machines, in the hopes that one's correspondent might be able to get mail to one of them reliably (example: ...!seismo, ut-sally, ihnp4!rice!beta!gamma!me). Bang paths of 8 to 10 hops were not uncommon in 1981. Late-night dial-up UUCP links would cause week-long transmission times. Bang paths were often selected by both transmission time and reliability, as messages would often get lost. See Internet address, network, the, and sitename.

## 1.144 banner

banner: n. 1. The title page added to printouts by most print spoolers (see spool). Typically includes user or account ID information in very large character-graphics capitals. Also called a 'burst page', because it indicates where to burst (tear apart) fanfold paper to separate one user's printout from the next. 2. A similar printout generated (typically on multiple pages of fan-fold paper) from user-specified text, e.g., by a program such as UNIX's 'banner(1,6)'. 3. On interactive software, a first screen containing a logo and/or author credits and/or a copyright notice.

## 1.145 bar

bar: /bar/ n. 1. The second metasyntactic variable, after foo and before baz. "Suppose we have two functions: FOO and BAR. FOO calls BAR...." 2. Often appended to foo to produce foobar.

## 1.146 bare metal

bare metal: n. 1. New computer hardware, unadorned with such snares and delusions as an operating system, an HLL, or even assembler. Commonly used in the phrase 'programming on the bare metal', which refers to the arduous work of bit bashing needed to create these basic tools for a new machine. Real bare-metal programming involves things like building boot proms and BIOS chips, implementing basic monitors used to test device drivers, and writing the assemblers that will be used to write the compiler back ends that will give the new machine a real development environment. 2. 'Programming on the bare metal' is also used to describe a style of hand-hacking that relies on bit-level peculiarities of a particular hardware design, esp. tricks for speed and space optimization that rely on crocks such as overlapping instructions (or, as in the famous case described in The Story of Mel, a Real Programmer (in Appendix A),

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interleaving of opcodes on a magnetic drum to minimize fetch delays due to the device's rotational latency). This sort of thing has become less common as the relative costs of programming time and machine resources have changed, but is still found in heavily constrained environments such as industrial embedded systems, and in the code of hackers who just can't let go of that low-level control. See Real Programmer.

In the world of personal computing, bare metal programming (especially in sense 1 but sometimes also in sense 2) is often considered a Good Thing, or at least a necessary evil (because these machines have often been sufficiently slow and poorly designed to make it necessary; see ill-behaved). There, the term usually refers to bypassing the BIOS or OS interface and writing the application to directly access device registers and machine addresses. "To get 19.2 kilobaud on the serial port, you need to get down to the bare metal." People who can do this sort of thing well are held in high regard.

### 1.147 barf

barf: /barf/ [from mainstream slang meaning 'vomit']  
1. interj. Term of disgust. This is the closest hackish equivalent of the Val\-speak "gag me with a spoon". (Like, ewwww!) See bletch. 2. vi. To say "Barf!" or emit some similar expression of disgust. "I showed him my latest hack and he barfed" means only that he complained about it, not that he literally vomited. 3. vi. To fail to work because of unacceptable input, perhaps with a suitable error message, perhaps not. Examples: "The division operation barfs if you try to divide by 0." (That is, the division operation checks for an attempt to divide by zero, and if one is encountered it causes the operation to fail in some unspecified, but generally obvious, manner.) "The text editor barfs if you try to read in a new file before writing out the old one." See choke, gag. In Commonwealth Hackish, 'barf' is generally replaced by 'puke' or 'vom'. barf is sometimes also used as a metasyntactic variable, like foo or bar.

### 1.148 barfmail

barfmail: n. Multiple bounce messages accumulating to the level of serious annoyance, or worse. The sort of thing that happens when an inter-network mail gateway goes down or wonky.

### 1.149 barfulation

barfulatation: /bar'fyoo-lay'sh\*n/ interj. Variation of barf used around the Stanford area. An exclamation, expressing disgust. On seeing some particularly bad code one might exclaim, "Barfulatation! Who wrote this, Quux?"

### 1.150 barfulous

barfulous: /bar'fyoo-l\*s/ adj. (alt. 'barfucious', /bar-fyoo-sh\*s/) Said of something that would make anyone barf, if only for esthetic reasons.

### 1.151 barney

barney: n. In Commonwealth hackish, 'barney' is to fred (sense #1) as bar is to foo. That is, people who commonly use 'fred' as their first metasyntactic variable will often use 'barney' second. The reference is, of course, to Fred Flintstone and Barney Rubble in the Flintstones cartoons.

### 1.152 baroque

baroque: adj. Feature-encrusted; complex; gaudy; verging on excessive. Said of hardware or (esp.) software designs, this has many of the connotations of elephantine or monstrosity but is less extreme and not pejorative in itself. "Metafont even has features to introduce random variations to its letterform output. Now \*that\* is baroque!" See also rococo.

### 1.153 BASIC

BASIC: [acronym, from Beginner's All-purpose Symbolic Instruction Code] n. A programming language, originally designed for Dartmouth's experimental timesharing system in the early 1960s, which has since become the leading cause of brain-damage in proto-hackers. This is another case (like Pascal) of the cascading lossage that happens when a language deliberately designed as an educational toy gets taken too seriously. A novice can write short BASIC programs (on the order of 10--20 lines) very easily; writing anything longer is (a) very painful, and (b) encourages bad habits that will make it harder to use more powerful languages well. This wouldn't be so bad if historical accidents hadn't made BASIC so common on low-end micros. As it is, it ruins thousands of potential wizards a year.

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## 1.154 batch

batch: adj. 1. Non-interactive. Hackers use this somewhat more loosely than the traditional technical definitions justify; in particular, switches on a normally interactive program that prepare it to receive non-interactive command input are often referred to as 'batch mode' switches. A 'batch file' is a series of instructions written to be handed to an interactive program running in batch mode. 2. Performance of dreary tasks all at one sitting. "I finally sat down in batch mode and wrote out checks for all those bills; I guess they'll turn the electricity back on next week..." 3. 'batching up': Accumulation of a number of small tasks that can be lumped together for greater efficiency. "I'm batching up those letters to send sometime" "I'm batching up bottles to take to the recycling center."

## 1.155 bathtub curve

bathtub curve: n. Common term for the curve (resembling an end-to-end section of one of those claw-footed antique bathtubs) that describes the expected failure rate of electronics with time: initially high, dropping to near 0 for most of the system's lifetime, then rising again as it 'tires out'. See also burn-in period, infant mortality.

## 1.156 baud

baud: /bawd/ [simplified from its technical meaning] n. Bits per second. Hence kilobaud or Kbaud, thousands of bits per second. The technical meaning is 'level transitions per second'; this coincides with bps only for two-level modulation with no framing or stop bits. Most hackers are aware of these nuances but blithely ignore them.

Historical note: 'baud' was originally a unit of telegraph signalling speed, set at one pulse per second. It was proposed at the International Telegraph Conference of 1927, and named after J.M.E. Baudot (1845--1903), the French engineer who constructed the first successful teleprinter.

## 1.157 baud barf

baud barf: /bawd barf/ n. The garbage one gets on the monitor when using a modem connection with some protocol setting (esp. line speed) incorrect, or when someone picks up a voice extension on the same line, or when really bad line noise disrupts the

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connection. Baud barf is not completely random, by the way; hackers with a lot of serial-line experience can usually tell whether the device at the other end is expecting a higher or lower speed than the terminal is set to. \*Really\* experienced ones can identify particular speeds.

## 1.158 baz

baz: /baz/ n. 1. The third metasyntactic variable "Suppose we have three functions: FOO, BAR, and BAZ. FOO calls BAR, which calls BAZ...." (See also fum) 2. interj. A term of mild annoyance. In this usage the term is often drawn out for 2 or 3 seconds, producing an effect not unlike the bleating of a sheep; /baaaaaaz/. 3. Occasionally appended to foo to produce 'foobaz'.

Earlier versions of this lexicon derived 'baz' as a Stanford corruption of bar. However, Pete Samson (compiler of the TMRC lexicon) reports it was already current when he joined TMRC in 1958. He says "It came from "Pogo". Albert the Alligator, when vexed or outraged, would shout 'Bazz Fazz!' or 'Rowrbazzle!' The club layout was said to model the (mythical) New England counties of Rowrfolk and Bassex (Rowrbazzle mingled with (Norfolk/Suffolk/Middlesex/Essex))."

## 1.159 bboard

bboard: /bee'bord/ [contraction of 'bulletin board'] n.  
1. Any electronic bulletin board; esp. used of BBS systems running on personal micros, less frequently of a USENET newsgroup (in fact, use of this term for a newsgroup generally marks one either as a newbie fresh in from the BBS world or as a real old-timer predating USENET). 2. At CMU and other colleges with similar facilities, refers to campus-wide electronic bulletin boards. 3. The term 'physical bboard' is sometimes used to refer to an old-fashioned, non-electronic cork-and-thumbtack memo board. At CMU, it refers to a particular one outside the CS Lounge.

In either of senses 1 or 2, the term is usually prefixed by the name of the intended board ('the Moonlight Casino bboard' or 'market bboard'); however, if the context is clear, the better-read bboards may be referred to by name alone, as in (at CMU) "Don't post for-sale ads on general".

## 1.160 BBS

BBS: /B-B-S/ [abbreviation, 'Bulletin Board System'] n. An electronic bulletin board system; that is, a message database where people can log in and leave broadcast messages for others grouped (typically) into topic groups. Thousands of local BBS systems are in operation throughout the U.S., typically run by amateurs for fun out of their homes on MS-DOS boxes with a single modem line each. Fans of USENET and Internet or the big commercial timesharing bboards such as CompuServe and GENie tend to consider local BBSes the low-rent district of the hacker culture, but they serve a valuable function by knitting together lots of hackers and users in the personal-micro world who would otherwise be unable to exchange code at all. See also bboard.

### 1.161 beam

beam: [from Star Trek Classic's "Beam me up, Scotty!"] vt. To transfer softcopy of a file electronically; most often in combining forms such as 'beam me a copy' or 'beam that over to his site'. Compare blast, snarf, BLT.

### 1.162 beanie key

beanie key: [Mac users] n. See command key.

### 1.163 beep

beep: n., v. Syn. feep. This term seems to be preferred among micro hobbyists.

### 1.164 beige toaster

beige toaster: n. A Macintosh. See toaster; compare Macintrash, maggotbox.

### 1.165 bells and whistles

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bells and whistles: [by analogy with the toyboxes on theater organs] n. Features added to a program or system to make it more flavorful from a hacker's point of view, without necessarily adding to its utility for its primary function. Distinguished from chrome, which is intended to attract users. "Now that we've got the basic program working, let's go back and add some bells and whistles." No one seems to know what distinguishes a bell from a whistle.

## 1.166 bells, whistles, and gongs

bells, whistles, and gongs: n. A standard elaborated form of bells and whistles; typically said with a pronounced and ironic accent on the 'gongs'.

## 1.167 benchmark

benchmark: [techspeak] n. An inaccurate measure of computer performance. "In the computer industry, there are three kinds of lies: lies, damn lies, and benchmarks." Well-known ones include Whetstone, Dhrystone, Rhealstone (see h), the Gabriel LISP benchmarks (see gabriel), the SPECmark suite, and LINPACK. See also machoflops, MIPS, smoke and mirrors.

## 1.168 Berkeley Quality Software

Berkeley Quality Software: adj. (often abbreviated 'BQS') Term used in a pejorative sense to refer to software that was apparently created by rather spaced-out hackers late at night to solve some unique problem. It usually has nonexistent, incomplete, or incorrect documentation, has been tested on at least two examples, and core dumps when anyone else attempts to use it. This term was frequently applied to early versions of the 'dbx(1)' debugger. See also Berzerkeley.

Note to British and Commonwealth readers: that's /berk'lee/, not /bark'lee/ as in British Received Pronunciation.

## 1.169 berklix

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berklix: /berk'liks/ n.,adj. [contraction of 'Berkeley UNIX'] See BSD. Not used at Berkeley itself. May be more common among suits attempting to sound like cognoscenti than among hackers, who usually just say 'BSD'.

## 1.170 Berzerkeley

Berzerkeley: /b\**r*-zer'klee/ [from 'berserk', via the name of a now-deceased record label] n. Humorous distortion of 'Berkeley' used esp. to refer to the practices or products of the BSD UNIX hackers. See software bloat, Missed'em-five, Berkeley Quality Software.

Mainstream use of this term in reference to the cultural and political peculiarities of UC Berkeley as a whole has been reported from as far back as the 1960s.

## 1.171 beta

beta: /bay't\*/ , /be't\*/ or (Commonwealth) /bee't\*/ n.

1. Mostly working, but still under test; usu. used with 'in': 'in beta'. In the Real World, systems (hardware or software) software often go through two stages of release testing: Alpha (in-house) and Beta (out-house?). Beta releases are generally made to a small number of lucky (or unlucky), trusted customers.
2. Anything that is new and experimental. "His girlfriend is in beta" means that he is still testing for compatibility and reserving judgment.
3. Flaky; dubious; suspect (since beta software is notoriously buggy).

Historical note: More formally, to beta-test is to test a pre-release (potentially unreliable) version of a piece of software by making it available to selected customers and users. This term derives from early 1960s terminology for product cycle checkpoints, first used at IBM but later standard throughout the industry. 'Alpha Test' was the unit, module, or component test phase; 'Beta Test' was initial system test. These themselves came from earlier A- and B-tests for hardware. The A-test was a feasibility and manufacturability evaluation done before any commitment to design and development. The B-test was a demonstration that the engineering model functioned as specified. The C-test (corresponding to today's beta) was the B-test performed on early samples of the production design.

## 1.172 BFI

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BFI: /B-F-I/ n. See brute force and ignorance. Also encountered in the variants 'BFMI', 'brute force and \*massive\* ignorance' and 'BFBI' 'brute force and bloody ignorance'.

### 1.173 bible

bible: n. 1. One of a small number of fundamental source books such as Knuth and K&R. 2. The most detailed and authoritative reference for a particular language, operating system, or other complex software system.

### 1.174 BiCapitalization

BiCapitalization: n. The act said to have been performed on trademarks (such as PostScript, NeXT, NeWS, VisiCalc, FrameMaker, TK!solver, EasyWriter) that have been raised above the ruck of common coinage by nonstandard capitalization. Too many marketroid types think this sort of thing is really cute, even the 2,317th time they do it. Compare studlycaps.

### 1.175 BIFF

BIFF: /bif/ [USENET] n. The most famous pseudo, and the prototypical newbie. Articles from BIFF are characterized by all uppercase letters sprinkled liberally with bangs, typos, 'cute' misspellings (EVRY BUDY LUVS GOOD OLD BIFF CUZ HE"S A K00L DOOD AN HE RITES REEL AWESUM THINGZ IN CAPITULL LETTRS LIKE THIS!!!), use (and often misuse) of fragments of talk mode abbreviations, a long sig block (sometimes even a doubled sig), and unbounded naivet'e. BIFF posts articles using his elder brother's VIC-20. BIFF's location is a mystery, as his articles appear to come from a variety of sites. However, BITNET seems to be the most frequent origin. The theory that BIFF is a denizen of BITNET is supported by BIFF's (unfortunately invalid) electronic mail address: BIFF@BIT.NET.

[1993: Now It Can Be Told! My spies inform me that BIFF was originally created by Joe Talmadge <jat@cup.hp.com>, also the author of the infamous and much-plagiarized "Flamer's Bible". The BIFF filter he wrote was later passed to Richard Sexton, who posted BIFFisms much more widely. Versions have since been posted for the amusement of the net at large. --- ESR]

## 1.176 biff

biff: /bif/ vt. To notify someone of incoming mail. From the BSD utility 'biff(1)', which was in turn named after a friendly golden Labrador who used to chase frisbees in the halls at UCB while 4.2BSD was in development (it had a well-known habit of barking whenever the mailman came). No relation to BIFF.

## 1.177 Big Gray Wall

Big Gray Wall: n. What faces a VMS user searching for documentation. A full VMS kit comes on a pallet, the documentation taking up around 15 feet of shelf space before the addition of layered products such as compilers, databases, multivendor networking, and programming tools. Recent (since VMS version 5) DEC documentation comes with gray binders; under VMS version 4 the binders were orange ('big orange wall'), and under version 3 they were blue. See VMS. Often contracted to 'Gray Wall'.

## 1.178 big iron

big iron: n. Large, expensive, ultra-fast computers. Used generally of number-crunching supercomputers such as Crays, but can include more conventional big commercial IBMish mainframes. Term of approval; compare heavy metal, oppose dinosaur.

## 1.179 Big Red Switch

Big Red Switch: [IBM] n. The power switch on a computer, esp. the 'Emergency Pull' switch on an IBM mainframe or the power switch on an IBM PC where it really is large and red. "This !@%\$% bitty box is hung again; time to hit the Big Red Switch." Sources at IBM report that, in tune with the company's passion for TLAs, this is often abbreviated as 'BRS' (this has also become established on FidoNet and in the PC clone world). It is alleged that the emergency pull switch on an IBM 360/91 actually fired a non-conducting bolt into the main power feed; the BRSeS on more recent mainframes physically drop a block into place so that they can't be pushed back in. People get fired for pulling them, especially inappropriately (see also molly-guard). Compare power cycle, three-finger salute, 120 reset; see also scram switch.

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## 1.180 Big Room, the

Big Room, the: n. The extremely large room with the blue ceiling and intensely bright light (during the day) or black ceiling with lots of tiny night-lights (during the night) found outside all computer installations. "He can't come to the phone right now, he's somewhere out in the Big Room."

## 1.181 big win

big win: n. Serendipity. "Yes, those two physicists discovered high-temperature superconductivity in a batch of ceramic that had been prepared incorrectly according to their experimental schedule. Small mistake; big win!" See win big.

## 1.182 big-endian

big-endian: [From Swift's "Gulliver's Travels" via the famous paper "On Holy Wars and a Plea for Peace" by Danny Cohen, USC/ISI IEN 137, dated April 1, 1980] adj. 1. Describes a computer architecture in which, within a given multi-byte numeric representation, the most significant byte has the lowest address (the word is stored 'big-end-first'). Most processors, including the IBM 370 family, the PDP-10, the Motorola microprocessor families, and most of the various RISC designs current in mid-1993, are big-endian. See little-endian, middle-endian, NUXI problem, swab. 2. An Internet address the wrong way round. Most of the world follows the Internet standard and writes email addresses starting with the name of the computer and ending up with the name of the country. In the U.K. the Joint Networking Team had decided to do it the other way round before the Internet domain standard was established; e.g., me@uk.ac.wigan.cs. Most gateway sites have ad-hockery in their mailers to handle this, but can still be confused. In particular, the address above could be in the U.K. (domain uk) or Czechoslovakia (domain cs).

## 1.183 bignum

bignum: /big'nuhm/ [orig. from MIT MacLISP] n. 1. [techspeak] A multiple-precision computer representation for very large integers. 2. More generally, any very large number. "Have you ever looked at the United States Budget? There's bignums for you!" 3. [Stanford] In backgammon, large numbers on the dice especially a roll of double fives or double sixes (compare moby, sense 4). See also El Camino Bignum.

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Sense 1 may require some explanation. Most computer languages provide a kind of data called 'integer', but such computer integers are usually very limited in size; usually they must be smaller than  $2^{(31)}$  (2,147,483,648) or (on a bitty box)  $2^{(15)}$  (32,768). If you want to work with numbers larger than that, you have to use floating-point numbers, which are usually accurate to only six or seven decimal places. Computer languages that provide bignums can perform exact calculations on very large numbers, such as 1000! (the factorial of 1000, which is 1000 times 999 times 998 times ... times 2 times 1). For example, this value for 1000! was computed by the MacLISP system using bignums:

```
40238726007709377354370243392300398571937486421071
46325437999104299385123986290205920442084869694048
00479988610197196058631666872994808558901323829669
94459099742450408707375991882362772718873251977950
59509952761208749754624970436014182780946464962910
56393887437886487337119181045825783647849977012476
63288983595573543251318532395846307555740911426241
74743493475534286465766116677973966688202912073791
43853719588249808126867838374559731746136085379534
52422158659320192809087829730843139284440328123155
86110369768013573042161687476096758713483120254785
89320767169132448426236131412508780208000261683151
02734182797770478463586817016436502415369139828126
48102130927612448963599287051149649754199093422215
66832572080821333186116811553615836546984046708975
60290095053761647584772842188967964624494516076535
34081989013854424879849599533191017233555566021394
50399736280750137837615307127761926849034352625200
01588853514733161170210396817592151090778801939317
81141945452572238655414610628921879602238389714760
88506276862967146674697562911234082439208160153780
88989396451826324367161676217916890977991190375403
12746222899880051954444142820121873617459926429565
81746628302955570299024324153181617210465832036786
90611726015878352075151628422554026517048330422614
39742869330616908979684825901254583271682264580665
26769958652682272807075781391858178889652208164348
34482599326604336766017699961283186078838615027946
59551311565520360939881806121385586003014356945272
24206344631797460594682573103790084024432438465657
24501440282188525247093519062092902313649327349756
55139587205596542287497740114133469627154228458623
77387538230483865688976461927383814900140767310446
64025989949022222176590433990188601856652648506179
97023561938970178600408118897299183110211712298459
01641921068884387121855646124960798722908519296819
37238864261483965738229112312502418664935314397013
74285319266498753372189406942814341185201580141233
44828015051399694290153483077644569099073152433278
28826986460278986432113908350621709500259738986355
42771967428222487575867657523442202075736305694988
25087968928162753848863396909959826280956121450994
87170124451646126037902930912088908694202851064018
```



[illegible]

**1.184 bigot**

bigot: n. A person who is religiously attached to a particular computer, language, operating system, editor, or other tool (see religious issues). Usually found with a specifier; thus, 'cray bigot', 'ITS bigot', 'APL bigot', 'VMS bigot', 'Berkeley bigot'. Real bigots can be distinguished from mere partisans or zealots by the fact that they refuse to learn alternatives even when the march of time and/or technology is threatening to obsolete the favored tool. It is truly said "You can tell a bigot, but you can't tell him much." Compare weenie.

**1.185 bit**

bit: [from the mainstream meaning and 'Binary digIT'] n.

1. [techspeak] The unit of information; the amount of information obtained by asking a yes-or-no question for which the two outcomes are equally probable.
2. [techspeak] A computational quantity that can take on one of two values, such as true and false or 0 and 1.
3. A mental flag: a reminder that something should be done eventually. "I have a bit set for you." (I haven't seen you for a while, and I'm supposed to tell or ask you something.)
4. More generally, a (possibly incorrect) mental state of belief. "I have a bit set that says that you were the last guy to hack on EMACS." (Meaning "I think you were the last guy to hack on EMACS, and what I am about to say is predicated on this, so please stop me if this isn't true.")

"I just need one bit from you" is a polite way of indicating that you intend only a short interruption for a question that can presumably be answered yes or no.

A bit is said to be 'set' if its value is true or 1, and 'reset' or 'clear' if its value is false or 0. One speaks of setting and clearing bits. To toggle or 'invert' a bit is to change it, either from 0 to 1 or from 1 to 0. See also [flag](#), [trit](#), [mode bit](#).

The term 'bit' first appeared in print in the computer-science

sense in 1949, and seems to have been coined by early computer scientist John Tukey. Tukey records that it evolved over a lunch table as a handier alternative to 'bigit' or 'binit'.

## 1.186 bit bang

bit bang: n. Transmission of data on a serial line, when accomplished by rapidly tweaking a single output bit, in software, at the appropriate times. The technique is a simple loop with eight OUT and SHIFT instruction pairs for each byte. Input is more interesting. And full duplex (doing input and output at the same time) is one way to separate the real hackers from the wannabees.

Bit bang was used on certain early models of Prime computers, presumably when UARTs were too expensive, and on archaic Z80 micros with a Zilog PIO but no SIO. In an interesting instance of the cycle of reincarnation, this technique is now (1991) coming back into use on some RISC architectures because it consumes such an infinitesimal part of the processor that it actually makes sense not to have a UART.

## 1.187 bit bashing

bit bashing: n. (alt. 'bit diddling' or bit twiddling) Term used to describe any of several kinds of low-level programming characterized by manipulation of bit, flag, nybble, and other smaller-than-character-sized pieces of data; these include low-level device control, encryption algorithms, checksum and error-correcting codes, hash functions, some flavors of graphics programming (see bitblt), and assembler/compiler code generation. May connote either tedium or a real technical challenge (more usually the former). "The command decoding for the new tape driver looks pretty solid but the bit-bashing for the control registers still has bugs." See also bit bang, mode bit.

## 1.188 bit bucket

bit bucket: n. 1. The universal data sink (originally, the mythical receptacle used to catch bits when they fall off the end of a register during a shift instruction). Discarded, lost, or destroyed data is said to have 'gone to the bit bucket'. On UNIX, often used for /dev/null. Sometimes amplified as 'the Great Bit Bucket in the Sky'. 2. The place where all lost mail and news messages eventually go. The selection is performed according to Finagle's Law; important mail is much more likely

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to end up in the bit bucket than junk mail, which has an almost 100% probability of getting delivered. Routing to the bit bucket is automatically performed by mail-transfer agents, news systems, and the lower layers of the network. 3. The ideal location for all unwanted mail responses: "Flames about this article to the bit bucket." Such a request is guaranteed to overflow one's mailbox with flames. 4. Excuse for all mail that has not been sent. "I mailed you those figures last week; they must have landed in the bit bucket." Compare black hole.

This term is used purely in jest. It is based on the fanciful notion that bits are objects that are not destroyed but only misplaced. This appears to have been a mutation of an earlier term 'bit box', about which the same legend was current; old-time hackers also report that trainees used to be told that when the CPU stored bits into memory it was actually pulling them 'out of the bit box'. See also chad box.

Another variant of this legend has it that, as a consequence of the 'parity preservation law', the number of 1 bits that go to the bit bucket must equal the number of 0 bits. Any imbalance results in bits filling up the bit bucket. A qualified computer technician can empty a full bit bucket as part of scheduled maintenance.

## 1.189 bit decay

bit decay: n. See bit rot. People with a physics background tend to prefer this variant for the analogy with particle decay. See also computron, quantum bogodynamics.

## 1.190 bit rot

bit rot: n. Also bit decay. Hypothetical disease the existence of which has been deduced from the observation that unused programs or features will often stop working after sufficient time has passed, even if 'nothing has changed'. The theory explains that bits decay as if they were radioactive. As time passes, the contents of a file or the code in a program will become increasingly garbled.

There actually are physical processes that produce such effects (alpha particles generated by trace radionuclides in ceramic chip packages, for example, can change the contents of a computer memory unpredictably, and various kinds of subtle media failures can corrupt files in mass storage), but they are quite rare (and computers are built with error-detecting circuitry to compensate for them). The notion long favored among hackers that cosmic rays are among the causes of such events turns out to be a myth; see the cosmic rays entry for details.

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The term software rot is almost synonymous. Software rot is the effect, bit rot the notional cause.

## 1.191 bit twiddling

bit twiddling: n. 1. (pejorative) An exercise in tuning (see tune) in which incredible amounts of time and effort go to produce little noticeable improvement, often with the result that the code becomes incomprehensible. 2. Aimless small modification to a program, esp. for some pointless goal. 3. Approx. syn. for bit bashing; esp. used for the act of frobbing the device control register of a peripheral in an attempt to get it back to a known state.

## 1.192 bit-paired keyboard

bit-paired keyboard: n. obs. (alt. 'bit-shift keyboard') A non-standard keyboard layout that seems to have originated with the Teletype ASR-33 and remained common for several years on early computer equipment. The ASR-33 was a mechanical device (see EOU), so the only way to generate the character codes from keystrokes was by some physical linkage. The design of the ASR-33 assigned each character key a basic pattern that could be modified by flipping bits if the SHIFT or the CTRL key was pressed. In order to avoid making the thing more of a Rube Goldberg kluge than it already was, the design had to group characters that shared the same basic bit pattern on one key.

Looking at the ASCII chart, we find:

high	low	bits
bits	0000	0001 0010 0011 0100 0101 0110 0111 1000 1001
010		! " # \$ % & ' ( )
011	0	1 2 3 4 5 6 7 8 9

This is why the characters !"# \$%&'() appear where they do on a Teletype (thankfully, they didn't use shift-0 for space). This was \*not\* the weirdest variant of the QWERTY layout widely seen, by the way; that prize should probably go to one of several (differing) arrangements on IBM's even clunkier 026 and 029 card punches.

When electronic terminals became popular, in the early 1970s, there was no agreement in the industry over how the keyboards should be laid out. Some vendors opted to emulate the Teletype keyboard, while others used the flexibility of electronic circuitry to make their product look like an office typewriter. These alternatives became known as 'bit-paired' and 'typewriter-paired' keyboards. To a hacker, the bit-paired keyboard seemed far more logical --- and because most hackers in those days had never learned to touch-type,

there was little pressure from the pioneering users to adapt keyboards to the typewriter standard.

The doom of the bit-paired keyboard was the large-scale introduction of the computer terminal into the normal office environment, where out-and-out technophobes were expected to use the equipment. The 'typewriter-paired' standard became universal, 'bit-paired' hardware was quickly junked or relegated to dusty corners, and both terms passed into disuse.

### 1.193 bitblt

bitblt: /bit'blit/ n. [from BLT, q.v.] 1. Any of a family of closely related algorithms for moving and copying rectangles of bits between main and display memory on a bit-mapped device, or between two areas of either main or display memory (the requirement to do the Right Thing in the case of overlapping source and destination rectangles is what makes BitBlit tricky). 2. Synonym for blit or BLT. Both uses are borderline techspeak.

### 1.194 BITNET

BITNET: /bit'net/ [acronym: Because It's Time NETwork] n. Everybody's least favorite piece of the network (see network, the). The BITNET hosts are a collection of IBM dinosaurs and VAXen (the latter with lobotomized comm hardware) that communicate using 80-character EBCDIC card images (see eighty-column mind); thus, they tend to mangle the headers and text of third-party traffic from the rest of the ASCII/RFC-822 world with annoying regularity. BITNET is also notorious as the apparent home of BIFF.

### 1.195 bits

bits: n.pl. 1. Information. Examples: "I need some bits about file formats." ("I need to know about file formats.") Compare core dump, sense 4. 2. Machine-readable representation of a document, specifically as contrasted with paper: "I have only a photocopy of the Jargon File; does anyone know where I can get the bits?". See softcopy, source of all good bits See also bit.

### 1.196 bitty box

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bitty box: /bit'ee boks/ n. 1. A computer sufficiently small, primitive, or incapable as to cause a hacker acute claustrophobia at the thought of developing software on or for it. Especially used of small, obsolescent, single-tasking-only personal machines such as the Atari 800, Osborne, Sinclair, VIC-20, TRS-80, or IBM PC. 2. [Pejorative] More generally, the opposite of 'real computer' (see Get a real computer!). See also mess-dos, toaster, and toy.

### 1.197 bixie

bixie: /bik'see/ n. Variant emoticons used on BIX (the Byte Information eXchange). The smiley bixie is <@\_@>, apparently intending to represent two cartoon eyes and a mouth. A few others have been reported.

### 1.198 black art

black art: n. A collection of arcane, unpublished, and (by implication) mostly ad-hoc techniques developed for a particular application or systems area (compare black magic). VLSI design and compiler code optimization were (in their beginnings) considered classic examples of black art; as theory developed they became deep magic, and once standard textbooks had been written, became merely heavy wizardry. The huge proliferation of formal and informal channels for spreading around new computer-related technologies during the last twenty years has made both the term 'black art' and what it describes less common than formerly. See also voodoo programming.

### 1.199 black hole

black hole: n. What a piece of email or netnews has fallen into if it disappears mysteriously between its origin and destination sites (that is, without returning a bounce message). "I think there's a black hole at foovax!" conveys suspicion that site foovax has been dropping a lot of stuff on the floor lately (see drop on the floor). The implied metaphor of email as interstellar travel is interesting in itself. Compare bit bucket.

### 1.200 black magic

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black magic: n. A technique that works, though nobody really understands why. More obscure than voodoo programming, which may be done by cookbook. Compare also black art, deep magic, and magic number (sense 2).

## 1.201 blargh

blargh: /blarg/ [MIT] n. The opposite of ping, sense 5; an exclamation indicating that one has absorbed or is emitting a quantum of unhappiness. Less common than ping.

## 1.202 blast

blast: 1. vt.,n. Synonym for BLT, used esp. for large data sends over a network or comm line. Opposite of snarf. Usage: uncommon. The variant 'blat' has been reported. 2. vt. [HP/Apollo] Synonymous with nuke (sense 3). Sometimes the message 'Unable to kill all processes. Blast them (y/n)?' would appear in the command window upon logout.

## 1.203 blat

blat: n. 1. Syn. blast, sense 1. 2. See thud.

## 1.204 blech

blech: /blech/ [from Yiddish/German 'brechen', to vomit, poss. via comic-strip exclamation 'blech'] interj. Term of disgust. Often used in "Ugh, blech". Compare barf.

## 1.205 bletcherous

bletcherous: /blech'\*-r\*s/ adj. Disgusting in design or function; esthetically unappealing. This word is seldom used of people. "This keyboard is bletcherous!" (Perhaps the keys don't work very well, or are misplaced.) See losing, cretinous, bagbiting, bogus, and random. The term bletcherous applies to the esthetics of the thing so described; similarly for cretinous. By contrast, something

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that is 'losing' or 'bagbiting' may be failing to meet objective criteria. See also bogus and random, which have richer and wider shades of meaning than any of the above.

## 1.206 blinkenlights

blinkenlights: /blink'\*n-li:tz/ n. Front-panel diagnostic lights on a computer, esp. a dinosaur. Derives from the last word of the famous blackletter-Gothic sign in mangled pseudo-German that once graced about half the computer rooms in the English-speaking world. One version ran in its entirety as follows:

ACHTUNG! ALLES LOOKENSPEEPERS! Das computermachine ist nicht fuer gefingerpoken und mittengrabben. Ist easy schnappen der springenwerk, blowenfusen und poppencorken mit spitzensparken. Ist nicht fuer gewerken bei das dumpkopfen. Das rubbernecken sichtseeren keepen das cotten-pickenen hans in das pockets muss; relaxen und watchen das blinkenlichten.

This silliness dates back at least as far as 1959 at Stanford University and had already gone international by the early 1960s, when it was reported at London University's ATLAS computing site. There are several variants of it in circulation, some of which actually do end with the word 'blinkenlights'.

In an amusing example of turnabout-is-fair-play, German hackers have developed their own versions of the blinkenlights poster in fractured English, one of which is reproduced here:

### ATTENTION

This room is fullfilled mit special electronische equipment. Fingergrabbing and pressing the cnoeppkes from the computers is allowed for die experts only! So all the "lefthanders" stay away and do not disturben the brainstorming von here working intelligencies. Otherwise you will be out thrown and kicked anderswhere! Also: please keep still and only watchen astauished the blinkenlights.

See also geef.

## 1.207 blit

blit: /blit/ vt. 1. To copy a large array of bits from one part of a computer's memory to another part, particularly when the memory is being used to determine what is shown on a display screen. "The storage allocator picks through the table and copies the good parts up into high memory, and then blits it all back down again." See bitblt, BLT, dd, cat, blast,

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snarf. More generally, to perform some operation (such as toggling) on a large array of bits while moving them. 2. Sometimes all-capitalized as 'BLIT': an early experimental bit-mapped terminal designed by Rob Pike at Bell Labs, later commercialized as the AT&T 5620. (The folk etymology from 'Bell Labs Intelligent Terminal' is incorrect. Its creators liked to claim that "Blit" stood for the Bacon, Lettuce, and Interactive Tomato.)

## 1.208 blitter

blitter: /blit'r/ n. A special-purpose chip or hardware system built to perform blit operations, esp. used for fast implementation of bit-mapped graphics. The Commodore Amiga and a few other micros have these, but in 1991 the trend is away from them (however, see cycle of reincarnation). Syn. raster blaster.

## 1.209 blivet

blivet: /bliv't/ [allegedly from a World War II military term meaning "ten pounds of manure in a five-pound bag"] n. 1. An intractable problem. 2. A crucial piece of hardware that can't be fixed or replaced if it breaks. 3. A tool that has been hacked over by so many incompetent programmers that it has become an unmaintainable tissue of hacks. 4. An out-of-control but unkillable development effort. 5. An embarrassing bug that pops up during a customer demo. 6. In the subjargon of computer security specialists, a denial-of-service attack performed by hogging limited resources that have no access controls (for example, shared spool space on a multi-user system).

This term has other meanings in other technical cultures; among experimental physicists and hardware engineers of various kinds it seems to mean any random object of unknown purpose (similar to hackish use of frob). It has also been used to describe an amusing trick-the-eye drawing resembling a three-pronged fork that appears to depict a three-dimensional object until one realizes that the parts fit together in an impossible way.

## 1.210 BLOB

BLOB: [acronym, Binary Large OBject] n. Used by database people to refer to any random large block of bits that needs to be stored in a database, such as a picture or sound file. The essential point about a BLOB is that it's an object that cannot be interpreted within the database itself.

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### 1.211 block

block: [from process scheduling terminology in OS theory] 1. vi. To delay or sit idle while waiting for something. "We're blocking until everyone gets here." Compare busy-wait. 2. 'block on' vt. To block, waiting for (something). "Lunch is blocked on Phil's arrival."

### 1.212 block transfer computations

block transfer computations: [from the television series "Dr. Who"] n. Computations so fiendishly subtle and complex that they could not be performed by machines. Used to refer to any task that should be expressible as an algorithm in theory, but isn't.

### 1.213 Bloggs Family, the

Bloggs Family, the: n. An imaginary family consisting of Fred and Mary Bloggs and their children. Used as a standard example in knowledge representation to show the difference between extensional and intensional objects. For example, every occurrence of "Fred Bloggs" is the same unique person, whereas occurrences of "person" may refer to different people. Members of the Bloggs family have been known to pop up in bizarre places such as the DEC Telephone Directory. Compare Mbogo, Dr. Fred.

### 1.214 blow an EPROM

blow an EPROM: /bloh \*n ee'prom/ v. (alt. 'blast an EPROM', 'burn an EPROM') To program a read-only memory, e.g. for use with an embedded system. This term arose because the programming process for the Programmable Read-Only Memories (PROMs) that preceded present-day Erasable Programmable Read-Only Memories (EPROMs) involved intentionally blowing tiny electrical fuses on the chip. The usage lives on (it's too vivid and expressive to discard) even though the write process on EPROMs is nondestructive.

### 1.215 blow away

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blow away: vt. To remove (files and directories) from permanent storage, generally by accident. "He reformatted the wrong partition and blew away last night's netnews." Oppose nuke.

## 1.216 blow out

blow out: [prob. from mining and tunneling jargon] vi. Of software, to fail spectacularly; almost as serious as crash and burn. See blow past, blow up, die horribly.

## 1.217 blow past

blow past: vt. To blow out despite a safeguard. "The server blew past the 5K reserve buffer."

## 1.218 blow up

blow up: vi. 1. [scientific computation] To become unstable. Suggests that the computation is diverging so rapidly that it will soon overflow or at least go nonlinear. 2. Syn. blow out.

## 1.219 BLT

BLT: /B-L-T/, /bl\*t/ or (rarely) /belt/ n.,vt. Synonym for blit. This is the original form of blit and the ancestor of bitblt. It referred to any large bit-field copy or move operation (one resource-intensive memory-shuffling operation done on pre-paged versions of ITS, WAITS, and TOPS-10 was sardonically referred to as 'The Big BLT'). The jargon usage has outlasted the PDP-10 BLock Transfer instruction from which BLT derives; nowadays, the assembler mnemonic BLT almost always means 'Branch if Less Than zero'.

## 1.220 Blue Book

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Blue Book: n. 1. Informal name for one of the three standard references on the page-layout and graphics-control language PostScript ("PostScript Language Tutorial and Cookbook", Adobe Systems, Addison-Wesley 1985, QA76.73.P67P68, ISBN 0-201-10179-3); the other three official guides are known as the Green Book, the Red Book, and the White Book (sense 2). 2. Informal name for one of the three standard references on Smalltalk: "Smalltalk-80: The Language and its Implementation", David Robson, Addison-Wesley 1983, QA76.8.S635G64, ISBN 0-201-11371-63 (this book also has green and red siblings). 3. Any of the 1988 standards issued by the CCITT's ninth plenary assembly. These include, among other things, the X.400 email spec and the Group 1 through 4 fax standards. See also book titles.

## 1.221 Blue Glue

Blue Glue: [IBM] n. IBM's SNA (Systems Network Architecture), an incredibly losing and bletcherous communications protocol widely favored at commercial shops that don't know any better. The official IBM definition is "that which binds blue boxes together." See fear and loathing. It may not be irrelevant that Blue Glue is the trade name of a 3M product that is commonly used to hold down the carpet squares to the removable panel floors common in dinosaur pens. A correspondent at U. Minn. reports that the CS department there has about 80 bottles of the stuff hanging about, so they often refer to any messy work to be done as 'using the blue glue'.

## 1.222 blue goo

blue goo: n. Term for 'police' nanobots intended to prevent gray goo, denature hazardous waste, destroy pollution, put ozone back into the stratosphere, prevent halitosis, and promote truth, justice, and the American way, etc. See nanotechnology.

## 1.223 blue wire

blue wire: [IBM] n. Patch wires added to circuit boards at the factory to correct design or fabrication problems. These may be necessary if there hasn't been time to design and qualify another board version. Compare purple wire, red wire, yellow wire.

## 1.224 blurgle

**blurgle:** /bler'gl/ [Great Britain] n. Spoken metasyntactic variable, to indicate some text that is obvious from context, or which is already known. If several words are to be replaced, blurgle may well be doubled or trebled. "To look for something in several files use 'grep string blurgle blurgle'." In each case, "blurgle blurgle" would be understood to be replaced by the file you wished to search. Compare mumble, sense 7.

## 1.225 BNF

**BNF:** /B-N-F/ n. 1. [techspeak] Acronym for 'Backus-Naur Form', a metasyntactic notation used to specify the syntax of programming languages, command sets, and the like. Widely used for language descriptions but seldom documented anywhere, so that it must usually be learned by osmosis from other hackers. Consider this BNF for a U.S. postal address:

```
<postal-address> ::= <name-part> <street-address> <zip-part>

<personal-part> ::= <name> | <initial> "."

<name-part> ::= <personal-part> <last-name> [<jr-part>] <EOL>
               | <personal-part> <name-part>

<street-address> ::= [<apt>] <house-num> <street-name> <EOL>

<zip-part> ::= <town-name> "," <state-code> <ZIP-code> <EOL>
```

This translates into English as: "A postal-address consists of a name-part, followed by a street-address part, followed by a zip-code part. A personal-part consists of either a first name or an initial followed by a dot. A name-part consists of either: a personal-part followed by a last name followed by an optional 'jr-part' (Jr., Sr., or dynastic number) and end-of-line, or a personal part followed by a name part (this rule illustrates the use of recursion in BNFs, covering the case of people who use multiple first and middle names and/or initials). A street address consists of an optional apartment specifier, followed by a street number, followed by a street name. A zip-part consists of a town-name, followed by a comma, followed by a state code, followed by a ZIP-code followed by an end-of-line." Note that many things (such as the format of a personal-part, apartment specifier, or ZIP-code) are left unspecified. These are presumed to be obvious from context or detailed somewhere nearby. See also parse.

2. Any of a number number of variants and extensions of BNF proper, possibly containing some or all of the regexp wildcards such as '\*' or '+'. In fact the example above isn't the pure form invented for the Algol-60 report; it uses '[]', which was introduced a few years later in IBM's PL/I definition but is now universally recognized.

3. In science-fiction fandom, a 'Big-Name Fan' (someone famous or notorious). Years ago a fan

started handing out black-on-green BNF buttons at SF conventions; this confused the hacker contingent terribly.

## 1.226 boa

boa: [IBM] n. Any one of the fat cables that lurk under the floor in a dinosaur pen. Possibly so called because they display a ferocious life of their own when you try to lay them straight and flat after they have been coiled for some time. It is rumored within IBM that channel cables for the 370 are limited to 200 feet because beyond that length the boas get dangerous --- and it is worth noting that one of the major cable makers uses the trademark 'Anaconda'.

## 1.227 board

board: n. 1. In-context synonym for bboard; sometimes used even for USENET newsgroups (but see usage note under bboard, sense 1). 2. An electronic circuit board.

## 1.228 boat anchor

boat anchor: n. 1. Like doorstep but more severe; implies that the offending hardware is irreversibly dead or useless. "That was a working motherboard once. One lightning strike later, instant boat anchor!" 2. A person who just takes up space. 3. Obsolete but still working hardware, especially when used of an old S100-bus hobbyist system; originally a term of annoyance, but became more and more affectionate as the hardware became more and more obsolete.

## 1.229 BOF

BOF: /B-O-F/ or /bof/ n. Abbreviation for the phrase "Birds Of a Feather" (flocking together), an informal discussion group and/or bull session scheduled on a conference program. It is not clear where or when this term originated, but it is now associated with the USENIX conferences for UNIX techies and was already established there by 1984. It was used earlier than that at DECUS conferences and is reported to have been common at SHARE meetings as far back as the early 1960s.

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## 1.230 bogo-sort

bogo-sort: /boh'goh-sort'/ n. (var. 'stupid-sort') The archetypical perversely awful algorithm (as opposed to bubble sort, which is merely the generic \*bad\* algorithm). Bogo-sort is equivalent to repeatedly throwing a deck of cards in the air, picking them up at random, and then testing whether they are in order. It serves as a sort of canonical example of awfulness. Looking at a program and seeing a dumb algorithm, one might say "Oh, I see, this program uses bogo-sort." Compare bogus, brute force, Lasherism.

## 1.231 bogometer

bogometer: /boh-gom'-\*t-er/ n. A notional instrument for measuring bogosity. Compare the 'wankometer' described in the wank entry; see also bogus.

## 1.232 bogon

bogon: /boh'gon/ [by analogy with proton/electron/neutron, but doubtless reinforced after 1980 by the similarity to Douglas Adams's 'Vogons'; see the Bibliography in Appendix C] n.  
 1. The elementary particle of bogosity (see quantum bogodynamics). For instance, "the Ethernet is emitting bogons again" means that it is broken or acting in an erratic or bogus fashion. 2. A query packet sent from a TCP/IP domain resolver to a root server, having the reply bit set instead of the query bit. 3. Any bogus or incorrectly formed packet sent on a network. 4. By synecdoche, used to refer to any bogus thing, as in "I'd like to go to lunch with you but I've got to go to the weekly staff bogon". 5. A person who is bogus or who says bogus things. This was historically the original usage, but has been overtaken by its derivative senses 1--4. See also bogosity, bogus; compare psyton, fat electrons, magic smoke.

The bogon has become the type case for a whole bestiary of nonce particle names, including the 'clutron' or 'cluon' (indivisible particle of cluefulness, obviously the antiparticle of the bogon) and the futon (elementary particle of randomness, or sometimes of lameness). These are not so much live usages in themselves as examples of a live meta-usage: that is, it has become a standard joke or linguistic maneuver to "explain" otherwise mysterious circumstances by inventing nonce particle names. And these imply nonce particle theories, with all their dignity or lack thereof (we might note parenthetically that this is a generalization from "(bogus particle) theories" to "bogus (particle theories)"!). Perhaps such particles are the modern-day equivalents of trolls and wood-nymphs as standard starting-points around which to construct explanatory myths. Of course, playing on an existing word (as in

the 'futon') yields additional flavor. Compare magic smoke.

### 1.233 bogon filter

bogon filter: /boh'gon fil'tr/ n. Any device, software or hardware, that limits or suppresses the flow and/or emission of bogons. "Engineering hacked a bogon filter between the Cray and the VAXen, and now we're getting fewer dropped packets." See also bogosity, bogus.

### 1.234 bogon flux

bogon flux: /boh'gon fluhks/ n. A measure of a supposed field of bogosity emitted by a speaker, measured by a bogometer; as a speaker starts to wander into increasing bogosity a listener might say "Warning, warning, bogon flux is rising". See quantum bogodynamics.

### 1.235 bogosity

bogosity: /boh-go's\*-tee/ n. 1. The degree to which something is bogus. At CMU, bogosity is measured with a bogometer; in a seminar, when a speaker says something bogus, a listener might raise his hand and say "My bogometer just triggered". More extremely, "You just pinned my bogometer" means you just said or did something so outrageously bogus that it is off the scale, pinning the bogometer needle at the highest possible reading (one might also say "You just redlined my bogometer"). The agreed-upon unit of bogosity is the microLenat. 2. The potential field generated by a bogon flux; see quantum bogodynamics. See also bogon flux, bogon filter, bogus.

### 1.236 bogotify

bogotify: /boh-go't\*-fi:/ vt. To make or become bogus. A program that has been changed so many times as to become completely disorganized has become bogotified. If you tighten a nut too hard and strip the threads on the bolt, the bolt has become bogotified and you had better not use it any more. This coinage led to the notional 'autobogotiphobia' defined as 'the fear of becoming bogotified'; but is not clear that the latter has ever been



'live' jargon rather than a self-conscious joke in jargon about jargon. See also bogosity, bogus.

## 1.237 bogue out

bogue out: /bohɡ owt/ vi. To become bogus, suddenly and unexpectedly. "His talk was relatively sane until somebody asked him a trick question; then he bogued out and did nothing but flame afterwards." See also bogosity, bogus.

## 1.238 bogus

bogus: adj. 1. Non-functional. "Your patches are bogus." 2. Useless. "OPCON is a bogus program." 3. False. "Your arguments are bogus." 4. Incorrect. "That algorithm is bogus." 5. Unbelievable. "You claim to have solved the halting problem for Turing Machines? That's totally bogus." 6. Silly. "Stop writing those bogus sagas."

Astrology is bogus. So is a bolt that is obviously about to break. So is someone who makes blatantly false claims to have solved a scientific problem. (This word seems to have some, but not all, of the connotations of random --- mostly the negative ones.)

It is claimed that 'bogus' was originally used in the hackish sense at Princeton in the late 1960s. It was spread to CMU and Yale by Michael Shamos, a migratory Princeton alumnus. A glossary of bogus words was compiled at Yale when the word was first popularized (see autobogotiphobia under bogotify). The word spread into hackerdom from CMU and MIT. By the early 1980s it was also current in something like the hackish sense in West Coast teen slang, and it had gone mainstream by 1985. A correspondent from Cambridge reports, by contrast, that these uses of 'bogus' grate on British nerves; in Britain the word means, rather specifically, 'counterfeit', as in "a bogus 10-pound note".

## 1.239 Bohr bug

Bohr bug: /bohr buhg/ [from quantum physics] n. A repeatable bug; one that manifests reliably under a possibly unknown but well-defined set of conditions. Antonym of heisenbug; see also mandelbug, schroedinbug.

## 1.240 boink

boink: /boyнк/ [USENET: variously ascribed to the TV series "Cheers" "Moonlighting", and "Soap"] 1. To have sex with; compare bounce, sense 3. (This is mainstream slang.) In Commonwealth hackish the variant 'bonk' is more common. 2. After the original Peter Korn 'Boinkon' USENET parties, used for almost any net social gathering, e.g., Miniboink, a small boink held by Nancy Gillett in 1988; Minniboink, a Boinkcon in Minnesota in 1989; Humpdayboinks, Wednesday get-togethers held in the San Francisco Bay Area. Compare @-party. 3. Var of 'bonk'; see bonk/oif.

## 1.241 bomb

bomb: 1. v. General synonym for crash (sense 1) except that it is not used as a noun; esp. used of software or OS failures. "Don't run Empire with less than 32K stack, it'll bomb." 2. n.,v. Atari ST and Macintosh equivalents of a UNIX 'panic' or Amiga guru (sense 2), in which icons of little black-powder bombs or mushroom clouds are displayed, indicating that the system has died. On the Mac, this may be accompanied by a decimal (or occasionally hexadecimal) number indicating what went wrong, similar to the Amiga guru meditation number. MS-DOS machines tend to get locked up in this situation.

## 1.242 bondage-and-discipline language

bondage-and-discipline language: A language (such as Pascal, Ada, APL, or Prolog) that, though ostensibly general-purpose, is designed so as to enforce an author's theory of 'right programming' even though said theory is demonstrably inadequate for systems hacking or even vanilla general-purpose programming. Often abbreviated 'B&D'; thus, one may speak of things "having the B&D nature". See Pascal; oppose languages of choice.

## 1.243 bonk/oif

bonk/oif: /bonк/, /oyf/ interj. In the MUD community, it has become traditional to express pique or censure by 'bonking' the offending person. Convention holds that one should acknowledge a bonk by saying 'oif!' and there is a myth to the effect that failing to do so upsets the cosmic bonk/oif balance, causing much trouble in the universe. Some MUDs have implemented special commands for bonking and oifing. See also talk mode.

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## 1.244 book titles

book titles:: There is a tradition in hackerdom of informally tagging important textbooks and standards documents with the dominant color of their covers or with some other conspicuous feature of the cover. Many of these are described in this lexicon under their own entries. See Aluminum Book, Blue Book, Cinderella Book, Devil Book, Dragon Book, Green Book, Orange Book, Pink-Shirt Book, Purple Book, Red Book, Silver Book, White Book, Wizard Book, Yellow Book, and bible; see also rainbow series.

## 1.245 boot

boot: [techspeak; from 'by one's bootstraps'] v.,n. To load and initialize the operating system on a machine. This usage is no longer jargon (having passed into techspeak) but has given rise to some derivatives that are still jargon.

The derivative 'reboot' implies that the machine hasn't been down for long, or that the boot is a bounce (sense 4) intended to clear some state of wedgitude. This is sometimes used of human thought processes, as in the following exchange: "You've lost me." "OK, reboot. Here's the theory...."

This term is also found in the variants 'cold boot' (from power-off condition) and 'warm boot' (with the CPU and all devices already powered up, as after a hardware reset or software crash).

Another variant: 'soft boot', reinitialization of only part of a system, under control of other software still running: "If you're running the mess-dos emulator, control-alt-insert will cause a soft-boot of the emulator, while leaving the rest of the system running."

Opposed to this there is 'hard boot', which connotes hostility towards or frustration with the machine being booted: "I'll have to hard-boot this losing Sun." "I recommend booting it hard." One often hard-boots by performing a power cycle.

Historical note: this term derives from 'bootstrap loader', a short program that was read in from cards or paper tape, or toggled in from the front panel switches. This program was always very short (great efforts were expended on making it short in order to minimize the labor and chance of error involved in toggling it in), but was just smart enough to read in a slightly more complex program (usually from a card or paper tape reader), to which it handed control; this program in turn was smart enough to read the application or operating system from a magnetic tape drive or disk drive. Thus, in successive steps, the computer 'pulled itself up by its bootstraps' to a useful operating state. Nowadays the

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bootstrap is usually found in ROM or EPROM, and reads the first stage in from a fixed location on the disk, called the 'boot block'. When this program gains control, it is powerful enough to load the actual OS and hand control over to it.

## 1.246 bottom feeder

bottom feeder: n. Syn. for slopsucker, derived from the fishermen's and naturalists' term for finny creatures who subsist on the primordial ooze.

## 1.247 bottom-up implementation

bottom-up implementation: n. Hackish opposite of the techspeak term 'top-down design'. It is now received wisdom in most programming cultures that it is best to design from higher levels of abstraction down to lower, specifying sequences of action in increasing detail until you get to actual code. Hackers often find (especially in exploratory designs that cannot be closely specified in advance) that it works best to \*build\* things in the opposite order, by writing and testing a clean set of primitive operations and then knitting them together.

## 1.248 bounce

bounce: v. 1. [perhaps by analogy to a bouncing check] An electronic mail message that is undeliverable and returns an error notification to the sender is said to 'bounce'. See also bounce message. 2. [Stanford] To play volleyball. The now-demolished D. C. Power Lab building used by the Stanford AI Lab in the 1970s had a volleyball court on the front lawn. From 5 P.M. to 7 P.M. was the scheduled maintenance time for the computer, so every afternoon at 5 would come over the intercom the cry: "Now hear this: bounce, bounce!", followed by Brian McCune loudly bouncing a volleyball on the floor outside the offices of known volleyballers. 3. To engage in sexual intercourse; prob. from the expression 'bouncing the mattress', but influenced by Roo's psychosexually loaded "Try bouncing me, Tigger!" from the "Winnie-the-Pooh" books. Compare boink. 4. To casually reboot a system in order to clear up a transient problem. Reported primarily among VMS users. 5. [VM/CMS programmers] \*Automatic\* warm-start of a machine after an error. "I logged on this morning and found it had bounced 7 times during the night" 6. [IBM] To power cycle a peripheral in order to reset it.

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## 1.249 bounce message

bounce message: [UNIX] n. Notification message returned to sender by a site unable to relay email to the intended Internet address recipient or the next link in a bang path (see bounce, sense 1). Reasons might include a nonexistent or misspelled username or a down relay site. Bounce messages can themselves fail, with occasionally ugly results; see sorcerer's apprentice mode and software laser. The terms 'bounce mail' and 'barfmail' are also common.

## 1.250 boustrophedon

boustrophedon: [from a Greek word for turning like an ox while plowing] n. An ancient method of writing using alternate left-to-right and right-to-left lines. This term is actually philologists' techspeak and typesetters' jargon. Erudite hackers use it for an optimization performed by some computer typesetting software and moving-head printers. The adverbial form 'boustrophedonically' is also found (hackers purely love constructions like this).

## 1.251 box

box: n. 1. A computer; esp. in the construction 'foo box' where foo is some functional qualifier, like 'graphics', or the name of an OS (thus, 'UNIX box', 'MS-DOS box', etc.) "We preprocess the data on UNIX boxes before handing it up to the mainframe." 2. [IBM] Without qualification but within an SNA-using site, this refers specifically to an IBM front-end processor or FEP /F-E-P/. An FEP is a small computer necessary to enable an IBM mainframe to communicate beyond the limits of the dinosaur pen. Typically used in expressions like the cry that goes up when an SNA network goes down: "Looks like the box has fallen over." (See fall over.) See also IBM, fear and loathing, fepped out, Blue Glue.

## 1.252 boxed comments

boxed comments: n. Comments (explanatory notes attached to program instructions) that occupy several lines by themselves; so called because in assembler and C code they are often surrounded by a box in a style something like this:

```
/******
```

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```

*
* This is a boxed comment in C style
*
*****/

```

Common variants of this style omit the asterisks in column 2 or add a matching row of asterisks closing the right side of the box. The sparest variant omits all but the comment delimiters themselves; the 'box' is implied. Oppose winged comments.

## 1.253 boxen

boxen: /bok'sn/ [by analogy with VAXen] pl.n. Fanciful plural of box often encountered in the phrase 'UNIX boxen', used to describe commodity UNIX hardware. The connotation is that any two UNIX boxen are interchangeable.

## 1.254 boxology

boxology: /bok-sol'\*-jee/ n. Syn. ASCII art. This term implies a more restricted domain, that of box-and-arrow drawings. "His report has a lot of boxology in it." Compare macrology.

## 1.255 bozotic

bozotic: /boh-zoh'tik/ or /boh-zo'tik/ [from the name of a TV clown even more losing than Ronald McDonald] adj. Resembling or having the quality of a bozo; that is, clownish, ludicrously wrong, unintentionally humorous. Compare wonky, demented. Note that the noun 'bozo' occurs in slang, but the mainstream adjectival form would be 'bozo-like' or (in New England) 'bozoish'.

## 1.256 BQS

BQS: /B-Q-S/ adj. Syn. Berkeley Quality Software.

## 1.257 brain dump

brain dump: n. The act of telling someone everything one knows about a particular topic or project. Typically used when someone is going to let a new party maintain a piece of code. Conceptually analogous to an operating system core dump in that it saves a lot of useful state before an exit. "You'll have to give me a brain dump on FOOBAR before you start your new job at HackerCorp." See core dump (sense 4). At Sun, this is also known as 'TOI' (transfer of information).

## 1.258 brain fart

brain fart: n. The actual result of a braino, as opposed to the mental glitch that is the braino itself. E.g., typing 'dir' on a UNIX box after a session with DOS.

## 1.259 brain-damaged

brain-damaged: 1. [generalization of 'Honeywell Brain Damage' (HBD), a theoretical disease invented to explain certain utter cretinisms in Honeywell Multics] adj. Obviously wrong; cretinous; demented. There is an implication that the person responsible must have suffered brain damage, because he should have known better. Calling something brain-damaged is really bad; it also implies it is unusable, and that its failure to work is due to poor design rather than some accident. "Only six monospace characters per file name? Now \*that's\* brain-damaged!" 2. [esp. in the Mac world] May refer to free demonstration software that has been deliberately crippled in some way so as not to compete with the commercial product it is intended to sell. Syn. crippleware.

## 1.260 brain-dead

brain-dead: adj. Brain-damaged in the extreme. It tends to imply terminal design failure rather than malfunction or simple stupidity. "This comm program doesn't know how to send a break --- how brain-dead!"

## 1.261 braino

braino: /bray'no/ n. Syn. for thinko. See also brain fart.

## 1.262 branch to Fishkill

branch to Fishkill: [IBM: from the location of one of the corporation's facilities] n. Any unexpected jump in a program that produces catastrophic or just plain weird results. See jump off into never-never land, hyperspace.

## 1.263 bread crumbs

bread crumbs: n. Debugging statements inserted into a program that emit output or log indicators of the program's state to a file so you can see where it dies or pin down the cause of surprising behavior. The term is probably a reference to the Hansel and Gretel story from the Brothers Grimm; in several variants, a character leaves a trail of bread crumbs so as not to get lost in the woods.

## 1.264 break

break: 1. vt. To cause to be broken (in any sense). "Your latest patch to the editor broke the paragraph commands." 2. v. (of a program) To stop temporarily, so that it may be debugged. The place where it stops is a 'breakpoint'. 3. [techspeak] vi. To send an RS-232 break (two character widths of line high) over a serial communication line. 4. [UNIX] vi. To strike whatever key currently causes the tty driver to send SIGINT to the current process. Normally, break (sense 3), delete or control-C does this. 5. 'break break' may be said to interrupt a conversation (this is an example of verb doubling). This usage comes from radio communications, which in turn probably came from landline telegraph/teleprinter usage, as badly abused in the Citizen's Band craze a few years ago.

## 1.265 break-even point

break-even point: n. in the process of implementing a new computer language, the point at which the language is sufficiently effective that one can implement the language in itself. That is, for a new language called, hypothetically, FOOGOL, one has reached break-even when one can write a demonstration compiler for FOOGOL in FOOGOL, discard the original implementation language, and thereafter use

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working versions of FOOGOL to develop newer ones. This is an important milestone; see MFTL.

[Since this entry was first written, several correspondents have reported that there actually was a compiler for a tiny Algol-like language called Foogol floating around on various vaxen in the early and mid-1980s. The above example may not, after all, be hypothetical. -- ESR]

## 1.266 breath-of-life packet

breath-of-life packet: [XEROX PARC] n. An Ethernet packet that contains bootstrap (see boot) code, periodically sent out from a working computer to infuse the 'breath of life' into any computer on the network that has happened to crash. Machines depending on such packets have sufficient hardware or firmware code to wait for (or request) such a packet during the reboot process. See also dickless workstation.

The notional 'kiss-of-death packet', with a function complementary to that of a breath-of-life packet, is recommended for dealing with hosts that consume too many network resources. Though 'kiss-of-death packet' is usually used in jest, there is at least one documented instance of an Internet subnet with limited address-table slots in a gateway machine in which such packets were routinely used to compete for slots, rather like Christmas shoppers competing for scarce parking spaces.

## 1.267 breedle

breedle: n. See feep.

## 1.268 bring X to its knees

bring X to its knees: v. To present a machine, operating system, piece of software, or algorithm with a load so extreme or pathological that it grinds to a halt. "To bring a MicroVAX to its knees, try twenty users running vi --- or four running EMACS." Compare hog.

## 1.269 brittle

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brittle: adj. Said of software that is functional but easily broken by changes in operating environment or configuration, or by any minor tweak to the software itself. Also, any system that responds inappropriately and disastrously to abnormal but expected external stimuli; e.g., a file system that is usually totally scrambled by a power failure is said to be brittle. This term is often used to describe the results of a research effort that were never intended to be robust, but it can be applied to commercially developed software, which displays the quality far more often than it ought to. Oppose robust.

### 1.270 broadcast storm

broadcast storm: n. An incorrect packet broadcast on a network that causes most hosts to respond all at once, typically with wrong answers that start the process over again. See network meltdown.

### 1.271 brochureware

brochureware: n. Planned but non-existent product like vaporware, but with the added implication that marketing is actively selling and promoting it (they've printed brochures). Brochureware is often deployed as a strategic weapon; the idea is to con customers into not committing to an existing product of the competition's. It is a safe bet that when a brochureware product finally becomes real, it will be more expensive than and inferior to the alternatives that had been available for years.

### 1.272 broken

broken: adj. 1. Not working properly (of programs). 2. Behaving strangely; especially (when used of people) exhibiting extreme depression.

### 1.273 broken arrow

broken arrow: [IBM] n. The error code displayed on line 25 of a 3270 terminal (or a PC emulating a 3270) for various kinds of protocol violations and "unexpected" error conditions (including connection to a down computer). On a PC, simulated with `'->/_'`, with the two center characters overstruck.

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Note: to appreciate this term fully, it helps to know that 'broken arrow' is also military jargon for an accident involving nuclear weapons....

## 1.274 broket

broket: /broh'k\*t/ or /broh'ket'/ [by analogy with 'bracket': a 'broken bracket'] n. Either of the characters '<' and '>', when used as paired enclosing delimiters. This word originated as a contraction of the phrase 'broken bracket', that is, a bracket that is bent in the middle. (At MIT, and apparently in the Real World as well, these are usually called angle brackets.)

## 1.275 Brooks's Law

Brooks's Law: prov. "Adding manpower to a late software project makes it later" --- a result of the fact that the expected advantage from splitting work among  $N$  programmers is  $O(N)$  (that is, proportional to  $N$ ), but the complexity and communications cost associated with coordinating and then merging their work is  $O(N^2)$  (that is, proportional to the square of  $N$ ). The quote is from Fred Brooks, a manager of IBM's OS/360 project and author of "The Mythical Man-Month" (Addison-Wesley, 1975, ISBN 0-201-00650-2), an excellent early book on software engineering. The myth in question has been most tersely expressed as "Programmer time is fungible" and Brooks established conclusively that it is not. Hackers have never forgotten his advice; too often, management still does. See also creationism, second-system effect, optimism.

## 1.276 BRS

BRS: /B-R-S/ n. Syn. Big Red Switch. This abbreviation is fairly common on-line.

## 1.277 brute force

brute force: adj. Describes a primitive programming style, one in which the programmer relies on the computer's processing power instead of using his or her own intelligence to simplify the problem, often ignoring problems of scale and applying naive

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methods suited to small problems directly to large ones. The term can also be used in reference to programming style: brute-force programs are written in a heavyhanded, tedious way, full of repetition and devoid of any elegance or useful abstraction (see also brute force and ignorance).

The canonical example of a brute-force algorithm is associated with the 'traveling salesman problem' (TSP), a classical NP-hard problem: Suppose a person is in, say, Boston, and wishes to drive to N other cities. In what order should the cities be visited in order to minimize the distance travelled? The brute-force method is to simply generate all possible routes and compare the distances; while guaranteed to work and simple to implement, this algorithm is clearly very stupid in that it considers even obviously absurd routes (like going from Boston to Houston via San Francisco and New York, in that order). For very small N it works well, but it rapidly becomes absurdly inefficient when N increases (for N = 15, there are already 1,307,674,368,000 possible routes to consider, and for N = 1000 --- well, see bignum). Sometimes, unfortunately, there is no better general solution than brute force. See also NP-.

A more simple-minded example of brute-force programming is finding the smallest number in a large list by first using an existing program to sort the list in ascending order, and then picking the first number off the front.

Whether brute-force programming should actually be considered stupid or not depends on the context; if the problem is not terribly big, the extra CPU time spent on a brute-force solution may cost less than the programmer time it would take to develop a more 'intelligent' algorithm. Additionally, a more intelligent algorithm may imply more long-term complexity cost and bug-chasing than are justified by the speed improvement.

Ken Thompson, co-inventor of UNIX, is reported to have uttered the epigram "When in doubt, use brute force". He probably intended this as a ha ha only serious, but the original UNIX kernel's preference for simple, robust, and portable algorithms over brittle 'smart' ones does seem to have been a significant factor in the success of that OS. Like so many other tradeoffs in software design, the choice between brute force and complex, finely-tuned cleverness is often a difficult one that requires both engineering savvy and delicate esthetic judgment.

## 1.278 brute force and ignorance

brute force and ignorance: n. A popular design technique at many software houses --- brute force coding unrelieved by any knowledge of how problems have been previously solved in elegant ways. Dogmatic adherence to design methodologies tends to encourage this sort of thing. Characteristic of early larval stage programming; unfortunately, many never outgrow it. Often

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abbreviated BFI: "Gak, they used a bubble sort! That's strictly from BFI." Compare bogosity.

## 1.279 BSD

BSD: /B-S-D/ n. [abbreviation for 'Berkeley System Distribution'] a family of UNIX versions for the DEC VAX and PDP-11 developed by Bill Joy and others at Berzerkeley starting around 1980, incorporating paged virtual memory, TCP/IP networking enhancements, and many other features. The BSD versions (4.1, 4.2, and 4.3) and the commercial versions derived from them (SunOS, ULTRIX, and Mt. Xinu) held the technical lead in the UNIX world until AT&T's successful standardization efforts after about 1986, and are still widely popular. See UNIX, USG UNIX.

## 1.280 BUAF

BUAF: // [abbreviation, from alt.fan.warlord] n. Big Ugly ASCII Font --- a special form of ASCII art. Various programs exist for rendering text strings into block, bloob, and pseudo-script fonts in cells between four and six character cells on a side; this is smaller than the letters generated by older banner (sense 2) programs. These are sometimes used to render one's name in a sig block, and are critically referred to as 'BUAF's. See warlording.

## 1.281 BUAG

BUAG: // [abbreviation, from alt.fan.warlord] n. Big Ugly ASCII Graphic. Pejorative term for ugly ASCII ART, especially as found in sig blocks. For some reason, mutations of the head of Bart Simpson are particularly common in the least imaginative sig blocks. See warlording.

## 1.282 bubble sort

bubble sort: n. Techspeak for a particular sorting technique in which pairs of adjacent values in the list to be sorted are compared and interchanged if they are out of order; thus, list entries 'bubble upward' in the list until they bump into one with a lower sort value. Because it is not very good relative to other methods and is the one typically stumbled on by naive and untutored programmers, hackers consider it the canonical

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example of a naive algorithm. The canonical example of a really \*bad\* algorithm is bogo-sort. A bubble sort might be used out of ignorance, but any use of bogo-sort could issue only from brain damage or willful perversity.

## 1.283 bucky bits

bucky bits: /buh'kee bits/ n. 1. obs. The bits produced by the CONTROL and META shift keys on a SAIL keyboard (octal 200 and 400 respectively), resulting in a 9-bit keyboard character set. The MIT AI TV (Knight) keyboards extended this with TOP and separate left and right CONTROL and META keys, resulting in a 12-bit character set; later, LISP Machines added such keys as SUPER, HYPER, and GREEK (see space-cadet keyboard). 2. By extension, bits associated with 'extra' shift keys on any keyboard, e.g., the ALT on an IBM PC or command and option keys on a Macintosh.

It has long been rumored that 'bucky bits' were named for Buckminster Fuller during a period when he was consulting at Stanford. Actually, bucky bits were invented by Niklaus Wirth when \*he\* was at Stanford in 1964--65; he first suggested the idea of an EDIT key to set the 8th bit of an otherwise 7-bit ASCII character. best-known). It seems that, unknown to Wirth, certain Stanford hackers had privately nicknamed him 'Bucky' after a prominent portion of his dental anatomy, and this nickname transferred to the bit. Bucky-bit commands were used in a number of editors written at Stanford, including most notably TV-EDIT and NLS.

The term spread to MIT and CMU early and is now in general use. Ironically, Wirth himself remained unaware of its derivation for nearly 30 years, until GLS dug up this history in early 1993! See double bucky, quadruple bucky.

## 1.284 buffer overflow

buffer overflow: n. What happens when you try to stuff more data into a buffer (holding area) than it can handle. This may be due to a mismatch in the processing rates of the producing and consuming processes (see overrun and firehose syndrome), or because the buffer is simply too small to hold all the data that must accumulate before a piece of it can be processed. For example, in a text-processing tool that crunches a line at a time, a short line buffer can result in lossage as input from a long line overflows the buffer and trashes data beyond it. Good defensive programming would check for overflow on each character and stop accepting data when the buffer is full up. The term is used of and by humans in a metaphorical sense. "What time did I agree to meet you? My buffer must have overflowed." Or "If I answer that phone my buffer is going to overflow." See also

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spam, overrun screw.

## 1.285 bug

bug: n. An unwanted and unintended property of a program or piece of hardware, esp. one that causes it to malfunction. Antonym of feature. Examples: "There's a bug in the editor: it writes things out backwards." "The system crashed because of a hardware bug." "Fred is a winner, but he has a few bugs" (i.e., Fred is a good guy, but he has a few personality problems).

Historical note: Admiral Grace Hopper (an early computing pioneer better known for inventing COBOL) liked to tell a story in which a technician solved a glitch in the Harvard Mark II machine by pulling an actual insect out from between the contacts of one of its relays, and she subsequently promulgated bug in its hackish sense as a joke about the incident (though, as she was careful to admit, she was not there when it happened). For many years the logbook associated with the incident and the actual bug in question (a moth) sat in a display case at the Naval Surface Warfare Center (NSWC). The entire story, with a picture of the logbook and the moth taped into it, is recorded in the "Annals of the History of Computing", Vol. 3, No. 3 (July 1981), pp. 285--286.

The text of the log entry (from September 9, 1947), reads "1545 Relay #70 Panel F (moth) in relay. First actual case of bug being found". This wording establishes that the term was already in use at the time in its current specific sense --- and Hopper herself reports that the term 'bug' was regularly applied to problems in radar electronics during WWII.

Indeed, the use of 'bug' to mean an industrial defect was already established in Thomas Edison's time, and a more specific and rather modern use can be found in an electrical handbook from 1896 ("Hawkin's New Catechism of Electricity", Theo. Audel & Co.) which says: "The term 'bug' is used to a limited extent to designate any fault or trouble in the connections or working of electric apparatus." It further notes that the term is "said to have originated in quadruplex telegraphy and have been transferred to all electric apparatus."

The latter observation may explain a common folk etymology of the term; that it came from telephone company usage, in which "bugs in a telephone cable" were blamed for noisy lines. Though this derivation seems to be mistaken, it may well be a distorted memory of a joke first current among \*telegraph\* operators more than a century ago!

Actually, use of 'bug' in the general sense of a disruptive event goes back to Shakespeare! In the first edition of Samuel Johnson's dictionary one meaning of 'bug' is "A frightful object; a walking spectre"; this is traced to 'bugbear', a Welsh term for a variety of mythological monster which (to complete the circle)

has recently been reintroduced into the popular lexicon through fantasy role-playing games.

In any case, in jargon the word almost never refers to insects. Here is a plausible conversation that never actually happened:

"There is a bug in this ant farm!"

"What do you mean? I don't see any ants in it."

"That's the bug."

[There has been a widespread myth that the original bug was moved to the Smithsonian, and an earlier version of this entry so asserted. A correspondent who thought to check discovered that the bug was not there. While investigating this in late 1990, your editor discovered that the NSWC still had the bug, but had unsuccessfully tried to get the Smithsonian to accept it --- and that the present curator of their History of American Technology Museum didn't know this and agreed that it would make a worthwhile exhibit. It was moved to the Smithsonian in mid-1991, but due to space and money constraints has not yet been exhibited. Thus, the process of investigating the original-computer-bug bug fixed it in an entirely unexpected way, by making the myth true! --- ESR]

## 1.286 bug-compatible

bug-compatible: adj. Said of a design or revision that has been badly compromised by a requirement to be compatible with fossils or misfeatures in other programs or (esp.) previous releases of itself. "MS-DOS 2.0 used \ as a path separator to be bug-compatible with some cretin's choice of / as an option character in 1.0."

## 1.287 bug-for-bug compatible

bug-for-bug compatible: n. Same as bug-compatible, with the additional implication that much tedious effort went into ensuring that each (known) bug was replicated.

## 1.288 buglix

buglix: /buhg'liks/ n. Pejorative term referring to DEC's ULTRIX operating system in its earlier \*severely\* buggy versions. Still used to describe ULTRIX, but without nearly so much venom. Compare AIDX, HP-SUX, Nominal Semidestructor, Telerat, sun-stools.

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## 1.289 bulletproof

bulletproof: adj. Used of an algorithm or implementation considered extremely robust; lossage-resistant; capable of correctly recovering from any imaginable exception condition --- a rare and valued quality. Syn. armor-plated.

## 1.290 bum

bum: 1. vt. To make highly efficient, either in time or space, often at the expense of clarity. "I managed to bum three more instructions out of that code." "I spent half the night bumming the interrupt code." In elder days, John McCarthy (inventor of LISP) used to compare some efficiency-obsessed hackers among his students to "ski bums"; thus, optimization became "program bumming", and eventually just "bumming". 2. To squeeze out excess; to remove something in order to improve whatever it was removed from (without changing function; this distinguishes the process from a featurectomy). 3. n. A small change to an algorithm, program, or hardware device to make it more efficient. "This hardware bum makes the jump instruction faster." Usage: now uncommon, largely superseded by v. tune (and n. tweak, hack), though none of these exactly capture sense 2. All these uses are rare in Commonwealth hackish, because in the parent dialects of English 'bum' is a rude synonym for 'buttocks'.

## 1.291 bump

bump: vt. Synonym for increment. Has the same meaning as C's ++ operator. Used esp. of counter variables, pointers, and index dummies in 'for', 'while', and 'do-while' loops.

## 1.292 burble

burble: [from Lewis Carroll's "Jabberwocky"] v. Like flame, but connotes that the source is truly clueless and ineffectual (mere flamers can be competent). A term of deep contempt. "There's some guy on the phone burbling about how he got a DISK FULL error and it's all our comm software's fault." This is mainstream slang in some parts of England.

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## 1.293 buried treasure

buried treasure: n. A surprising piece of code found in some program. While usually not wrong, it tends to vary from crufty to bletcherous, and has lain undiscovered only because it was functionally correct, however horrible it is. Used sarcastically, because what is found is anything *\*but\** treasure. Buried treasure almost always needs to be dug up and removed. "I just found that the scheduler sorts its queue using bubble sort! Buried treasure!"

## 1.294 burn-in period

burn-in period: n. 1. A factory test designed to catch systems with marginal components before they get out the door; the theory is that burn-in will protect customers by outwaiting the steepest part of the bathtub curve (see infant mortality). 2. A period of indeterminate length in which a person using a computer is so intensely involved in his project that he forgets basic needs such as food, drink, sleep, etc. Warning: Excessive burn-in can lead to burn-out. See hack mode, larval stage.

## 1.295 burst page

burst page: n. Syn. banner, sense 1.

## 1.296 busy-wait

busy-wait: vi. Used of human behavior, conveys that the subject is busy waiting for someone or something, intends to move instantly as soon as it shows up, and thus cannot do anything else at the moment. "Can't talk now, I'm busy-waiting till Bill gets off the phone."

Technically, 'busy-wait' means to wait on an event by spinning through a tight or timed-delay loop that polls for the event on each pass, as opposed to setting up an interrupt handler and continuing execution on another part of the task. This is a wasteful technique, best avoided on time-sharing systems where a busy-waiting program may hog the processor.

## 1.297 buzz

**buzz:** vi. 1. Of a program, to run with no indication of progress and perhaps without guarantee of ever finishing; esp. said of programs thought to be executing tight loops of code. A program that is buzzing appears to be catatonic, but never gets out of catatonia, while a buzzing loop may eventually end of its own accord. "The program buzzes for about 10 seconds trying to sort all the names into order." See spin; see also grovel. 2. [ETA Systems] To test a wire or printed circuit trace for continuity by applying an AC rather than DC signal. Some wire faults will pass DC tests but fail a buzz test. 3. To process an array or list in sequence, doing the same thing to each element. "This loop buzzes through the tz array looking for a terminator type."

## 1.298 BWQ

**BWQ:** /B-W-Q/ [IBM: abbreviation, 'Buzz Word Quotient'] The percentage of buzzwords in a speech or documents. Usually roughly proportional to bogosity. See TLA.

## 1.299 by hand

**by hand:** adv. 1. Said of an operation (especially a repetitive, trivial, and/or tedious one) that ought to be performed automatically by the computer, but which a hacker instead has to step tediously through. "My mailer doesn't have a command to include the text of the message I'm replying to, so I have to do it by hand." This does not necessarily mean the speaker has to retype a copy of the message; it might refer to, say, dropping into a subshell from the mailer, making a copy of one's mailbox file, reading that into an editor, locating the top and bottom of the message in question, deleting the rest of the file, inserting '>' characters on each line, writing the file, leaving the editor, returning to the mailer, reading the file in, and later remembering to delete the file. Compare eyeball search. 2. By extension, writing code which does something in an explicit or low-level way for which a presupplied library routine ought to have been available. "This cretinous B-tree library doesn't supply a decent iterator, so I'm having to walk the trees by hand."

## 1.300 byte

**byte::** /bi:t/ [techspeak] n. A unit of memory or data equal to the amount used to represent one character; on modern architectures

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this is usually 8 bits, but may be 9 on 36-bit machines. Some older architectures used 'byte' for quantities of 6 or 7 bits, and the PDP-10 supported 'bytes' that were actually bitfields of 1 to 36 bits! These usages are now obsolete, and even 9-bit bytes have become rare in the general trend toward power-of-2 word sizes.

Historical note: The term was coined by Werner Buchholz in 1956 during the early design phase for the IBM Stretch computer; originally it was described as 1 to 6 bits (typical I/O equipment of the period used 6-bit chunks of information). The move to an 8-bit byte happened in late 1956, and this size was later adopted and promulgated as a standard by the System/360. The word was coined by mutating the word 'bite' so it would not be accidentally misspelled as bit. See also nybble.

### 1.301 bytesexual

bytesexual: /bi:t'sek'shu-\*l/ adj. Said of hardware, denotes willingness to compute or pass data in either big-endian or little-endian format (depending, presumably, on a mode bit somewhere). See also NUXI problem.

### 1.302 bzzzt, wrong

bzzzt, wrong: /bzt rong/ [USENET/Internet] From a Robin Williams routine in the movie "Dead Poets Society" spoofing radio or TV quiz programs, such as \*Truth or Consequences\*, where an incorrect answer earns one a blast from the buzzer and condolences from the interlocutor. A way of expressing mock-rude disagreement, usually immediately following an included quote from another poster. The less abbreviated "\*Bzzzzt\*, wrong, but thank you for playing" is also common; capitalization and emphasis of the buzzer sound varies.

### 1.303 C

C: n. 1. The third letter of the English alphabet. 2. ASCII 1000011. 3. The name of a programming language designed by Dennis Ritchie during the early 1970s and immediately used to reimplement UNIX; so called because many features derived from an earlier compiler named 'B' in commemoration of \*its\* parent, BCPL. Before Bjarne Stroustrup settled the question by designing C++, there was a humorous debate over whether C's successor should be named 'D' or 'P'. C became immensely popular outside Bell Labs after about 1980 and is now the dominant language in systems and microcomputer applications programming. See also languages of choice, indent style.

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C is often described, with a mixture of fondness and disdain varying according to the speaker, as "a language that combines all the elegance and power of assembly language with all the readability and maintainability of assembly language".

### 1.304 C Programmer's Disease

C Programmer's Disease: n. The tendency of the undisciplined C programmer to set arbitrary but supposedly generous static limits on table sizes (defined, if you're lucky, by constants in header files) rather than taking the trouble to do proper dynamic storage allocation. If an application user later needs to put 68 elements into a table of size 50, the afflicted programmer reasons that he or she can easily reset the table size to 68 (or even as much as 70, to allow for future expansion) and recompile. This gives the programmer the comfortable feeling of having made the effort to satisfy the user's (unreasonable) demands, and often affords the user multiple opportunities to explore the marvelous consequences of fandango on core. In severe cases of the disease, the programmer cannot comprehend why each fix of this kind seems only to further disgruntle the user.

### 1.305 calculator

calculator: [Cambridge] n. Syn. for bitty box.

### 1.306 can

can: vt. To abort a job on a time-sharing system. Used esp. when the person doing the deed is an operator, as in "canned from the console". Frequently used in an imperative sense, as in "Can that print job, the LPT just popped a sprocket!" Synonymous with gun. It is said that the ASCII character with mnemonic CAN (0011000) was used as a kill-job character on some early OSes. Alternatively, this term may derive from mainstream slang 'canned' for being laid off or fired.

### 1.307 can't happen

can't happen: The traditional program comment for code executed under a condition that should never be true, for example a file size computed as negative. Often, such a condition being true

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indicates data corruption or a faulty algorithm; it is almost always handled by emitting a fatal error message and terminating or crashing, since there is little else that can be done. Some case variant of "can't happen" is also often the text emitted if the 'impossible' error actually happens! Although "can't happen" events are genuinely infrequent in production code, programmers wise enough to check for them habitually are often surprised at how frequently they are triggered during development and how many headaches checking for them turns out to head off. See also firewall code (sense 2).

### 1.308 candygrammar

candygrammar: n. A programming-language grammar that is mostly syntactic sugar; the term is also a play on 'candygram'. COBOL, Apple's Hypertalk language, and a lot of the so-called '4GL' database languages share this property. The usual intent of such designs is that they be as English-like as possible, on the theory that they will then be easier for unskilled people to program. This intention comes to grief on the reality that syntax isn't what makes programming hard; it's the mental effort and organization required to specify an algorithm precisely that costs. Thus the invariable result is that 'candygrammar' languages are just as difficult to program in as terser ones, and far more painful for the experienced hacker.

[The overtones from the old Chevy Chase skit on Saturday Night Live should not be overlooked. This was a "Jaws" parody. Someone lurking outside an apartment door tries all kinds of bogus ways to get the occupant to open up, while ominous music plays in the background. The last attempt is a half-hearted "Candygram!" When the door is opened, a shark bursts in and chomps the poor occupant. There is a moral here for those attracted to candygrammars. Note that, in many circles, pretty much the same ones who remember Monty Python sketches, all it takes is the word "Candygram!", suitably timed, to get people rolling on the floor. --- GLS]

### 1.309 canonical

canonical: [historically, 'according to religious law'] adj. The usual or standard state or manner of something. This word has a somewhat more technical meaning in mathematics. Two formulas such as  $9 + x$  and  $x + 9$  are said to be equivalent because they mean the same thing, but the second one is in 'canonical form' because it is written in the usual way, with the highest power of  $x$  first. Usually there are fixed rules you can use to decide whether something is in canonical form. The jargon meaning, a relaxation of the technical meaning, acquired its present loading in computer-science culture largely through its

prominence in Alonzo Church's work in computation theory and mathematical logic (see Knights of the Lambda Calculus). Compare vanilla.

This word has an interesting history. Non-technical academics do not use the adjective 'canonical' in any of the senses defined above with any regularity; they do however use the nouns 'canon' and 'canonicity' (not \*\*canonicalness or \*\*canonicality). The 'canon' of a given author is the complete body of authentic works by that author (this usage is familiar to Sherlock Holmes fans as well as to literary scholars). '\*The\* canon' is the body of works in a given field (e.g., works of literature, or of art, or of music) deemed worthwhile for students to study and for scholars to investigate.

The word 'canon' derives ultimately from the Greek 'kanon' (akin to the English 'cane') referring to a reed. Reeds were used for measurement, and in Latin and later Greek the word 'canon' meant a rule or a standard. The establishment of a canon of scriptures within Christianity was meant to define a standard or a rule for the religion. The above non-techspeak academic usages stem from this instance of a defined and accepted body of work. Alongside this usage was the promulgation of 'canons' ('rules') for the government of the Catholic Church. The techspeak usages ("according to religious law") derive from this use of the Latin 'canon'.

Hackers invest this term with a playfulness that makes an ironic contrast with its historical meaning. A true story: One Bob Sjoberg, new at the MIT AI Lab, expressed some annoyance at the incessant use of jargon. Over his loud objections, GLS and RMS made a point of using as much of it as possible in his presence, and eventually it began to sink in. Finally, in one conversation, he used the word 'canonical' in jargon-like fashion without thinking. Steele: "Aha! We've finally got you talking jargon too!" Stallman: "What did he say?" Steele: "Bob just used 'canonical' in the canonical way."

Of course, canonicity depends on context, but it is implicitly defined as the way \*hackers\* normally expect things to be. Thus, a hacker may claim with a straight face that 'according to religious law' is \*not\* the canonical meaning of 'canonical'.

### 1.310 card walloper

card walloper: n. An EDP programmer who grinds out batch programs that do stupid things like print people's paychecks. Compare code grinder. See also punched card, eighty-column mind.

### 1.311 careware

careware: /keir'weir/ n. Shareware for which either the author suggests that some payment be made to a nominated charity or a levy directed to charity is included on top of the distribution charge. Syn. charityware; compare crippleware, sense 2.

### 1.312 cargo cult programming

cargo cult programming: n. A style of (incompetent) programming dominated by ritual inclusion of code or program structures that serve no real purpose. A cargo cult programmer will usually explain the extra code as a way of working around some bug encountered in the past, but usually neither the bug nor the reason the code apparently avoided the bug was ever fully understood (compare shotgun debugging, voodoo programming).

The term 'cargo cult' is a reference to aboriginal religions that grew up in the South Pacific after World War II. The practices of these cults center on building elaborate mockups of airplanes and military style landing strips in the hope of bringing the return of the god-like airplanes that brought such marvelous cargo during the war. Hackish usage probably derives from Richard Feynman's characterization of certain practices as "cargo cult science" in his book "Surely You're Joking, Mr. Feynman" (W. W. Norton & Co, New York 1985, ISBN 0-393-01921-7).

### 1.313 cascade

cascade: n. 1. A huge volume of spurious error-message output produced by a compiler with poor error recovery. Too frequently, one trivial syntax error (such as a missing ')' or '}') throws the parser out of synch so that much of the remaining program text is interpreted as garbaged or ill-formed. 2. A chain of USENET followups, each adding some trivial variation or riposte to the text of the previous one, all of which is reproduced in the new message; an include war in which the object is to create a sort of communal graffito.

### 1.314 case and paste

case and paste: [from 'cut and paste'] n. 1. The addition of a new feature to an existing system by selecting the code from an existing feature and pasting it in with minor changes. Common in telephony circles because most operations in a telephone switch are



selected using 'case' statements. Leads to software bloat.

In some circles of EMACS users this is called 'programming by Meta-W', because Meta-W is the EMACS command for copying a block of text to a kill buffer in preparation to pasting it in elsewhere. The term is condescending, implying that the programmer is acting mindlessly rather than thinking carefully about what is required to integrate the code for two similar cases.

At DEC, this is sometimes called 'clone-and-hack' coding.

### 1.315 casters-up mode

casters-up mode: [IBM, prob. fr. slang belly up] n. Yet another synonym for 'broken' or 'down'. Usually connotes a major failure. A system (hardware or software) which is 'down' may be already being restarted before the failure is noticed, whereas one which is 'casters up' is usually a good excuse to take the rest of the day off (as long as you're not responsible for fixing it).

### 1.316 casting the runes

casting the runes: n. What a guru does when you ask him or her to run a particular program and type at it because it never works for anyone else; esp. used when nobody can ever see what the guru is doing different from what J. Random Luser does. Compare incantation, runes, examining the entrails; also see the AI koan about Tom Knight in "A Selection of AI Koans" (Appendix A).

### 1.317 cat

cat: [from 'catenate' via UNIX 'cat(1)'] vt.  
1. [techspeak] To spew an entire file to the screen or some other output sink without pause. 2. By extension, to dump large amounts of data at an unprepared target or with no intention of browsing it carefully. Usage: considered silly. Rare outside UNIX sites. See also dd, BLT.

Among UNIX fans, 'cat(1)' is considered an excellent example of user-interface design, because it delivers the file contents without such verbosity as spacing or headers between the files, and because it does not require the files to consist of lines of text, but works with any sort of data.

Among UNIX haters, 'cat(1)' is considered the canonical

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example of *\*bad\** user-interface design, because of its woefully unobvious name. It is far more often used to blast a file to standard output than to concatenate two files. The name 'cat' for the former operation is just as unintuitive as, say, LISP's cdr.

Of such oppositions are holy wars made....

### 1.318 catatonic

catatonic: adj. Describes a condition of suspended animation in which something is so wedged or hung that it makes no response. If you are typing on a terminal and suddenly the computer doesn't even echo the letters back to the screen as you type, let alone do what you're asking it to do, then the computer is suffering from catatonia (possibly because it has crashed). "There I was in the middle of a winning game of nethack and it went catatonic on me! Aaargh!" Compare buzz.

### 1.319 cd tilde

cd tilde: /C-D til-d\*/ vi. To go home. From the UNIX C-shell and Korn-shell command 'cd ~', which takes one to one's '\$HOME' ('cd' with no arguments happens to do the same thing). By extension, may be used with other arguments; thus, over an electronic chat link, 'cd ~coffee' would mean "I'm going to the coffee machine."

### 1.320 cdr

cdr: /ku'dr/ or /kuh'dr/ [from LISP] vt. To skip past the first item from a list of things (generalized from the LISP operation on binary tree structures, which returns a list consisting of all but the first element of its argument). In the form 'cdr down', to trace down a list of elements: "Shall we cdr down the agenda?" Usage: silly. See also loop through.

Historical note: The instruction format of the IBM 7090 that hosted the original LISP implementation featured two 15-bit fields called the 'address' and 'decrement' parts. The term 'cdr' was originally 'Contents of Decrement part of Register'. Similarly, 'car' stood for 'Contents of Address part of Register'.

The cdr and car operations have since become bases for formation of compound metaphors in non-LISP contexts. GLS recalls, for example, a programming project in which strings were represented as linked lists; the get-character and skip-character

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operations were of course called CHAR and CHDR.

### 1.321 chad

chad: /chad/ n. 1. The perforated edge strips on printer paper, after they have been separated from the printed portion. Also called selvage and perf. 2. obs. The confetti-like paper bits punched out of cards or paper tape; this was also called 'chaff', 'computer confetti', and 'keypunch droppings'.

Historical note: One correspondent believes 'chad' (sense 2) derives from the Chadless keypunch (named for its inventor), which cut little u-shaped tabs in the card to make a hole when the tab folded back, rather than punching out a circle/rectangle; it was clear that if the Chadless keypunch didn't make them, then the stuff that other keypunches made had to be 'chad'.

### 1.322 chad box

chad box: n. A metal box about the size of a lunchbox (or in some models a large wastebasket), for collecting the chad (sense 2) that accumulated in Iron Age card punches. You had to open the covers of the card punch periodically and empty the chad box. The bit bucket was notionally the equivalent device in the CPU enclosure, which was typically across the room in another great gray-and-blue box.

### 1.323 chain

chain: 1. [orig. from BASIC's 'CHAIN' statement] vi. To hand off execution to a child or successor without going through the OS command interpreter that invoked it. The state of the parent program is lost and there is no returning to it. Though this facility used to be common on memory-limited micros and is still widely supported for backward compatibility, the jargon usage is semi-obsolescent; in particular, most UNIX programmers will think of this as an exec. Oppose the more modern 'subshell'. 2. A series of linked data areas within an operating system or application. 'Chain rattling' is the process of repeatedly running through the linked data areas searching for one which is of interest to the executing program. The implication is that there is a very large number of links on the chain.

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### 1.324 channel

channel: [IRC] n. The basic unit of discussion on IRC. Once one joins a channel, everything one types is read by others on that channel. Channels can either be named with numbers or with strings that begin with a '#' sign and can have topic descriptions (which are generally irrelevant to the actual subject of discussion). Some notable channels are '#initgame', '#hottub', and '#report'. At times of international crisis, '#report' has hundreds of members, some of whom take turns listening to various news services and typing in summaries of the news, or in some cases, giving first-hand accounts of the action (e.g., Scud missile attacks in Tel Aviv during the Gulf War in 1991).

### 1.325 channel hopping

channel hopping: [IRC, GENie] n. To rapidly switch channels on IRC, or a GENie chat board, just as a social butterfly might hop from one group to another at a party. This term may derive from the TV watcher's idiom, 'channel surfing'.

### 1.326 channel op

channel op: /chan'l op/ [IRC] n. Someone who is endowed with privileges on a particular IRC channel; commonly abbreviated 'chanop' or 'CHOP'. These privileges include the right to kick users, to change various status bits, and to make others into CHOPs.

### 1.327 chanop

chanop: /chan'-op/ [IRC] n. See channel op.

### 1.328 char

char: /keir/ or /char/; rarely, /kar/ n. Shorthand for 'character'. Esp. used by C programmers, as 'char' is C's typename for character data.

### 1.329 charityware

charityware: /cha'rit-ee-weir'/ n. Syn. careware.

### 1.330 chase pointers

chase pointers: 1. vi. To go through multiple levels of indirection, as in traversing a linked list or graph structure. Used esp. by programmers in C, where explicit pointers are a very common data type. This is techspeak, but it remains jargon when used of human networks. "I'm chasing pointers. Bob said you could tell me who to talk to about...." See dangling pointer and snap. 2. [Cambridge] 'pointer chase' or 'pointer hunt': The process of going through a core dump (sense 1), interactively or on a large piece of paper printed with hex runes, following dynamic data-structures. Used only in a debugging context.

### 1.331 check

check: n. A hardware-detected error condition, most commonly used to refer to actual hardware failures rather than software-induced traps. E.g., a 'parity check' is the result of a hardware-detected parity error. Recorded here because the word often humorously extended to non-technical problems. For example, the term 'child check' has been used to refer to the problems caused by a small child who is curious to know what happens when s/he presses all the cute buttons on a computer's console (of course, this particular problem could have been prevented with molly-guards).

### 1.332 chemist

chemist: [Cambridge] n. Someone who wastes computer time on number-crunching when you'd far rather the machine were doing something more productive, such as working out anagrams of your name or printing Snoopy calendars or running life patterns. May or may not refer to someone who actually studies chemistry.

### 1.333 Chernobyl chicken

Chernobyl chicken: n. See laser chicken.

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### 1.334 Chernobyl packet

Chernobyl packet: /cher-noh'b\*1 pak'\*t/ n. A network packet that induces a broadcast storm and/or network meltdown, in memory of the April 1986 nuclear accident at Chernobyl in Ukraine. The typical scenario involves an IP Ethernet datagram that passes through a gateway with both source and destination Ether and IP address set as the respective broadcast addresses for the subnetworks being gated between. Compare Christmas tree packet.

### 1.335 chicken head

chicken head: [Commodore] n. The Commodore Business Machines logo, which strongly resembles a poultry part. Rendered in ASCII as 'C='. With the arguable exception of the Amiga (see amoeba), Commodore's machines are notoriously crocky little bitty boxes (see also PETSCII). Thus, this usage may owe something to Philip K. Dick's novel "Do Androids Dream of Electric Sheep?" (the basis for the movie "Blade Runner"; the novel is now sold under that title), in which a 'chickenhead' is a mutant with below-average intelligence.

### 1.336 chiclet keyboard

chiclet keyboard: n. A keyboard with a small, flat rectangular or lozenge-shaped rubber or plastic keys that look like pieces of chewing gum. (Chiclets is the brand name of a variety of chewing gum that does in fact resemble the keys of chiclet keyboards.) Used esp. to describe the original IBM PCjr keyboard. Vendors unanimously liked these because they were cheap, and a lot of early portable and laptop products got launched using them. Customers rejected the idea with almost equal unanimity, and chiclets are not often seen on anything larger than a digital watch any more.

### 1.337 chine nual

chine nual: /sheen'yu-\*l/ [MIT] n., obs. The LISP Machine Manual, so called because the title was wrapped around the cover so only those letters showed on the front.

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### 1.338 Chinese Army technique

Chinese Army technique: n. Syn. Mongolian Hordes technique.

### 1.339 choke

choke: v. 1. To reject input, often ungracefully. "NULs make System V's `\lpr(1)` choke." "I tried building an EMACS binary to use X, but `\cpp(1)` choked on all those `\#define`'s." See barf, gag, vi. 2. [MIT] More generally, to fail at any endeavor, but with some flair or bravado; the popular definition is "to snatch defeat from the jaws of victory."

### 1.340 chomp

chomp: vi. To lose; specifically, to chew on something of which more was bitten off than one can. Probably related to gnashing of teeth. See bagbiter.

A hand gesture commonly accompanies this. To perform it, hold the four fingers together and place the thumb against their tips. Now open and close your hand rapidly to suggest a biting action (much like what Pac-Man does in the classic video game, though this pantomime seems to predate that). The gesture alone means 'chomp chomp' (see "Verb Doubling" in the "Jargon Construction" section of the Prependices). The hand may be pointed at the object of complaint, and for real emphasis you can use both hands at once. Doing this to a person is equivalent to saying "You chomper!" If you point the gesture at yourself, it is a humble but humorous admission of some failure. You might do this if someone told you that a program you had written had failed in some surprising way and you felt dumb for not having anticipated it.

### 1.341 chomper

chomper: n. Someone or something that is chomping; a loser. See loser, bagbiter, chomp.

### 1.342 CHOP

CHOP: /chop/ [IRC] n. See channel op.

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### 1.343 Christmas tree

Christmas tree: n. A kind of RS-232 line tester or breakout box featuring rows of blinking red and green LEDs suggestive of Christmas lights.

### 1.344 Christmas tree packet

Christmas tree packet: n. A packet with every single option set for whatever protocol is in use. See kamikaze packet, Chernobyl packet. (The term doubtless derives from a fanciful image of each little option bit being represented by a different-colored light bulb, all turned on.)

### 1.345 chrome

chrome: [from automotive slang via wargaming] n. Showy features added to attract users but contributing little or nothing to the power of a system. "The 3D icons in Motif are just chrome, but they certainly are \*pretty\* chrome!" Distinguished from bells and whistles by the fact that the latter are usually added to gratify developers' own desires for featurefulness. Often used as a term of contempt.

### 1.346 chug

chug: vi. To run slowly; to grind or grovel. "The disk is chugging like crazy."

### 1.347 Church of the SubGenius

Church of the SubGenius: n. A mutant offshoot of Discordianism launched in 1981 as a spoof of fundamentalist Christianity by the 'Reverend' Ivan Stang, a brilliant satirist with a gift for promotion. Popular among hackers as a rich source of bizarre imagery and references such as "Bob" the divine drilling-equipment salesman, the Benevolent Space Xists, and the Stark Fist of Removal. Much SubGenius theory is concerned with the acquisition of the mystical substance or quality of slack.

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### 1.348 Cinderella Book

Cinderella Book: [CMU] n. "Introduction to Automata Theory, Languages, and Computation", by John Hopcroft and Jeffrey Ullman, (Addison-Wesley, 1979). So called because the cover depicts a girl (putatively Cinderella) sitting in front of a Rube Goldberg device and holding a rope coming out of it. On the back cover, the device is in shambles after she has (inevitably) pulled on the rope. See also book titles.

### 1.349 CI\$

CI\$: // n. Hackerism for 'CIS', CompuServe Information Service. The dollar sign refers to CompuServe's rather steep line charges. Often used in sig blocks just before a CompuServe address. Syn. Compu\$erve.

### 1.350 Classic C

Classic C: /klas'ik C/ [a play on 'Coke Classic'] n. The C programming language as defined in the first edition of K&R, with some small additions. It is also known as 'K&R C'. The name came into use while C was being standardized by the ANSI X3J11 committee. Also 'C Classic'.

An analogous construction is sometimes applied elsewhere: thus, 'X Classic', where X = Star Trek (referring to the original TV series) or X = PC (referring to IBM's ISA-bus machines as opposed to the PS/2 series). This construction is especially used of product series in which the newer versions are considered serious losers relative to the older ones.

### 1.351 clean

clean: 1. adj. Used of hardware or software designs, implies 'elegance in the small', that is, a design or implementation that may not hold any surprises but does things in a way that is reasonably intuitive and relatively easy to comprehend from the outside. The antonym is 'grungy' or crufty. 2. v. To remove unneeded or undesired files in a effort to reduce clutter: "I'm cleaning up my account." "I cleaned up the garbage and now have 100 Meg free on that partition."

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### 1.352 CLM

CLM: /C-L-M/ [Sun: 'Career Limiting Move'] 1. n. An action endangering one's future prospects of getting plum projects and raises, and possibly one's job: "His Halloween costume was a parody of his manager. He won the prize for 'best CLM'." 2. adj. Denotes extreme severity of a bug, discovered by a customer and obviously missed earlier because of poor testing: "That's a CLM bug!"

### 1.353 clobber

clobber: vt. To overwrite, usually unintentionally: "I walked off the end of the array and clobbered the stack." Compare mung, scribble, trash, and smash the stack.

### 1.354 clocks

clocks: n. Processor logic cycles, so called because each generally corresponds to one clock pulse in the processor's timing. The relative execution times of instructions on a machine are usually discussed in clocks rather than absolute fractions of a second; one good reason for this is that clock speeds for various models of the machine may increase as technology improves, and it is usually the relative times one is interested in when discussing the instruction set. Compare cycle.

### 1.355 clone

clone: n. 1. An exact duplicate: "Our product is a clone of their product." Implies a legal reimplementation from documentation or by reverse-engineering. Also connotes lower price. 2. A shoddy, spurious copy: "Their product is a clone of our product." 3. A blatant ripoff, most likely violating copyright, patent, or trade secret protections: "Your product is a clone of my product." This use implies legal action is pending. 4. 'PC clone:' a PC-BUS/ISA or EISA-compatible 80x86-based microcomputer (this use is sometimes spelled 'klone' or 'Pclone'). These invariably have much more bang for the buck than the IBM archetypes they resemble. 5. In the construction 'UNIX clone': An OS designed to deliver a UNIX-lookalike environment without UNIX license fees, or with additional 'mission-critical' features such as support for real-time programming. 6. v. To make an exact copy of something. "Let me clone that" might mean "I want to borrow that paper so I can make a photocopy" or "Let me get a copy of that file before

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you mung it".

### 1.356 clone-and-hack coding

clone-and-hack coding: [DEC] n. Syn. case and paste.

### 1.357 clover key

clover key: [Mac users] n. See feature key.

### 1.358 clustergeeking

clustergeeking: /kluh'st\*r-gee'king/ [CMU] n. Spending more time at a computer cluster doing CS homework than most people spend breathing.

### 1.359 COBOL

COBOL: /koh'bol/ [COMmon Business-Oriented Language] n.  
(Synonymous with evil.) A weak, verbose, and flabby language used by card wallopers to do boring mindless things on dinosaur mainframes. Hackers believe that all COBOL programmers are suits or code grinders, and no self-respecting hacker will ever admit to having learned the language. Its very name is seldom uttered without ritual expressions of disgust or horror. See also fear and loathing, software rot.

### 1.360 COBOL fingers

COBOL fingers: /koh'bol fing'grz/ n. Reported from Sweden, a (hypothetical) disease one might get from coding in COBOL. The language requires code verbose beyond all reason (see candygrammar); thus it is alleged that programming too much in COBOL causes one's fingers to wear down to stubs by the endless typing. "I refuse to type in all that source code again; it would give me COBOL fingers!"

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### 1.361 code grinder

code grinder: n. 1. A suit-wearing minion of the sort hired in legion strength by banks and insurance companies to implement payroll packages in RPG and other such unspeakable horrors. In its native habitat, the code grinder often removes the suit jacket to reveal an underplumage consisting of button-down shirt (starch optional) and a tie. In times of dire stress, the sleeves (if long) may be rolled up and the tie loosened about half an inch. It seldom helps. The code grinder's milieu is about as far from hackerdom as one can get and still touch a computer; the term connotes pity. See Real World, suit. 2. Used of or to a hacker, a really serious slur on the person's creative ability; connotes a design style characterized by primitive technique, rule-boundedness, brute force, and utter lack of imagination. Compare card walloper; contrast hacker, real programmer.

### 1.362 code police

code police: [by analogy with George Orwell's 'thought police'] n. A mythical team of Gestapo-like storm troopers that might burst into one's office and arrest one for violating programming style rules. May be used either seriously, to underline a claim that a particular style violation is dangerous, or ironically, to suggest that the practice under discussion is condemned mainly by anal-retentive weenies. "Dike out that goto or the code police will get you!" The ironic usage is perhaps more common.

### 1.363 codes

codes: [scientific computing] n. Programs. This usage is common in people who hack supercomputers and heavy-duty number-crunching, rare to unknown elsewhere (if you say "codes" to hackers outside scientific computing, their first association is likely to be "and cyphers").

### 1.364 codewalker

codewalker: n. A program component that traverses other programs for a living. Compilers have codewalkers in their front ends; so do cross-reference generators and some database front ends. Other utility programs that try to do too much with source code may turn into codewalkers. As in "This new 'vgrind' feature would require a codewalker to implement."

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## 1.365 coefficient of X

coefficient of X: n. Hackish speech makes heavy use of pseudo-mathematical metaphors. Four particularly important ones involve the terms 'coefficient', 'factor', 'index', and 'quotient'. They are often loosely applied to things you cannot really be quantitative about, but there are subtle distinctions among them that convey information about the way the speaker mentally models whatever he or she is describing.

'Foo factor' and 'foo quotient' tend to describe something for which the issue is one of presence or absence. The canonical example is fudge factor. It's not important how much you're fudging; the term simply acknowledges that some fudging is needed. You might talk of liking a movie for its silliness factor. Quotient tends to imply that the property is a ratio of two opposing factors: "I would have won except for my luck quotient." This could also be "I would have won except for the luck factor", but using \*quotient\* emphasizes that it was bad luck overpowering good luck (or someone else's good luck overpowering your own).

'Foo index' and 'coefficient of foo' both tend to imply that foo is, if not strictly measurable, at least something that can be larger or smaller. Thus, you might refer to a paper or person as having a 'high bogosity index', whereas you would be less likely to speak of a 'high bogosity factor'. 'Foo index' suggests that foo is a condensation of many quantities, as in the mundane cost-of-living index; 'coefficient of foo' suggests that foo is a fundamental quantity, as in a coefficient of friction. The choice between these terms is often one of personal preference; e.g., some people might feel that bogosity is a fundamental attribute and thus say 'coefficient of bogosity', whereas others might feel it is a combination of factors and thus say 'bogosity index'.

## 1.366 cokebottle

cokebottle: /kohk'bot-l/ n. Any very unusual character, particularly one you can't type because it isn't on your keyboard. MIT people used to complain about the 'control-meta-cokebottle' commands at SAIL, and SAIL people complained right back about the 'altmode-altmode-cokebottle' commands at MIT. After the demise of the space-cadet keyboard, 'cokebottle' faded away as serious usage, but was often invoked humorously to describe an (unspecified) weird or non-intuitive keystroke command. It may be due for a second inning, however. The OSF/Motif window manager, 'mwm(1)', has a reserved keystroke for switching to the default set of keybindings and behavior. This keystroke is (believe it or not) 'control-meta-bang' (see bang). Since the exclamation point looks a lot like an upside down Coke bottle, Motif hackers have begun referring to this keystroke as 'cokebottle'. See also quadruple bucky.

## 1.367 cold boot

cold boot: n. See boot.

## 1.368 COME FROM

COME FROM: n. A semi-mythical language construct dual to the 'go to'; 'COME FROM' <label> would cause the referenced label to act as a sort of trapdoor, so that if the program ever reached it control would quietly and automagically be transferred to the statement following the 'COME FROM'. 'COME FROM' was first proposed in R.L. Clark's "A Linguistic Contribution to GOTO-less programming", which appeared in a 1973 Datamation issue (and was reprinted in the April 1984 issue of "Communications of the ACM"). This parodied the then-raging 'structured programming' holy wars (see considered harmful). Mythically, some variants are the 'assigned COME FROM' and the 'computed COME FROM' (parodying some nasty control constructs in FORTRAN and some extended BASICs). Of course, multi-tasking (or non-determinism) could be implemented by having more than one 'COME FROM' statement coming from the same label.

In some ways the FORTRAN 'DO' looks like a 'COME FROM' statement. After the terminating statement number/'CONTINUE' is reached, control continues at the statement following the DO. Some generous FORTRANs would allow arbitrary statements (other than 'CONTINUE') for the statement, leading to examples like:

```
DO 10 I=1,LIMIT
C imagine many lines of code here, leaving the
C original DO statement lost in the spaghetti...
    WRITE(6,10) I,FROB(I)
10    FORMAT(1X,I5,G10.4)
```

in which the trapdoor is just after the statement labeled 10. (This is particularly surprising because the label doesn't appear to have anything to do with the flow of control at all!)

While sufficiently astonishing to the unsuspecting reader, this form of 'COME FROM' statement isn't completely general. After all, control will eventually pass to the following statement. The implementation of the general form was left to Univac FORTRAN, ca. 1975 (though a roughly similar feature existed on the IBM 7040 ten years earlier). The statement 'AT 100' would perform a 'COME FROM 100'. It was intended strictly as a debugging aid, with dire consequences promised to anyone so deranged as to use it in production code. More horrible things had already been perpetrated in production languages, however; doubters need only

contemplate the 'ALTER' verb in COBOL.

'COME FROM' was supported under its own name for the first time 15 years later, in C-INTERCAL (see INTERCAL, retrocomputing); knowledgeable observers are still reeling from the shock.

### 1.369 comm mode

comm mode: /kom mohd/ [ITS: from the feature supporting on-line chat; the term may spelled with one or two m's] Syn. for talk mode.

### 1.370 command key

command key: [Mac users] n. Syn. feature key.

### 1.371 comment out

comment out: vt. To surround a section of code with comment delimiters or to prefix every line in the section with a comment marker; this prevents it from being compiled or interpreted. Often done when the code is redundant or obsolete, but is being left in the source to make the intent of the active code clearer; also when the code in that section is broken and you want to bypass it in order to debug some other part of the code. Compare condition out, usually the preferred technique in languages (such as C) that make it possible.

### 1.372 Commonwealth Hackish

Commonwealth Hackish:: n. Hacker jargon as spoken outside the U.S., esp. in the British Commonwealth. It is reported that Commonwealth speakers are more likely to pronounce truncations like 'char' and 'soc', etc., as spelled (/char/, /sok/), as opposed to American /keir/ and /sohsh/. Dots in newsgroup names (especially two-component names) tend to be pronounced more often (so soc.wibble is /sok dot wib'l/ rather than /sohsh wib'l/). The prefix meta may be pronounced /mee't\*/; similarly, Greek letter beta is usually /bee't\*/, zeta is usually /zee't\*/, and so forth. Preferred metasyntactic variables include blurgle, 'eek', 'ook', 'frodo', and 'bilbo'; 'wibble', 'wobble', and in emergencies

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`wubble'; `banana', `tom', `dick',  
 `harry', `wombat', `frog', fish, and so on and  
 on (see foo, sense 4).

Alternatives to verb doubling include suffixes `-o-rama',  
 `frenzy' (as in feeding frenzy), and `city' (examples: "barf  
 city!" "hack-o-rama!" "core dump frenzy!"). Finally, note  
 that the American terms `parens', `brackets', and `braces' for (),  
 [], and {} are uncommon; Commonwealth hackish prefers  
 `brackets', `square brackets', and `curly brackets'. Also, the  
 use of `pling' for bang is common outside the United States.

See also attoparsec, calculator, chemist,  
 console jockey, fish, go-faster stripes,  
 grunge, hakspek, heavy metal, leaky heap,  
 lord high fixer, loose bytes, muddie, nadger,  
 noddy, psychedelicware, plingnet, raster  
 blaster, RTBM, seggie, spod, sun lounge,  
 terminal junkie, tick-list features, weeble,  
 weasel, YABA, and notes or definitions under Bad  
 Thing, barf, bogus, bum, chase pointers,  
 cosmic rays, crippleware, crunch, dodgy,  
 gonk, hamster, hardwarily, mess-dos,  
 nybble, proglet, root, SEX, tweak, and  
 xyzzzy.

### 1.373 compact

compact: adj. Of a design, describes the valuable property that it  
 can all be apprehended at once in one's head. This generally means  
 the thing created from the design can be used with greater facility  
 and fewer errors than an equivalent tool that is not compact.  
 Compactness does not imply triviality or lack of power; for  
 example, C is compact and FORTRAN is not, but C is more powerful  
 than FORTRAN. Designs become non-compact through accreting  
 features and cruft that don't merge cleanly into the  
 overall design scheme (thus, some fans of Classic C maintain  
 that ANSI C is no longer compact).

### 1.374 compiler jock

compiler jock: n. See jock (sense 2).

### 1.375 compress



compress: [UNIX] vt. When used without a qualifier, generally refers to crunching of a file using a particular C implementation of compression by James A. Woods et al. and widely circulated via USENET; use of crunch itself in this sense is rare among UNIX hackers. Specifically, compress is built around the Lempel-Ziv-Welch algorithm as described in "A Technique for High Performance Data Compression", Terry A. Welch, "IEEE Computer", vol. 17, no. 6 (June 1984), pp. 8--19.

### 1.376 Compu\$erve

Compu\$erve: n. See CI\$. Synonyms CompuSpend and Compu\$pend are also reported.

### 1.377 computer confetti

computer confetti: n. Syn. chad. Though this term is common, this use of punched-card chad is not a good idea, as the pieces are stiff and have sharp corners that could injure the eyes. GLS reports that he once attended a wedding at MIT during which he and a few other guests enthusiastically threw chad instead of rice. The groom later grumbled that he and his bride had spent most of the evening trying to get the stuff out of their hair.

### 1.378 computer geek

computer geek: n. One who eats (computer) bugs for a living. One who fulfills all the dreariest negative stereotypes about hackers: an asocial, malodorous, pasty-faced monomaniac with all the personality of a cheese grater. Cannot be used by outsiders without implied insult to all hackers; compare black-on-black usage of 'nigger'. A computer geek may be either a fundamentally clueless individual or a proto-hacker in larval stage. Also called 'turbo nerd', 'turbo geek'. See also propeller head, clustergeeking, geek out, wannabee, terminal junkie, spod, weenie.

### 1.379 computron

computron: /kom'pyoo-tron'/ n. 1. A notional unit of computing power combining instruction speed and storage capacity, dimensioned roughly in instructions-per-second times megabytes-of-main-store times megabytes-of-mass-storage. "That machine can't run GNU

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EMACS, it doesn't have enough computrons!" This usage is usually found in metaphors that treat computing power as a fungible commodity good, like a crop yield or diesel horsepower. See bitty box, Get a real computer!, toy, crank.

2. A mythical subatomic particle that bears the unit quantity of computation or information, in much the same way that an electron bears one unit of electric charge (see also bogon). An elaborate pseudo-scientific theory of computrons has been developed based on the physical fact that the molecules in a solid object move more rapidly as it is heated. It is argued that an object melts because the molecules have lost their information about where they are supposed to be (that is, they have emitted computrons). This explains why computers get so hot and require air conditioning; they use up computrons. Conversely, it should be possible to cool down an object by placing it in the path of a computron beam. It is believed that this may also explain why machines that work at the factory fail in the computer room: the computrons there have been all used up by the other hardware. (This theory probably owes something to the "Warlock" stories by Larry Niven, the best known being "What Good is a Glass Dagger?", in which magic is fueled by an exhaustible natural resource called 'mana'.)

## 1.380 con

con: [from SF fandom] n. A science-fiction convention. Not used of other sorts of conventions, such as professional meetings. This term, unlike many others of SF-fan slang, is widely recognized even by hackers who aren't fans. "We'd been corresponding on the net for months, then we met face-to-face at a con."

## 1.381 condition out

condition out: vt. To prevent a section of code from being compiled by surrounding it with a conditional-compilation directive whose condition is always false. The canonical examples of these directives are '#if 0' (or '#ifdef notdef', though some find the latter bletcherous) and '#endif' in C. Compare comment out.

## 1.382 condom

condom: n. 1. The protective plastic bag that accompanies 3.5-inch microfloppy diskettes. Rarely, also used of (paper) disk envelopes. Unlike the write protect tab, the condom (when left on) not only impedes the practice of SEX but has also been shown to have a high failure rate as drive mechanisms attempt to access

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the disk --- and can even fatally frustrate insertion. 2. The protective cladding on a light pipe. 3. 'keyboard condom': A flexible, transparent plastic cover for a keyboard, designed to provide some protection against dust and programming fluid without impeding typing. 4. 'elephant condom': the plastic shipping bags used inside cardboard boxes to protect hardware in transit.

### 1.383 confuser

confuser: n. Common soundalike slang for 'computer'. Usually encountered in compounds such as 'confuser room', 'personal confuser', 'confuser guru'. Usage: silly.

### 1.384 connector conspiracy

connector conspiracy: [probably came into prominence with the appearance of the KL-10 (one model of the PDP-10), none of whose connectors matched anything else] n. The tendency of manufacturers (or, by extension, programmers or purveyors of anything) to come up with new products that don't fit together with the old stuff, thereby making you buy either all new stuff or expensive interface devices. The KL-10 Massbus connector was actually \*patented\* by DEC, which reputedly refused to license the design and thus effectively locked third parties out of competition for the lucrative Massbus peripherals market. This policy is a source of never-ending frustration for the diehards who maintain older PDP-10 or VAX systems. Their CPUs work fine, but they are stuck with dying, obsolescent disk and tape drives with low capacity and high power requirements.

(A closely related phenomenon, with a slightly different intent, is the habit manufacturers have of inventing new screw heads so that only Designated Persons, possessing the magic screwdrivers, can remove covers and make repairs or install options. Older Apple Macintoshes took this one step further, requiring not only a hex wrench but a specialized case-cracking tool to open the box.)

In these latter days of open-systems computing this term has fallen somewhat into disuse, to be replaced by the observation that "Standards are great! There are so \*many\* of them to choose from!" Compare backward combatability.

### 1.385 cons

cons: /konz/ or /kons/ [from LISP] 1. vt. To add a new element to a specified list, esp. at the top. "OK, cons picking a replacement for the console TTY onto the agenda." 2. 'cons up':

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vt. To synthesize from smaller pieces: "to cons up an example".

In LISP itself, 'cons' is the most fundamental operation for building structures. It takes any two objects and returns a 'dot-pair' or two-branched tree with one object hanging from each branch. Because the result of a cons is an object, it can be used to build binary trees of any shape and complexity. Hackers think of it as a sort of universal constructor, and that is where the jargon meanings spring from.

### 1.386 considered harmful

considered harmful: adj. Edsger W. Dijkstra's note in the March 1968 "Communications of the ACM", "Goto Statement Considered Harmful", fired the first salvo in the structured programming wars. Amusingly, the ACM considered the resulting acrimony sufficiently harmful that it will (by policy) no longer print an article taking so assertive a position against a coding practice. In the ensuing decades, a large number of both serious papers and parodies have borne titles of the form "X considered Y". The structured-programming wars eventually blew over with the realization that both sides were wrong, but use of such titles has remained as a persistent minor in-joke (the 'considered silly' found at various places in this lexicon is related).

### 1.387 console

console:: n. 1. The operator's station of a mainframe. In times past, this was a privileged location that conveyed godlike powers to anyone with fingers on its keys. Under UNIX and other modern timesharing OSes, such privileges are guarded by passwords instead, and the console is just the tty the system was booted from. Some of the mystique remains, however, and it is traditional for sysadmins to post urgent messages to all users from the console (on UNIX, /dev/console). 2. On microcomputer UNIX boxes, the main screen and keyboard (as opposed to character-only terminals talking to a serial port). Typically only the console can do real graphics or run X. See also CTY.

### 1.388 console jockey

console jockey: n. See terminal junkie.

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### 1.389 content-free

content-free: [by analogy with techspeak 'context-free'] adj.

Used of a message that adds nothing to the recipient's knowledge. Though this adjective is sometimes applied to flamage, it more usually connotes derision for communication styles that exalt form over substance or are centered on concerns irrelevant to the subject ostensibly at hand. Perhaps most used with reference to speeches by company presidents and other professional manipulators. "Content-free? Uh... that's anything printed on glossy paper." (See also four-color glossies.) "He gave a talk on the implications of electronic networks for postmodernism and the fin-de-siecle aesthetic. It was content-free."

### 1.390 control-C

control-C: vi. 1. "Stop whatever you are doing." From the interrupt character used on many operating systems to abort a running program. Considered silly. 2. interj. Among BSD UNIX hackers, the canonical humorous response to "Give me a break!"

### 1.391 control-O

control-O: vi. "Stop talking." From the character used on some operating systems to abort output but allow the program to keep on running. Generally means that you are not interested in hearing anything more from that person, at least on that topic; a standard response to someone who is flaming. Considered silly. Compare control-S.

### 1.392 control-Q

control-Q: vi. "Resume." From the ASCII DC1 or XON character (the pronunciation /X-on/ is therefore also used), used to undo a previous control-S.

### 1.393 control-S

control-S: vi. "Stop talking for a second." From the ASCII DC3 or XOFF character (the pronunciation /X-of/ is therefore also used). Control-S differs from control-O in that the person is asked to stop talking (perhaps because you are on the phone) but will be allowed to continue when you're ready to listen to him ---

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as opposed to control-O, which has more of the meaning of "Shut up." Considered silly.

### 1.394 Conway's Law

Conway's Law: prov. The rule that the organization of the software and the organization of the software team will be congruent; originally stated as "If you have four groups working on a compiler, you'll get a 4-pass compiler".

Melvin Conway, an early proto-hacker who wrote an assembler for the Burroughs 220 called SAVE. The name 'SAVE' didn't stand for anything; it was just that you lost fewer card decks and listings because they all had SAVE written on them.

### 1.395 cookbook

cookbook: [from amateur electronics and radio] n. A book of small code segments that the reader can use to do various magic things in programs. One current example is the "PostScript Language Tutorial and Cookbook" by Adobe Systems, Inc (Addison-Wesley, ISBN 0-201-10179-3), also known as the Blue Book which has recipes for things like wrapping text around arbitrary curves and making 3D fonts. Cookbooks, slavishly followed, can lead one into voodoo programming, but are useful for hackers trying to monkey up small programs in unknown languages. This function is analogous to the role of phrasebooks in human languages.

### 1.396 cooked mode

cooked mode: [UNIX, by opposition with raw mode] n. The normal character-input mode, with interrupts enabled and with erase, kill and other special-character interpretations performed directly by the tty driver. Oppose raw mode, rare mode. This term is techspeak under UNIX but jargon elsewhere; other operating systems often have similar mode distinctions, and the raw/rare/cooked way of describing them has spread widely along with the C language and other UNIX exports. Most generally, 'cooked mode' may refer to any mode of a system that does extensive preprocessing before presenting data to a program.

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### 1.397 cookie

cookie: n. A handle, transaction ID, or other token of agreement between cooperating programs. "I give him a packet, he gives me back a cookie." The claim check you get from a dry-cleaning shop is a perfect mundane example of a cookie; the only thing it's useful for is to relate a later transaction to this one (so you get the same clothes back). Compare magic cookie; see also fortune cookie.

### 1.398 cookie bear

cookie bear: n. Syn. cookie monster.

### 1.399 cookie file

cookie file: n. A collection of fortune cookies in a format that facilitates retrieval by a fortune program. There are several different cookie files in public distribution, and site admins often assemble their own from various sources including this lexicon.

### 1.400 cookie jar

cookie jar: n. An area of memory set aside for storing cookies. Most commonly heard in the Atari ST community; many useful ST programs record their presence by storing a distinctive magic number in the jar. Programs can inquire after the presence or otherwise of other programs by searching the contents of the jar.

### 1.401 cookie monster

cookie monster: [from the children's TV program "Sesame Street"] n. Any of a family of early (1970s) hacks reported on TOPS-10, ITS, Multics, and elsewhere that would lock up either the victim's terminal (on a time-sharing machine) or the console (on a batch mainframe), repeatedly demanding "I WANT A COOKIE". The required responses ranged in complexity from "COOKIE" through "HAVE A COOKIE" and upward. See also wabbit.

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## 1.402 copious free time

copious free time: [Apple; orig. fr. the intro to Tom Lehrer's song "It Makes A Fellow Proud To Be A Soldier"] n. 1. [used ironically to indicate the speaker's lack of the quantity in question] A mythical schedule slot for accomplishing tasks held to be unlikely or impossible. Sometimes used to indicate that the speaker is interested in accomplishing the task, but believes that the opportunity will not arise. "I'll implement the automatic layout stuff in my copious free time." 2. [Archly] Time reserved for bogus or otherwise idiotic tasks, such as implementation of chrome, or the stroking of suits. "I'll get back to him on that feature in my copious free time."

## 1.403 copper

copper: n. Conventional electron-carrying network cable with a core conductor of copper --- or aluminum! Opposed to light pipe or, say, a short-range microwave link.

## 1.404 copy protection

copy protection: n. A class of methods for preventing incompetent pirates from stealing software and legitimate customers from using it. Considered silly.

## 1.405 copybroke

copybroke: /kop'ee-brohk/ adj. 1. [play on 'copyright'] Used to describe an instance of a copy-protected program that has been 'broken'; that is, a copy with the copy-protection scheme disabled. Syn. copywronged. 2. Copy-protected software which is unusable because of some bit-rot or bug that has confused the anti-piracy check. See also copy protection.

## 1.406 copyleft

copyleft: /kop'ee-left/ [play on 'copyright'] n. 1. The copyright notice ('General Public License') carried by GNU EMACS and other Free Software Foundation software, granting reuse and reproduction rights to all comers (but see also General Public Virus). 2. By extension, any copyright notice intended to achieve similar aims.

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## 1.407 copywronged

copywronged: /kop'ee-rongd/ [play on 'copyright'] adj. Syn. for copybroke.

## 1.408 core

core: n. Main storage or RAM. Dates from the days of ferrite-core memory; now archaic as techspeak most places outside IBM, but also still used in the UNIX community and by old-time hackers or those who would sound like them. Some derived idioms are quite current; 'in core', for example, means 'in memory' (as opposed to 'on disk'), and both core dump and the 'core image' or 'core file' produced by one are terms in favor. Some varieties of Commonwealth hackish prefer store.

## 1.409 core cancer

core cancer: n. A process that exhibits a slow but inexorable resource leak --- like a cancer, it kills by crowding out productive 'tissue'.

## 1.410 core dump

core dump: n. [common Iron Age jargon, preserved by UNIX]  
1. [techspeak] A copy of the contents of core, produced when a process is aborted by certain kinds of internal error. 2. By extension, used for humans passing out, vomiting, or registering extreme shock. "He dumped core. All over the floor. What a mess." "He heard about X and dumped core." 3. Occasionally used for a human rambling on pointlessly at great length; esp. in apology: "Sorry, I dumped core on you". 4. A recapitulation of knowledge (compare bits, sense 1). Hence, spewing all one knows about a topic (syn. brain dump), esp. in a lecture or answer to an exam question. "Short, concise answers are better than core dumps" (from the instructions to an exam at Columbia). See core.

## 1.411 core leak

core leak: n. Syn. memory leak.

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## 1.412 Core Wars

Core Wars: n. A game between 'assembler' programs in a simulated machine, where the objective is to kill your opponent's program by overwriting it. Popularized by A. K. Dewdney's column in "Scientific American" magazine, this was actually devised by Victor Vyssotsky, Robert Morris Sr., and Dennis Ritchie in the early 1960s (their original game was called 'Darwin' and ran on a PDP-1 at Bell Labs). See core.

## 1.413 corge

corge: /korj/ [originally, the name of a cat] n. Yet another metasyntactic variable, invented by Mike Gallaher and propagated by the GOSMACS documentation. See grault.

## 1.414 cosmic rays

cosmic rays: n. Notionally, the cause of bit rot. However, this is a semi-independent usage that may be invoked as a humorous way to handwave away any minor randomness that doesn't seem worth the bother of investigating. "Hey, Eric --- I just got a burst of garbage on my tube, where did that come from?" "Cosmic rays, I guess." Compare sunspots, phase of the moon. The British seem to prefer the usage 'cosmic showers'; 'alpha particles' is also heard, because stray alpha particles passing through a memory chip can cause single-bit errors (this becomes increasingly more likely as memory sizes and densities increase).

Factual note: Alpha particles cause bit rot, cosmic rays do not (except occasionally in spaceborne computers). Intel could not explain random bit drops in their early chips, and one hypothesis was cosmic rays. So they created the World's Largest Lead Safe, using 25 tons of the stuff, and used two identical boards for testing. One was placed in the safe, one outside. The hypothesis was that if cosmic rays were causing the bit drops, they should see a statistically significant difference between the error rates on the two boards. They did not observe such a difference. Further investigation demonstrated conclusively that the bit drops were due to alpha particle emissions from thorium (and to a much lesser degree uranium) in the encapsulation material. Since it is impossible to eliminate these radioactives (they are uniformly distributed through the earth's crust, with the statistically insignificant exception of uranium lodes) it became obvious that one has to design memories to withstand these hits.

## 1.415 cough and die

cough and die: v. Syn. barf. Connotes that the program is throwing its hands up by design rather than because of a bug or oversight. "The parser saw a control-A in its input where it was looking for a printable, so it coughed and died." Compare die, die horribly, scream and die.

## 1.416 cowboy

cowboy: [Sun, from William Gibson's cyberpunk SF] n. Synonym for hacker. It is reported that at Sun this word is often said with reverence.

## 1.417 CP/M

CP/M:: /C-P-M/ n. [Control Program for Microcomputers] An early microcomputer OS written by hacker Gary Kildall for 8080- and Z80-based machines, very popular in the late 1970s but virtually wiped out by MS-DOS after the release of the IBM PC in 1981. Legend has it that Kildall's company blew its chance to write the OS for the IBM PC because Kildall decided to spend a day IBM's reps wanted to meet with him enjoying the perfect flying weather in his private plane. Many of CP/M's features and conventions strongly resemble those of early DEC operating systems such as TOPS-10, OS/8, RSTS, and RSX-11. See MS-DOS, operating system.

## 1.418 CPU Wars

CPU Wars: /C-P-U worz/ n. A 1979 large-format comic by Chas Andres chronicling the attempts of the brainwashed androids of IPM (Impossible to Program Machines) to conquer and destroy the peaceful denizens of HEC (Human Engineered Computers). This rather transparent allegory featured many references to ADVENT and the immortal line "Eat flaming death, minicomputer mongrels!" (uttered, of course, by an IPM stormtrooper). It is alleged that the author subsequently received a letter of appreciation on IBM company stationery from the head of IBM's Thomas J. Watson Research Laboratories (then, as now, one of the few islands of true hackerdom in the IBM archipelago). The lower loop of the B in the IBM logo, it is said, had been carefully whited out. See eat flaming death.

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## 1.419 crack root

crack root: v. To defeat the security system of a UNIX machine and gain root privileges thereby; see cracking.

## 1.420 cracker

cracker: n. One who breaks security on a system. Coined ca. 1985 by hackers in defense against journalistic misuse of hacker (q.v., sense 8). An earlier attempt to establish 'worm' in this sense around 1981--82 on USENET was largely a failure.

Use of both these neologisms reflects a strong revulsion against the theft and vandalism perpetrated by cracking rings. While it is expected that any real hacker will have done some playful cracking and knows many of the basic techniques, anyone past larval stage is expected to have outgrown the desire to do so except for immediate practical reasons (for example, if it's necessary to get around some security in order to get some work done).

Thus, there is far less overlap between hackerdom and crackerdom than the mundane reader misled by sensationalistic journalism might expect. Crackers tend to gather in small, tight-knit, very secretive groups that have little overlap with the huge, open poly-culture this lexicon describes; though crackers often like to describe \*themselves\* as hackers, most true hackers consider them a separate and lower form of life.

Ethical considerations aside, hackers figure that anyone who can't imagine a more interesting way to play with their computers than breaking into someone else's has to be pretty losing. Some other reasons crackers are looked down on are discussed in the entries on cracking and phreaking. See also samurai, dark-side hacker, and hacker ethic, the.

## 1.421 cracking

cracking: n. The act of breaking into a computer system; what a cracker does. Contrary to widespread myth, this does not usually involve some mysterious leap of hackerly brilliance, but rather persistence and the dogged repetition of a handful of fairly well-known tricks that exploit common weaknesses in the security of target systems. Accordingly, most crackers are only mediocre hackers.

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## 1.422 crank

crank: [from automotive slang] vt. Verb used to describe the performance of a machine, especially sustained performance. "This box cranks (or, cranks at) about 6 megaflops, with a burst mode of twice that on vectorized operations."

## 1.423 CrApTeX

CrApTeX: /krap'tekh/ [University of York, England] n. Term of abuse used to describe TeX and LaTeX when they don't work (when used by TeXhackers), or all the time (by everyone else). The non-TeX enthusiasts generally dislike it because it is more verbose than other formatters (e.g. troff) and because (particularly if the standard Computer Modern fonts are used) it generates vast output files. See religious issues, TeX.

## 1.424 crash

crash: 1. n. A sudden, usually drastic failure. Most often said of the system (q.v., sense 1), esp. of magnetic disk drives (the term originally described what happened when the air gap of a hard disk collapses). "Three lusers lost their files in last night's disk crash." A disk crash that involves the read/write heads dropping onto the surface of the disks and scraping off the oxide may also be referred to as a 'head crash', whereas the term 'system crash' usually, though not always, implies that the operating system or other software was at fault. 2. v. To fail suddenly. "Has the system just crashed?" "Something crashed the OS!" See down. Also used transitively to indicate the cause of the crash (usually a person or a program, or both). "Those idiots playing SPACEWAR crashed the system." 3. vi. Sometimes said of people hitting the sack after a long hacking run; see gronk out.

## 1.425 crash and burn

crash and burn: vi., n. A spectacular crash, in the mode of the conclusion of the car-chase scene in the movie "Bullitt" and many subsequent imitators (compare die horribly). Sun-3 monitors losing the flyback transformer and lightning strikes on VAX-11/780 backplanes are notable crash and burn generators. The construction 'crash-and-burn machine' is reported for a computer used exclusively for alpha or beta testing, or reproducing bugs (i.e., not for development). The implication is that it wouldn't be such a disaster if that machine crashed, since only the

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testers would be inconvenienced.

### 1.426 crawling horror

crawling horror: n. Ancient crufty hardware or software that is kept obstinately alive by forces beyond the control of the hackers at a site. Like dusty deck or gonkulator, but connotes that the thing described is not just an irritation but an active menace to health and sanity. "Mostly we code new stuff in C, but they pay us to maintain one big FORTRAN II application from nineteen-sixty-X that's a real crawling horror...." Compare WOMBAT.

### 1.427 cray

cray: /kray/ n. 1. (properly, capitalized) One of the line of supercomputers designed by Cray Research. 2. Any supercomputer at all. 3. The canonical number-crunching machine.

The term is actually the lowercased last name of Seymour Cray, a noted computer architect and co-founder of the company. Numerous vivid legends surround him, some true and some admittedly invented by Cray Research brass to shape their corporate culture and image.

### 1.428 cray instability

cray instability: n. A shortcoming of a program or algorithm that manifests itself only when a large problem is being run on a powerful machine (see cray). Generally more subtle than bugs that can be detected in smaller problems running on a workstation or mini.

### 1.429 crayola

crayola: /kray-oh'l\*/ n. A super-mini or -micro computer that provides some reasonable percentage of supercomputer performance for an unreasonably low price. Might also be a killer micro.

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### 1.430 crayola books

crayola books: n. The rainbow series of National Computer Security Center (NCSC) computer security standards (see Orange Book). Usage: humorous and/or disparaging.

### 1.431 crayon

crayon: n. 1. Someone who works on Cray supercomputers. More specifically, it implies a programmer, probably of the CDC ilk, probably male, and almost certainly wearing a tie (irrespective of gender). Systems types who have a UNIX background tend not to be described as crayons. 2. A computron (sense 2) that participates only in number-crunching. 3. A unit of computational power equal to that of a single Cray-1. There is a standard joke about this usage that derives from an old Crayola crayon promotional gimmick: When you buy 64 crayons you get a free sharpener.

### 1.432 creationism

creationism: n. The (false) belief that large, innovative software designs can be completely specified in advance and then painlessly magicked out of the void by the normal efforts of a team of normally talented programmers. In fact, experience has shown repeatedly that good designs arise only from evolutionary, exploratory interaction between one (or at most a small handful of) exceptionally able designer(s) and an active user population --- and that the first try at a big new idea is always wrong. Unfortunately, because these truths don't fit the planning models beloved of management, they are generally ignored.

### 1.433 creep

creep: v. To advance, grow, or multiply inexorably. In hackish usage this verb has overtones of menace and silliness, evoking the creeping horrors of low-budget monster movies.

### 1.434 creeping elegance

creeping elegance: n. Describes a tendency for parts of a design to become elegant past the point of diminishing return, something which often happens at the expense of the less interesting parts of the design, the schedule, and other things deemed important in the Real World. See also creeping featurism, second-system effect, tense.

### 1.435 creeping featurism

creeping featurism: /kree'ping fee'chr-izm/ n. 1. Describes a systematic tendency to load more chrome and features onto systems at the expense of whatever elegance they may have possessed when originally designed. See also feeping creaturism. "You know, the main problem with BSD UNIX has always been creeping featurism." 2. More generally, the tendency for anything complicated to become even more complicated because people keep saying "Gee, it would be even better if it had this feature too". (See feature.) The result is usually a patchwork because it grew one ad-hoc step at a time, rather than being planned. Planning is a lot of work, but it's easy to add just one extra little feature to help someone ... and then another ... and another.... When creeping featurism gets out of hand, it's like a cancer. Usually this term is used to describe computer programs, but it could also be said of the federal government, the IRS 1040 form, and new cars. A similar phenomenon sometimes afflicts conscious redesigns; see second-system effect. See also creeping elegance.

### 1.436 creeping featuritis

creeping featuritis: /kree'ping fee'-chr-i:'t\*s/ n. Variant of creeping featurism, with its own spoonerization: 'feeping creaturitis'. Some people like to reserve this form for the disease as it actually manifests in software or hardware, as opposed to the lurking general tendency in designers' minds. (After all, -ism means 'condition' or 'pursuit of', whereas -itis usually means 'inflammation of'.)

### 1.437 cretin

cretin: /kret'in/ or /kree'tn/ n. Congenital loser; an obnoxious person; someone who can't do anything right. It has been observed that many American hackers tend to favor the British pronunciation /kret'in/ over standard American /kree'tn/; it is thought this may be due to the insidious phonetic influence of Monty Python's Flying Circus.

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### 1.438 cretinous

cretinous: /kret'n-\*s/ or /kreet'n-\*s/ adj. Wrong; stupid; non-functional; very poorly designed. Also used pejoratively of people. See dread high-bit disease for an example. Approximate synonyms: bletcherous, bagbiting losing, brain-damaged.

### 1.439 crippleware

crippleware: n. 1. Software that has some important functionality deliberately removed, so as to entice potential users to pay for a working version. 2. [Cambridge] Guiltware that exhorts you to donate to some charity (compare careware, nagware). 3. Hardware deliberately crippled, which can be upgraded to a more expensive model by a trivial change (e.g., cutting a jumper).

An excellent example of crippleware (sense 3) is Intel's 486SX chip, which is a standard 486DX chip with the co-processor dyked out (in some early versions it was present but disabled). To upgrade, you buy a complete 486DX chip with *\*working\** co-processor (its identity thinly veiled by a different pinout) and plug it into the board's expansion socket. It then disables the SX, which becomes a fancy power sink. Don't you love Intel?

### 1.440 critical mass

critical mass: n. In physics, the minimum amount of fissionable material required to sustain a chain reaction. Of a software product, describes a condition of the software such that fixing one bug introduces one plus epsilon bugs. (This malady has many causes: creeping featurism, ports to too many disparate environments, poor initial design, etc.) When software achieves critical mass, it can never be fixed; it can only be discarded and rewritten.

### 1.441 crlf

crlf: /ker'l\*f/, sometimes /kru'l\*f/ or /C-R-L-F/ n. (often capitalized as 'CRLF') A carriage return (CR, ASCII 0001101) followed by a line feed (LF, ASCII 0001010). More loosely, whatever it takes to get you from the end of one line of text to the beginning of the next line. See newline, terpri. Under UNIX influence this usage has become less common (UNIX uses a bare line feed as its 'CRLF').

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## 1.442 crock

crock: [from the American scatologism 'crock of shit'] n. 1. An awkward feature or programming technique that ought to be made cleaner. For example, using small integers to represent error codes without the program interpreting them to the user (as in, for example, UNIX 'make(1)', which returns code 139 for a process that dies due to segfault). 2. A technique that works acceptably, but which is quite prone to failure if disturbed in the least. For example, a too-clever programmer might write an assembler which mapped instruction mnemonics to numeric opcodes algorithmically, a trick which depends far too intimately on the particular bit patterns of the opcodes. (For another example of programming with a dependence on actual opcode values, see The Story of Mel, a Real Programmer in Appendix A.) Many crocks have a tightly woven, almost completely unmodifiable structure. See kluge, brittle. The adjectives 'crockish' and 'crocky', and the nouns 'crockishness' and 'crockitude', are also used.

## 1.443 cross-post

cross-post: [USENET] vi. To post a single article simultaneously to several newsgroups. Distinguished from posting the article repeatedly, once to each newsgroup, which causes people to see it multiple times (which is very bad form). Gratuitous cross-posting without a Followup-To line directing responses to a single followup group is frowned upon, as it tends to cause followup articles to go to inappropriate newsgroups when people respond to only one part of the original posting.

## 1.444 crudware

crudware: /kruhd'weir/ n. Pejorative term for the hundreds of megabytes of low-quality freeware circulated by user's groups and BBS systems in the micro-hobbyist world. "Yet \*another\* set of disk catalog utilities for MS-DOS? What crudware!"

## 1.445 cruft

cruft: /kruhft/ [back-formation from crufty] 1. n. An unpleasant substance. The dust that gathers under your bed is cruft; the TMRC Dictionary correctly noted that attacking it with a broom only produces more. 2. n. The results of shoddy construction. 3. vt. [from 'hand cruft', pun on 'hand craft'] To write assembler code for something normally (and better) done by

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a compiler (see hand-hacking). 4. n. Excess; superfluous junk; used esp. of redundant or superseded code.

This term is one of the oldest in the jargon and no one is sure of its etymology, but it is suggestive that there is a Cruft Hall at Harvard University which is part of the old physics building; it's said to have been the physics department's radar lab during WWII. To this day (early 1993) the windows appear to be full of random techno-junk. MIT or Lincoln Labs people may well have coined the term as a knock on the competition.

### 1.446 cruft together

cruft together: vt. (also 'cruft up') To throw together something ugly but temporarily workable. Like vt. kluge up, but more pejorative. "There isn't any program now to reverse all the lines of a file, but I can probably cruft one together in about 10 minutes." See hack together, hack up, kluge up, crufty.

### 1.447 cruftsmanship

cruftsmanship: /kruhfts'm\*n-ship / n. [from cruft] The antithesis of craftsmanship.

### 1.448 crufty

crufty: /kruhft'tee/ [origin unknown; poss. from 'crusty']  
adj. 1. Poorly built, possibly over-complex. The canonical example is "This is standard old crufty DEC software". In fact, one fanciful theory of the origin of 'crufty' holds that was originally a mutation of 'crusty' applied to DEC software so old that the 's' characters were tall and skinny, looking more like 'f' characters. 2. Unpleasant, especially to the touch, often with encrusted junk. Like spilled coffee smeared with peanut butter and catsup. 3. Generally unpleasant. 4. (sometimes spelled 'cruftie') n. A small crufty object (see frob); often one that doesn't fit well into the scheme of things. "A LISP property list is a good place to store crufties (or, collectively, random cruft)."

### 1.449 crumb

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crumb: n. Two binary digits; a quad. Larger than a bit, smaller than a nybble. Considered silly. Syn. tayste.

## 1.450 crunch

crunch: 1. vi. To process, usually in a time-consuming or complicated way. Connotes an essentially trivial operation that is nonetheless painful to perform. The pain may be due to the triviality's being embedded in a loop from 1 to 1,000,000,000. "FORTRAN programs do mostly number-crunching." 2. vt. To reduce the size of a file by a complicated scheme that produces bit configurations completely unrelated to the original data, such as by a Huffman code. (The file ends up looking something like a paper document would if somebody crunched the paper into a wad.) Since such compression usually takes more computations than simpler methods such as run-length encoding, the term is doubly appropriate. (This meaning is usually used in the construction 'file crunch(ing)' to distinguish it from number-crunching.) See compress. 3. n. The character '#'. Used at XEROX and CMU, among other places. See ASCII. 4. vt. To squeeze program source into a minimum-size representation that will still compile or execute. The term came into being specifically for a famous program on the BBC micro that crunched BASIC source in order to make it run more quickly (it was a wholly interpretive BASIC, so the number of characters mattered). Obfuscated C Contest entries are often crunched; see the first example under that entry.

## 1.451 cruncha cruncha cruncha

cruncha cruncha cruncha: /kruhn'ch\* kruhn'ch\* kruhn'ch\*/ interj. An encouragement sometimes muttered to a machine bogged down in a serious grovel. Also describes a notional sound made by groveling hardware. See wugga wugga, grind (sense 3).

## 1.452 cryppie

cryppie: /krip'ee/ n. A cryptographer. One who hacks or implements cryptographic software or hardware.

## 1.453 CTSS

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CTSS: /C-T-S-S/ n. Compatible Time-Sharing System. An early (1963) experiment in the design of interactive time-sharing operating systems, ancestral to Multics, UNIX, and ITS. The name ITS (Incompatible Time-sharing System) was a hack on CTSS, meant both as a joke and to express some basic differences in philosophy about the way I/O services should be presented to user programs.

### 1.454 CTY

CTY: /sit'ee/ or /C-T-Y/ n. [MIT] The terminal physically associated with a computer's system console. The term is a contraction of 'Console tty', that is, 'Console TeleTYpe'. This ITS- and TOPS-10-associated term has become less common, as most UNIX hackers simply refer to the CTY as 'the console'.

### 1.455 cube

cube: n. 1. [short for 'cubicle'] A module in the open-plan offices used at many programming shops. "I've got the manuals in my cube." 2. A NeXT machine (which resembles a matte-black cube).

### 1.456 cubing

cubing: [parallel with 'tubing'] vi. 1. Hacking on an IPSC (Intel Personal SuperComputer) hypercube. "Louella's gone cubing \*again\*!!" 2. Hacking Rubik's Cube or related puzzles, either physically or mathematically. 3. An indescribable form of self-torture (see sense 1 or 2).

### 1.457 cursor dipped in X

cursor dipped in X: n. There are a couple of metaphors in English of the form 'pen dipped in X' (perhaps the most common values of X are 'acid', 'bile', and 'vitriol'). These map over neatly to this hackish usage (the cursor being what moves, leaving letters behind, when one is composing on-line). "Talk about a nastygram! He must've had his cursor dipped in acid when he wrote that one!"

## 1.458 cuspy

cuspy: /kuhs'pee/ [WPI: from the DEC abbreviation CUSP, for 'Commonly Used System Program', i.e., a utility program used by many people]  
adj. 1. (of a program) Well-written. 2. Functionally excellent. A program that performs well and interfaces well to users is cuspy. See rude. 3. [NYU] Said of an attractive woman, especially one regarded as available. Implies a certain curvaceousness.

## 1.459 cut a tape

cut a tape: vi. To write a software or document distribution on magnetic tape for shipment. Has nothing to do with physically cutting the medium! Early versions of this lexicon claimed that one never analogously speaks of 'cutting a disk', but this has since been reported as live usage. Related slang usages are mainstream business's 'cut a check', the recording industry's 'cut a record', and the military's 'cut an order'.

All of these usages reflect physical processes in obsolete recording and duplication technologies. The first stage in manufacturing an old-style vinyl record involved cutting grooves in a stamping die with a precision lathe. More mundanely, the dominant technology for mass duplication of paper documents in pre-photocopying days involved "cutting a stencil", punching away portions of the wax overlay on a silk screen. More directly, paper tape with holes punched in it was an important early storage medium.

## 1.460 cybercrud

cybercrud: /si:'ber-kruhd/ n. 1. [coined by Ted Nelson]  
Obfuscatory tech-talk. Verbiage with a high MEGO factor. The computer equivalent of bureaucratese. 2. Incomprehensible stuff embedded in email. First there were the "Received" headers that show how mail flows through systems, then MIME (Multi-purpose Internet Mail Extensions) headers and part boundaries, and now huge blocks of hex for PEM (Privacy Enhanced Mail) or PGP (Pretty Good Privacy) digital signatures and certificates of authenticity. This stuff all serves a purpose and good user interfaces should hide it, but all too often users are forced to wade through it.

## 1.461 cyberpunk

cyberpunk: /si:'ber-puhnk/ [orig. by SF writer Bruce Bethke and/or editor Gardner Dozois] n.,adj. A subgenre of SF launched

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in 1982 by William Gibson's epoch-making novel "Neuromancer" (though its roots go back through Vernor Vinge's "True Names" (see "True Names ... and Other Dangers" in appendix C) to John Brunner's 1975 novel "The Shockwave Rider"). Gibson's near-total ignorance of computers and the present-day hacker culture enabled him to speculate about the role of computers and hackers in the future in ways hackers have since found both irritatingly naive and tremendously stimulating. Gibson's work was widely imitated, in particular by the short-lived but innovative "Max Headroom" TV series. See cyberspace, ice, jack in, go flatline.

Since 1990 or so, popular culture has included a movement or fashion trend that calls itself 'cyberpunk', associated especially with the rave/techno subculture. Hackers have mixed feelings about this. On the one hand, self-described cyberpunks too often seem to be shallow trendoids in black leather who have substituted enthusiastic blathering about technology for actually learning and \*doing\* it. Attitude is no substitute for competence. On the other hand, at least cyberpunks are excited about the right things and properly respectful of hacking talent in those who have it. The general consensus is to tolerate them politely in hopes that they'll attract people who grow into being true hackers.

## 1.462 cyberspace

cyberspace: /si:'ber-spays/ n. 1. Notional 'information-space' loaded with visual cues and navigable with brain-computer interfaces called 'cyberspace decks'; a characteristic prop of cyberpunk SF. At the time of this writing (mid-1991), serious efforts to construct virtual reality interfaces modeled explicitly on Gibsonian cyberspace are already under way, using more conventional devices such as glove sensors and binocular TV headsets. Few hackers are prepared to deny outright the possibility of a cyberspace someday evolving out of the network (see network, the). 2. Occasionally, the metaphoric location of the mind of a person in hack mode. Some hackers report experiencing strong eidetic imagery when in hack mode; interestingly, independent reports from multiple sources suggest that there are common features to the experience. In particular, the dominant colors of this subjective 'cyberspace' are often gray and silver, and the imagery often involves constellations of marching dots, elaborate shifting patterns of lines and angles, or moire patterns.

## 1.463 cycle

cycle: 1. n. The basic unit of computation. What every hacker wants more of (noted hacker Bill Gosper describes himself as a "cycle junkie"). One can describe an instruction as taking so

many 'clock cycles'. Often the computer can access its memory once on every clock cycle, and so one speaks also of 'memory cycles'. These are technical meanings of cycle. The jargon meaning comes from the observation that there are only so many cycles per second, and when you are sharing a computer the cycles get divided up among the users. The more cycles the computer spends working on your program rather than someone else's, the faster your program will run. That's why every hacker wants more cycles: so he can spend less time waiting for the computer to respond. 2. By extension, a notional unit of \*human\* thought power, emphasizing that lots of things compete for the typical hacker's think time. "I refused to get involved with the Rubik's Cube back when it was big. Knew I'd burn too many cycles on it if I let myself." 3. vt. Syn. bounce (sense 4), 120 reset; from the phrase 'cycle power'. "Cycle the machine again, that serial port's still hung."

### 1.464 cycle crunch

cycle crunch: n. A situation wherein the number of people trying to use a computer simultaneously has reached the point where no one can get enough cycles because they are spread too thin and the system has probably begun to thrash. This scenario is an inevitable result of Parkinson's Law applied to timesharing. Usually the only solution is to buy more computer. Happily, this has rapidly become easier since the mid-1980s, so much so that the very term 'cycle crunch' now has a faintly archaic flavor; most hackers now use workstations or personal computers as opposed to traditional timesharing systems.

### 1.465 cycle drought

cycle drought: n. A scarcity of cycles. It may be due to a cycle crunch, but it could also occur because part of the computer is temporarily not working, leaving fewer cycles to go around. "The high moby is down, so we're running with only half the usual amount of memory. There will be a cycle drought until it's fixed."

### 1.466 cycle of reincarnation

cycle of reincarnation: [coined by Ivan Sutherland ca. 1970] n. Term used to refer to a well-known effect whereby function in a computing system family is migrated out to special-purpose peripheral hardware for speed, then the peripheral evolves toward more computing power as it does its job, then somebody notices that it is inefficient to support two asymmetrical processors in the

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architecture and folds the function back into the main CPU, at which point the cycle begins again. Several iterations of this cycle have been observed in graphics-processor design, and at least one or two in communications and floating-point processors. Also known as 'the Wheel of Life', 'the Wheel of Samsara', and other variations of the basic Hindu/Buddhist theological idea. See also blitter, bit bang.

### 1.467 cycle server

cycle server: n. A powerful machine that exists primarily for running large batch jobs. Implies that interactive tasks such as editing are done on other machines on the network, such as workstations.

### 1.468 D. C. Power Lab

D. C. Power Lab: n. The former site of SAIL. Hackers thought this was very funny because the obvious connection to electrical engineering was nonexistent --- the lab was named for a Donald C. Power. Compare Marginal Hacks.

### 1.469 daemon

daemon: /day'mn/ or /dee'mn/ [from the mythological meaning, later rationalized as the acronym 'Disk And Execution MONitor'] n. A program that is not invoked explicitly, but lies dormant waiting for some condition(s) to occur. The idea is that the perpetrator of the condition need not be aware that a daemon is lurking (though often a program will commit an action only because it knows that it will implicitly invoke a daemon). For example, under ITS writing a file on the LPT spooler's directory would invoke the spooling daemon, which would then print the file. The advantage is that programs wanting (in this example) files printed need neither compete for access to nor understand any idiosyncrasies of the LPT. They simply enter their implicit requests and let the daemon decide what to do with them. Daemons are usually spawned automatically by the system, and may either live forever or be regenerated at intervals.

Daemon and demon are often used interchangeably, but seem to have distinct connotations. The term 'daemon' was introduced to computing by CTSS people (who pronounced it /dee'mon/) and used it to refer to what ITS called a dragon. Although the meaning and the pronunciation have drifted, we think this glossary reflects current (1993) usage.

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## 1.470 dangling pointer

dangling pointer: n. A reference that doesn't actually lead anywhere (in C and some other languages, a pointer that doesn't actually point at anything valid). Usually this happens because it formerly pointed to something that has moved or disappeared. Used as jargon in a generalization of its techspeak meaning; for example, a local phone number for a person who has since moved to the other coast is a dangling pointer.

## 1.471 dark-side hacker

dark-side hacker: n. A criminal or malicious hacker; a cracker. From George Lucas's Darth Vader, "seduced by the dark side of the Force". The implication that hackers form a sort of elite of technological Jedi Knights is intended. Oppose samurai.

## 1.472 Datamation

Datamation: /day't\*-may'sh\*n/ n. A magazine that many hackers assume all suits read. Used to question an unbelieved quote, as in "Did you read that in "Datamation?" It used to publish something hackishly funny every once in a while, like the original paper on COME FROM in 1973, and Ed Post's "Real Programmers Don't Use Pascal" ten years later, but it has since become much more exclusively suit-oriented and boring.

## 1.473 DAU

DAU: /dow/ [German Fidonet] n. German acronym for D"ummster Anzunehmender User (stupidest imaginable user). From the engineering-slang GAU for Gr"osster Anzunehmender Unfall, worst foreseeable accident, esp. of a LNG tank farm plant or something with similarly disastrous consequences. In popular German, GAU is used only to refer to worst-case nuclear accidents such as a core meltdown. See cretin, fool, loser and weasel.

## 1.474 day mode

day mode: n. See phase (sense 1). Used of people only.

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## 1.475 dd

dd: /dee-dee/ [UNIX: from IBM JCL] vt. Equivalent to cat or BLT. Originally the name of a UNIX copy command with special options suitable for block-oriented devices; it was often used in heavy-handed system maintenance, as in "Let's 'dd' the root partition onto a tape, then use the boot PROM to load it back on to a new disk". The UNIX 'dd(1)' was designed with a weird, distinctly non-UNIXy keyword option syntax reminiscent of IBM System/360 JCL (which had an elaborate DD 'Dataset Definition' specification for I/O devices); though the command filled a need, the interface design was clearly a prank. The jargon usage is now very rare outside UNIX sites and now nearly obsolete even there, as 'dd(1)' has been deprecated for a long time (though it has no exact replacement). The term has been displaced by BLT or simple English 'copy'.

## 1.476 DDT

DDT: /D-D-T/ n. 1. Generic term for a program that assists in debugging other programs by showing individual machine instructions in a readable symbolic form and letting the user change them. In this sense the term DDT is now archaic, having been widely displaced by 'debugger' or names of individual programs like 'adb', 'sdb', 'dbx', or 'gdb'. 2. [ITS] Under MIT's fabled ITS operating system, DDT (running under the alias HACTRN) was also used as the shell or top level command language used to execute other programs. 3. Any one of several specific DDTs (sense 1) supported on early DEC hardware. The DEC PDP-10 Reference Handbook (1969) contained a footnote on the first page of the documentation for DDT that illuminates the origin of the term:

Historical footnote: DDT was developed at MIT for the PDP-1 computer in 1961. At that time DDT stood for "DEC Debugging Tape". Since then, the idea of an on-line debugging program has propagated throughout the computer industry. DDT programs are now available for all DEC computers. Since media other than tape are now frequently used, the more descriptive name "Dynamic Debugging Technique" has been adopted, retaining the DDT abbreviation. Confusion between DDT-10 and another well known pesticide, dichloro-diphenyl-trichloroethane (C14-H9-Cl5) should be minimal since each attacks a different, and apparently mutually exclusive, class of bugs.

(The 'tape' referred to was, incidentally, not magnetic but paper.) Sadly, this quotation was removed from later editions of the handbook after the suits took over and DEC became much more 'businesslike'.

The history above is known to many old-time hackers. But there's more: Peter Samson, compiler of the original TMRC lexicon, reports that he named 'DDT' after a similar tool on the TX-0

computer, the direct ancestor of the PDP-1 built at MIT's Lincoln Lab in 1957. The debugger on that ground-breaking machine (the first transistorized computer) rejoiced in the name FLIT (FLeXowriter Interrogation Tape).

## 1.477 de-rezz

de-rezz: /dee-rez'/ [from 'de-resolve' via the movie "Tron"] (also 'derez') 1. vi. To disappear or dissolve; the image that goes with it is of an object breaking up into raster lines and static and then dissolving. Occasionally used of a person who seems to have suddenly 'fuzzed out' mentally rather than physically. Usage: extremely silly, also rare. This verb was actually invented as *\*fictional\** hacker jargon, and adopted in a spirit of irony by real hackers years after the fact. 2. vt. The Macintosh resource decompiler. On a Macintosh, many program structures (including the code itself) are managed in small segments of the program file known as 'resources'; 'Rez' and 'DeRez' are a pair of utilities for compiling and decompiling resource files. Thus, decompiling a resource is 'derezzing'. Usage: very common.

## 1.478 dead

dead: adj. 1. Non-functional; down; crashed. Especially used of hardware. 2. At XEROX PARC, software that is working but not undergoing continued development and support.

## 1.479 dead code

dead code: n. Routines that can never be accessed because all calls to them have been removed, or code that cannot be reached because it is guarded by a control structure that provably must always transfer control somewhere else. The presence of dead code may reveal either logical errors due to alterations in the program or significant changes in the assumptions and environment of the program (see also *software rot*); a good compiler should report dead code so a maintainer can think about what it means. (Sometimes it simply means that an *\*extremely\** defensive programmer has inserted can't happen tests which really can't happen --- yet.) Syn. grunge.

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## 1.480 DEADBEEF

DEADBEEF: /ded-beef/ n. The hexadecimal word-fill pattern for freshly allocated memory (decimal -21524111) under a number of IBM environments, including the RS/6000. As in "Your program is DEADBEEF" (meaning gone, aborted, flushed from memory); if you start from an odd half-word boundary, of course, you have BEEFDEAD.

## 1.481 deadlock

deadlock: n. 1. [techspeak] A situation wherein two or more processes are unable to proceed because each is waiting for one of the others to do something. A common example is a program communicating to a server, which may find itself waiting for output from the server before sending anything more to it, while the server is similarly waiting for more input from the controlling program before outputting anything. (It is reported that this particular flavor of deadlock is sometimes called a 'starvation deadlock', though the term 'starvation' is more properly used for situations where a program can never run simply because it never gets high enough priority. Another common flavor is 'constipation', in which each process is trying to send stuff to the other but all buffers are full because nobody is reading anything.) See deadly embrace. 2. Also used of deadlock-like interactions between humans, as when two people meet in a narrow corridor, and each tries to be polite by moving aside to let the other pass, but they end up swaying from side to side without making any progress because they always move the same way at the same time.

## 1.482 deadly embrace

deadly embrace: n. Same as deadlock, though usually used only when exactly two processes are involved. This is the more popular term in Europe, while deadlock predominates in the United States.

## 1.483 death code

death code: n. A routine whose job is to set everything in the computer --- registers, memory, flags, everything --- to zero, including that portion of memory where it is running; its last act is to stomp on its own "store zero" instruction. Death code isn't very useful, but writing it is an interesting hacking challenge on architectures where the instruction set makes it possible, such as the PDP-8 (it has also been done on the DG Nova).

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Perhaps the ultimate death code is on the TI 990 series, where all registers are actually in RAM, and the instruction "store immediate 0" has the opcode "0". The PC will immediately wrap around core as many times as it can until a user hits HALT. Any empty memory location is death code. Worse, the manufacturer recommended use of this instruction in startup code (which would be in ROM and therefore survive).

## 1.484 Death Star

Death Star: [from the movie "Star Wars"] 1. The AT&T corporate logo, which appears on computers sold by AT&T and bears an uncanny resemblance to the Death Star in the movie. This usage is particularly common among partisans of BSD UNIX, who tend to regard the AT&T versions as inferior and AT&T as a bad guy. Copies still circulate of a poster printed by Mt. Xinu showing a starscape with a space fighter labeled 4.2 BSD streaking away from a broken AT&T logo wreathed in flames. 2. AT&T's internal magazine, "Focus", uses 'death star' to describe an incorrectly done AT&T logo in which the inner circle in the top left is dark instead of light --- a frequent result of dark-on-light logo images.

## 1.485 DEC

DEC: n. Digital Equipment Corporation. Before the killer micro revolution of the late 1980s, hackerdom was closely symbiotic with DEC's pioneering timesharing machines. The first of the group of cultures described by this lexicon nucleated around the PDP-1 (see TMRC. Subsequently, the PDP-6, PDP-10, PDP-20, PDP-11 and VAX were all foci of large and important hackerdoms, and DEC machines long dominated the ARPANET and Internet machine population. DEC was the technological leader of the minicomputer era (roughly 1967 to 1987), but its failure to embrace microcomputers and UNIX early cost it heavily in profits and prestige after silicon got cheap. However, the microprocessor design tradition owes a heavy debt to the PDP-11 instruction set, and every one of the major general-purpose microcomputer OSs so far (CP/M, MS-DOS, UNIX, OS/2) were either genetically descended from a DEC OS, or incubated on DEC hardware, or both. Accordingly, DEC is still regarded with a certain wry affection even among many hackers too young to have grown up on DEC machines. The contrast with IBM is instructive.

## 1.486 dec

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dec: /dek/ v. Verbal (and only rarely written) shorthand for decrement, i.e. 'decrease by one'. Especially used by assembly programmers, as many assembly languages have a 'dec' mnemonic. Antonym: inc.

## 1.487 DEC Wars

DEC Wars: n. A 1983 USENET posting by Alan Hastings and Steve Tarr spoofing the "Star Wars" movies in hackish terms. Some years later, ESR (disappointed by Hastings and Tarr's failure to exploit a great premise more thoroughly) posted a 3-times-longer complete rewrite called "UNIX WARS"; the two are often confused.

## 1.488 decay

decay: [from nuclear physics] n.,vi. An automatic conversion which is applied to most array-valued expressions in C; they 'decay into' pointer-valued expressions pointing to the array's first element. This term is borderline techspeak, but is not used in the official standard for the language.

## 1.489 DEChead

DEChead: /dek'hed/ n. 1. A DEC field servoid. Not flattering.  
2. [from 'deadhead'] A Grateful Dead fan working at DEC.

## 1.490 deckle

deckle: /dek'l/ [from dec- and nybble; the original spelling seems to have been 'decle'] n. Two nickles; 10 bits. Reported among developers for Mattel's GI 1600 (the Intellivision games processor), a chip with 16-bit-wide RAM but 10-bit-wide ROM.

## 1.491 DED

DED: /D-E-D/ n. Dark-Emitting Diode (that is, a burned-out LED). Compare SED, LER, write-only memory. In the early 1970s both Signetics and Texas instruments released DED spec sheets as AFJs (suggested uses included "as a power-off indicator").

## 1.492 deep hack mode

deep hack mode: n. See hack mode.

## 1.493 deep magic

deep magic: [poss. from C. S. Lewis's "Narnia" books] n. An awesomely arcane technique central to a program or system, esp. one neither generally published nor available to hackers at large (compare black art); one that could only have been composed by a true wizard. Compiler optimization techniques and many aspects of OS design used to be deep magic; many techniques in cryptography, signal processing, graphics, and AI still are. Compare heavy wizardry. Esp. found in comments of the form "Deep magic begins here...". Compare voodoo programming.

## 1.494 deep space

deep space: n. 1. Describes the notional location of any program that has gone off the trolley. Esp. used of programs that just sit there silently grinding long after either failure or some output is expected. "Uh oh. I should have gotten a prompt ten seconds ago. The program's in deep space somewhere." Compare buzz, catatonic, hyperspace. 2. The metaphorical location of a human so dazed and/or confused or caught up in some esoteric form of bogosity that he or she no longer responds coherently to normal communication. Compare page out.

## 1.495 defenestration

defenestration: [from the traditional Czechoslovakian method of assassinating prime ministers, via SF fandom] n. 1. Proper karmic retribution for an incorrigible punster. "Oh, ghod, that was \*awful\*!" "Quick! Defenestrate him!" 2. The act of exiting a window system in order to get better response time from a full-screen program. This comes from the dictionary meaning of 'defenestrate', which is to throw something out a window. 3. The

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act of discarding something under the assumption that it will improve matters. "I don't have any disk space left." "Well, why don't you defenestrate that 100 megs worth of old core dumps?" 4. [proposed] The requirement to support a command-line interface. "It has to run on a VT100." "Curses! I've been defenestrated!"

## 1.496 defined as

defined as: adj. In the role of, usually in an organization-chart sense. "Pete is currently defined as bug prioritizer." Compare logical.

## 1.497 dehose

dehose: /dee-hohz/ vt. To clear a hosed condition.

## 1.498 delint

delint: /dee-lint/ v. To modify code to remove problems detected when linting. Confusingly, this process is also referred to as 'linting' code.

## 1.499 delta

delta: n. 1. [techspeak] A quantitative change, especially a small or incremental one (this use is general in physics and engineering). "I just doubled the speed of my program!" "What was the delta on program size?" "About 30 percent." (He doubled the speed of his program, but increased its size by only 30 percent.) 2. [UNIX] A diff, especially a diff stored under the set of version-control tools called SCCS (Source Code Control System) or RCS (Revision Control System). 3. n. A small quantity, but not as small as epsilon. The jargon usage of delta and epsilon stems from the traditional use of these letters in mathematics for very small numerical quantities, particularly in 'epsilon-delta' proofs in limit theory (as in the differential calculus). The term delta is often used, once epsilon has been mentioned, to mean a quantity that is slightly bigger than epsilon but still very small. "The cost isn't epsilon, but it's delta" means that the cost isn't totally negligible, but it is nevertheless very small. Common constructions include 'within delta of ---', 'within epsilon of

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---': that is, 'close to' and 'even closer to'.

## 1.500 demented

demented: adj. Yet another term of disgust used to describe a program. The connotation in this case is that the program works as designed, but the design is bad. Said, for example, of a program that generates large numbers of meaningless error messages, implying that it is on the brink of imminent collapse. Compare wonky, bozotic.

## 1.501 demigod

demigod: n. A hacker with years of experience, a national reputation, and a major role in the development of at least one design, tool, or game used by or known to more than half of the hacker community. To qualify as a genuine demigod, the person must recognizably identify with the hacker community and have helped shape it. Major demigods include Ken Thompson and Dennis Ritchie (co-inventors of UNIX and C) and Richard M. Stallman (inventor of EMACS). In their hearts of hearts, most hackers dream of someday becoming demigods themselves, and more than one major software project has been driven to completion by the author's veiled hopes of apotheosis. See also net.god, true-hacker.

## 1.502 demo

demo: /de'moh/ [short for 'demonstration'] 1. v. To demonstrate a product or prototype. A far more effective way of inducing bugs to manifest than any number of test runs, especially when important people are watching. 2. n. The act of demoing. "I've gotta give a demo of the drool-proof interface; how does it work again?" 3. n. Esp. as 'demo version', can refer either to an early, barely-functional version of a program which can be used for demonstration purposes as long as the operator uses *\*exactly\** the right commands and skirts its numerous bugs, deficiencies, and unimplemented portions, or to a special version of a program (frequently with some features crippled) which is distributed at little or no cost to the user for enticement purposes.

## 1.503 demo mode

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demo mode: [Sun] n. 1. The state of being heads down in order to finish code in time for a demo, usually due yesterday. 2. A mode in which video games sit by themselves running through a portion of the game, also known as 'attract mode'. Some serious apps have a demo mode they use as a screen saver, or may go through a demo mode on startup (for example, the Microsoft Windows opening screen --- which lets you impress your neighbors without actually having to put up with Microsloth Windows).

### 1.504 demon

demon: n. 1. [MIT] A portion of a program that is not invoked explicitly, but that lies dormant waiting for some condition(s) to occur. See daemon. The distinction is that demons are usually processes within a program, while daemons are usually programs running on an operating system. 2. [outside MIT] Often used equivalently to daemon --- especially in the UNIX world, where the latter spelling and pronunciation is considered mildly archaic.

Demons in sense 1 are particularly common in AI programs. For example, a knowledge-manipulation program might implement inference rules as demons. Whenever a new piece of knowledge was added, various demons would activate (which demons depends on the particular piece of data) and would create additional pieces of knowledge by applying their respective inference rules to the original piece. These new pieces could in turn activate more demons as the inferences filtered down through chains of logic. Meanwhile, the main program could continue with whatever its primary task was.

### 1.505 depeditate

depeditate: /dee-ped'\*-tayt/ [by (faulty) analogy with 'decapitate'] vt. Humorously, to cut off the feet of. When one is using some computer-aided typesetting tools, careless placement of text blocks within a page or above a rule can result in chopped-off letter descenders. Such letters are said to have been depeditated.

### 1.506 deprecated

deprecated: adj. Said of a program or feature that is considered obsolescent and in the process of being phased out, usually in favor of a specified replacement. Deprecated features can, unfortunately, linger on for many years. This term appears with distressing frequency in standards documents when the committees

writing the documents realize that large amounts of extant (and presumably happily working) code depend on the feature(s) that have passed out of favor. See also dusty deck.

### 1.507 deserves to lose

deserves to lose: adj. Said of someone who willfully does the Wrong Thing; humorously, if one uses a feature known to be marginal. What is meant is that one deserves the consequences of one's losing actions. "Boy, anyone who tries to use mess-dos deserves to lose!" (ITS fans used to say the same thing of UNIX; many still do.) See also screw, chomp, bagbiter.

### 1.508 desk check

desk check: n.,v. To grovel over hardcopy of source code, mentally simulating the control flow; a method of catching bugs. No longer common practice in this age of on-screen editing, fast compiles, and sophisticated debuggers --- though some maintain stoutly that it ought to be. Compare eyeball search, vdiff, vgrep.

### 1.509 despew

despew: /d\*-spyoo'/ [USENET] v. To automatically generate a large amount of garbage to the net, esp. from an automated posting program gone wild. See ARMM.

### 1.510 Devil Book

Devil Book: n. "The Design and Implementation of the 4.3BSD UNIX Operating System", by Samuel J. Leffler, Marshall Kirk McKusick, Michael J. Karels, and John S. Quarterman (Addison-Wesley Publishers, 1989, ISBN 0-201-06196-1) --- the standard reference book on the internals of BSD UNIX. So called because the cover has a picture depicting a little devil (a visual play on daemon) in sneakers, holding a pitchfork (referring to one of the characteristic features of UNIX, the 'fork(2)' system call).

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### 1.511 devo

devo: /dee'voh/ [orig. in-house jargon at Symbolics] n. A person in a development group. See also doco and mango.

### 1.512 dickless workstation

dickless workstation: n. Extremely pejorative hackerism for 'diskless workstation', a class of botches including the Sun 3/50 and other machines designed exclusively to network with an expensive central disk server. These combine all the disadvantages of time-sharing with all the disadvantages of distributed personal computers; typically, they cannot even boot themselves without help (in the form of some kind of breath-of-life packet) from the server.

### 1.513 dictionary flame

dictionary flame: [USENET] n. An attempt to sidetrack a debate away from issues by insisting on meanings for key terms that presuppose a desired conclusion or smuggle in an implicit premise. A common tactic of people who prefer argument over definitions to disputes about reality. Compare spelling flame.

### 1.514 diddle

diddle: 1. vt. To work with or modify in a not particularly serious manner. "I diddled a copy of ADVENT so it didn't double-space all the time." "Let's diddle this piece of code and see if the problem goes away." See tweak and twiddle.  
2. n. The action or result of diddling. See also tweak, twiddle, frob.

### 1.515 die

die: v. Syn. crash. Unlike crash, which is used primarily of hardware, this verb is used of both hardware and software. See also go flatline, casters-up mode.

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## 1.516 die horribly

die horribly: v. The software equivalent of crash and burn, and the preferred emphatic form of die. "The converter choked on an FF in its input and died horribly".

## 1.517 diff

diff: /dif/ n. 1. A change listing, especially giving differences between (and additions to) source code or documents (the term is often used in the plural 'diffs'). "Send me your diffs for the Jargon File!" Compare vdiff. 2. Specifically, such a listing produced by the 'diff(1)' command, esp. when used as specification input to the 'patch(1)' utility (which can actually perform the modifications; see patch). This is a common method of distributing patches and source updates in the UNIX/C world. 3. v. To compare (whether or not by use of automated tools on machine-readable files); see also vdiff, mod.

## 1.518 digit

digit: n. An employee of Digital Equipment Corporation. See also VAX, VMS, PDP-10, TOPS-10, DEChead, double DECKers, field circus.

## 1.519 dike

dike: vt. To remove or disable a portion of something, as a wire from a computer or a subroutine from a program. A standard slogan is "When in doubt, dike it out". (The implication is that it is usually more effective to attack software problems by reducing complexity than by increasing it.) The word 'dikes' is widely used among mechanics and engineers to mean 'diagonal cutters', esp. the heavy-duty metal-cutting version, but may also refer to a kind of wire-cutters used by electronics techs. To 'dike something out' means to use such cutters to remove something. Indeed, the TMRC Dictionary defined dike as "to attack with dikes". Among hackers this term has been metaphorically extended to informational objects such as sections of code.

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## 1.520 ding

ding: n.,vi. 1. Synonym for feep. Usage: rare among hackers, but commoner in the Real World. 2. 'dinged': What happens when someone in authority gives you a minor bitching about something, esp. something trivial. "I was dinged for having a messy desk."

## 1.521 dink

dink: /dink/ adj. Said of a machine that has the bitty box nature; a machine too small to be worth bothering with --- sometimes the system you're currently forced to work on. First heard from an MIT hacker working on a CP/M system with 64K, in reference to any 6502 system, then from fans of 32-bit architectures about 16-bit machines. "GNUMACS will never work on that dink machine." Probably derived from mainstream 'dinky', which isn't sufficiently pejorative. See macdink.

## 1.522 dinosaur

dinosaur: n. 1. Any hardware requiring raised flooring and special power. Used especially of old minis and mainframes, in contrast with newer microprocessor-based machines. In a famous quote from the 1988 UNIX EXPO, Bill Joy compared the liquid-cooled mainframe in the massive IBM display with a grazing dinosaur "with a truck outside pumping its bodily fluids through it". IBM was not amused. Compare big iron; see also mainframe. 2. [IBM] A very conservative user; a zipperhead.

## 1.523 dinosaur pen

dinosaur pen: n. A traditional mainframe computer room complete with raised flooring, special power, its own ultra-heavy-duty air conditioning, and a side order of Halon fire extinguishers. See boa.

## 1.524 dinosaurs mating

dinosaurs mating: n. Said to occur when yet another big iron merger or buyout occurs; reflects a perception by hackers that these signal another stage in the long, slow dying of the mainframe industry. In its glory days of the 1960s, it was

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'IBM and the Seven Dwarves': Burroughs, Control Data, General Electric, Honeywell, NCR, RCA, and Univac. RCA and GE sold out early, and it was 'IBM and the Bunch' (Burroughs, Univac, NCR, Control Data, and Honeywell) for a while. Honeywell was bought out by Bull; Burroughs merged with Univac to form Unisys (in 1984 --- this was when the phrase 'dinosaurs mating' was coined); and in 1991 AT&T absorbed NCR. More such earth-shaking unions of doomed giants seem inevitable.

### 1.525 dirtball

dirtball: [XEROX PARC] n. A small, perhaps struggling outsider; not in the major or even the minor leagues. For example, "Xerox is not a dirtball company".

[Outsiders often observe in the PARC culture an institutional arrogance which usage of this term exemplifies. The brilliance and scope of PARC's contributions to computer science have been such that this superior attitude is not much resented. --- ESR]

### 1.526 dirty power

dirty power: n. Electrical mains voltage that is unfriendly to the delicate innards of computers. Spikes, drop-outs, average voltage significantly higher or lower than nominal, or just plain noise can all cause problems of varying subtlety and severity (these are collectively known as power hits).

### 1.527 disclaimer

disclaimer: n. [USENET] n. Statement ritually appended to many USENET postings (sometimes automatically, by the posting software) reiterating the fact (which should be obvious, but is easily forgotten) that the article reflects its author's opinions and not necessarily those of the organization running the machine through which the article entered the network.

### 1.528 Discordianism

Discordianism: /dis-kor'di-n-ism/ n. The veneration of Eris, a.k.a. Discordia; widely popular among hackers. Discordianism was popularized by Robert Shea and Robert Anton Wilson's novel "Illuminatus!" as a sort of



self-subverting Dada-Zen for Westerners --- it should on no account be taken seriously but is far more serious than most jokes. Consider, for example, the Fifth Commandment of the Pentabarf, from "Principia Discordia": "A Discordian is Prohibited of Believing What he Reads." Discordianism is usually connected with an elaborate conspiracy theory/joke involving millennia-long warfare between the anarcho-surrealist partisans of Eris and a malevolent, authoritarian secret society called the Illuminati. See Religion under Appendix B, Church of the SubGenius, and ha ha only serious.

## 1.529 disk farm

disk farm: n. (also laundromat) A large room or rooms filled with disk drives (esp. washing machines).

## 1.530 display hack

display hack: n. A program with the same approximate purpose as a kaleidoscope: to make pretty pictures. Famous display hacks include munching squares, smoking clover, the BSD UNIX 'rain(6)' program, 'worms(6)' on miscellaneous UNIXes, and the X 'kaleid(1)' program. Display hacks can also be implemented without programming by creating text files containing numerous escape sequences for interpretation by a video terminal; one notable example displayed, on any VT100, a Christmas tree with twinkling lights and a toy train circling its base. The hack value of a display hack is proportional to the esthetic value of the images times the cleverness of the algorithm divided by the size of the code. Syn. psychedelicware.

## 1.531 Dissociated Press

Dissociated Press: [play on 'Associated Press'; perhaps inspired by a reference in the 1949 Bugs Bunny cartoon "What's Up, Doc?"] n. An algorithm for transforming any text into potentially humorous garbage even more efficiently than by passing it through a marketroid. The algorithm starts by printing any N consecutive words (or letters) in the text. Then at every step it searches for any random occurrence in the original text of the last N words (or letters) already printed and then prints the next word or letter. EMACS has a handy command for this. Here is a short example of word-based Dissociated Press applied to an earlier version of this Jargon File:

wart: n. A small, crocky feature that sticks out of an array (C has no checks for this). This is relatively

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benign and easy to spot if the phrase is bent so as to be not worth paying attention to the medium in question.

Here is a short example of letter-based Dissociated Press applied to the same source:

```
window sysIWYG: n. A bit was named aften /bee't*/ prefer
to use the other guy's re, especially in every cast a
chuckle on neithout getting into useful informash speech
makes removing a featuring a move or usage actual
abstractionsidered interj. Indeed spectacle logic or problem!
```

A hackish idle pastime is to apply letter-based Dissociated Press to a random body of text and `vgrep` the output in hopes of finding an interesting new word. (In the preceding example, 'window sysIWYG' and 'informash' show some promise.) Iterated applications of Dissociated Press usually yield better results. Similar techniques called 'travesty generators' have been employed with considerable satirical effect to the utterances of USENET flammers; see `pseudo`.

### 1.532 distribution

`distribution`: n. 1. A software source tree packaged for distribution; but see `kit`. 2. A vague term encompassing mailing lists and USENET newsgroups (but not BBS fora); any topic-oriented message channel with multiple recipients. 3. An information-space domain (usually loosely correlated with geography) to which propagation of a USENET message is restricted; a much-underutilized feature.

### 1.533 disusered

`disusered`: adj. [USENET] Said of a person whose account on a computer has been removed, esp. for cause rather than through normal attrition. "He got disusered when they found out he'd been cracking through the school's Internet access." The verbal form 'disuser' is live but less common. Both usages probably derive from the DISUSER account status flag on VMS; setting it disables the account.

### 1.534 do protocol

`do protocol`: [from network protocol programming] vi. To perform an interaction with somebody or something that follows a clearly defined procedure. For example, "Let's do protocol with the check" at a restaurant means to ask for the check, calculate the

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tip and everybody's share, collect money from everybody, generate change as necessary, and pay the bill. See protocol.

### 1.535 doc

doc: /dɒk/ n. Common spoken and written shorthand for 'documentation'. Often used in the plural 'docs' and in the construction 'doc file' (i.e., documentation available on-line).

### 1.536 doco

doco: /dɒ'kɒh/ [orig. in-house jargon at Symbolics] n. A documentation writer. See also devo and mango.

### 1.537 documentation

documentation:: n. The multiple kilograms of macerated, pounded, steamed, bleached, and pressed trees that accompany most modern software or hardware products (see also tree-killer). Hackers seldom read paper documentation and (too) often resist writing it; they prefer theirs to be terse and on-line. A common comment on this predilection is "You can't grep dead trees". See drool-proof paper, verbiage, treeware.

### 1.538 dodgy

dodgy: adj. Syn. with flaky. Preferred outside the U.S.

### 1.539 dogcow

dogcow: /dɒg'kɒw/ n. See Moof.

### 1.540 dogpile

dogpile: [USENET: prob. fr. mainstream "puppy pile"] v. When many people post unfriendly responses in short order to a single posting, they are sometimes said to "dogpile" or "dogpile on" the person to whom they're responding. For example, when a religious missionary posts a simplistic appeal to alt.atheism, he can expect to be dogpiled.

### 1.541 dogwash

dogwash: /dog'wosh/ [From a quip in the 'urgency' field of a very optional software change request, ca. 1982. It was something like "Urgency: Wash your dog first".] 1. n. A project of minimal priority, undertaken as an escape from more serious work. 2. v. To engage in such a project. Many games and much freeware get written this way.

### 1.542 domainist

domainist: /doh-mayn'ist/ adj. 1. Said of an Internet address (as opposed to a bang path) because the part to the right of the '@' specifies a nested series of 'domains'; for example, esr@snark.thyrsus.com specifies the machine called snark in the subdomain called thyrsus within the top-level domain called com. See also big-endian, sense 2. 2. Said of a site, mailer, or routing program which knows how to handle domainist addresses. 3. Said of a person (esp. a site admin) who prefers domain addressing, supports a domainist mailer, or proselytizes for domainist addressing and disdains bang paths. This term is now (1993) semi-obsolete, as most sites have converted.

### 1.543 Don't do that, then!

Don't do that, then!: [from an old doctor's office joke about a patient with a trivial complaint] Stock response to a user complaint. "When I type control-S, the whole system comes to a halt for thirty seconds." "Don't do that, then!" (or "So don't do that!"). Compare RTFM.

### 1.544 dongle

**dongle:** /dong'gl/ n. 1. A security or copy protection device for commercial microcomputer programs consisting of a serialized EPROM and some drivers in a D-25 connector shell, which must be connected to an I/O port of the computer while the program is run. Programs that use a dongle query the port at startup and at programmed intervals thereafter, and terminate if it does not respond with the dongle's programmed validation code. Thus, users can make as many copies of the program as they want but must pay for each dongle. The idea was clever, but it was initially a failure, as users disliked tying up a serial port this way. Almost all dongles on the market today (1993) will pass data through the port and monitor for magic codes (and combinations of status lines) with minimal if any interference with devices further down the line --- this innovation was necessary to allow daisy-chained dongles for multiple pieces of software. The devices are still not widely used, as the industry has moved away from copy-protection schemes in general. 2. By extension, any physical electronic key or transferable ID required for a program to function. Common variations on this theme have used parallel or even joystick ports. See dongle-disk.

[Note: in early 1992, advertising copy from Rainbow Technologies (a manufacturer of dongles) included a claim that the word derived from "Don Gall", allegedly the inventor of the device. The company's receptionist will cheerfully tell you that the story is a myth invented for the ad copy. Nevertheless, I expect it to haunt my life as a lexicographer for at least the next ten years. --- ESR]

### 1.545 dongle-disk

**dongle-disk:** /don'gl disk/ n. A special floppy disk that is required in order to perform some task. Some contain special coding that allows an application to identify it uniquely, others \*are\* special code that does something that normally-resident programs don't or can't. (For example, AT&T's "Unix PC" would only come up in root mode with a special boot disk.) Also called a 'key disk'. See dongle.

### 1.546 donuts

**donuts:** n.obs. A collective noun for any set of memory bits. This usage is extremely archaic and may no longer be live jargon; it dates from the days of ferrite-core memories in which each bit was implemented by a doughnut-shaped magnetic flip-flop.

### 1.547 doorstep

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doorstop: n. Used to describe equipment that is non-functional and halfway expected to remain so, especially obsolete equipment kept around for political reasons or ostensibly as a backup. "When we get another Wyse-50 in here, that ADM 3 will turn into a doorstop." Compare boat anchor.

## 1.548 dot file

dot file: [UNIX] n. A file that is not visible by default to normal directory-browsing tools (on UNIX, files named with a leading dot are, by convention, not normally presented in directory listings). Many programs define one or more dot files in which startup or configuration information may be optionally recorded; a user can customize the program's behavior by creating the appropriate file in the current or home directory. (Therefore, dot files tend to creep --- with every nontrivial application program defining at least one, a user's home directory can be filled with scores of dot files, of course without the user's really being aware of it.) See also profile (sense 1), rc file.

## 1.549 double bucky

double bucky: adj. Using both the CTRL and META keys. "The command to burn all LEDs is double bucky F."

This term originated on the Stanford extended-ASCII keyboard, and was later taken up by users of the space-cadet keyboard at MIT. A typical MIT comment was that the Stanford bucky bits (control and meta shifting keys) were nice, but there weren't enough of them; you could type only 512 different characters on a Stanford keyboard. An obvious way to address this was simply to add more shifting keys, and this was eventually done; but a keyboard with that many shifting keys is hard on touch-typists, who don't like to move their hands away from the home position on the keyboard. It was half-seriously suggested that the extra shifting keys be implemented as pedals; typing on such a keyboard would be very much like playing a full pipe organ. This idea is mentioned in a parody of a very fine song by Jeffrey Moss called "Rubber Duckie", which was published in "The Sesame Street Songbook" (Simon and Schuster 1971, ISBN 0-671-21036-X). These lyrics were written on May 27, 1978, in celebration of the Stanford keyboard:

### Double Bucky

Double bucky, you're the one!  
You make my keyboard lots of fun.  
Double bucky, an additional bit or two:

(Vo-vo-de-o!)  
Control and meta, side by side,  
Augmented ASCII, nine bits wide!  
Double bucky! Half a thousand glyphs, plus a few!  
Oh,  
I sure wish that I  
Had a couple of  
Bits more!  
Perhaps a  
Set of pedals to  
Make the number of  
Bits four:  
Double double bucky!  
Double bucky, left and right  
OR'd together, outta sight!  
Double bucky, I'd like a whole word of  
Double bucky, I'm happy I heard of  
Double bucky, I'd like a whole word of you!

--- The Great Quux (with apologies to Jeffrey Moss)

[This, by the way, is an excellent example of computer filk  
--- ESR] See also meta bit, cokebottle, and quadruple  
bucky.

## 1.550 double DECKers

double DECKers: n. Used to describe married couples in which both  
partners work for Digital Equipment Corporation.

## 1.551 doubled sig

doubled sig: [USENET] n. A sig block that has been included  
twice in a USENET article or, less commonly, in an electronic  
mail message. An article or message with a doubled sig can be  
caused by improperly configured software. More often, however, it  
reveals the author's lack of experience in electronic  
communication. See BIFF, pseudo.

## 1.552 down

down: 1. adj. Not operating. "The up escalator is down" is  
considered a humorous thing to say, and "The elevator is down"  
always means "The elevator isn't working" and never refers to  
what floor the elevator is on. With respect to computers, this  
term has passed into the mainstream; the extension to other kinds  
of machine is still hackish. 2. 'go down' vi. To stop

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functioning; usually said of the system. The message from the console that every hacker hates to hear from the operator is "System going down in 5 minutes". 3. 'take down', 'bring down' vt. To deactivate purposely, usually for repair work or PM. "I'm taking the system down to work on that bug in the tape drive." Occasionally one hears the word 'down' by itself used as a verb in this vt. sense. See crash; oppose up.

### 1.553 download

download: vt. To transfer data or (esp.) code from a larger 'host' system (esp. a mainframe) over a digital comm link to a smaller 'client' system, esp. a microcomputer or specialized peripheral. Oppose upload.

However, note that ground-to-space communications has its own usage rule for this term. Space-to-earth transmission is always 'down' and the reverse 'up' regardless of the relative size of the computers involved. So far the in-space machines have invariably been smaller; thus the upload/download distinction has been reversed from its usual sense.

### 1.554 DP

DP: /D-P/ n. 1. Data Processing. Listed here because, according to hackers, use of the term marks one immediately as a suit. See DPer. 2. Common abbrev for Dissociated Press.

### 1.555 DPB

DPB: /d\*-pib'/ [from the PDP-10 instruction set] vt. To plop something down in the middle. Usage: silly. "DPB yourself into that couch there." The connotation would be that the couch is full except for one slot just big enough for one last person to sit in. DPB means 'DePosit Byte', and was the name of a PDP-10 instruction that inserts some bits into the middle of some other bits. Hackish usage has been kept alive by the Common LISP function of the same name.

### 1.556 DPer

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DPer: /dee-pee-er/ n. Data Processor. Hackers are absolutely amazed that suits use this term self-referentially.  
\*Computers\* process data, not people! See DP.

## 1.557 dragon

dragon: n. [MIT] A program similar to a daemon, except that it is not invoked at all, but is instead used by the system to perform various secondary tasks. A typical example would be an accounting program, which keeps track of who is logged in, accumulates load-average statistics, etc. Under ITS, many terminals displayed a list of people logged in, where they were, what they were running, etc., along with some random picture (such as a unicorn, Snoopy, or the Enterprise), which was generated by the 'name dragon'. Usage: rare outside MIT --- under UNIX and most other OSes this would be called a 'background demon' or daemon. The best-known UNIX example of a dragon is 'cron(1)'. At SAIL, they called this sort of thing a 'phantom'.

## 1.558 Dragon Book

Dragon Book: n. The classic text "Compilers: Principles, Techniques and Tools", by Alfred V. Aho, Ravi Sethi, and Jeffrey D. Ullman (Addison-Wesley 1986; ISBN 0-201-10088-6), so called because of the cover design featuring a dragon labeled 'complexity of compiler design' and a knight bearing the lance 'LALR parser generator' among his other trappings. This one is more specifically known as the 'Red Dragon Book' (1986); an earlier edition, sans Sethi and titled "Principles Of Compiler Design" (Alfred V. Aho and Jeffrey D. Ullman; Addison-Wesley, 1977; ISBN 0-201-00022-9), was the 'Green Dragon Book' (1977). (Also 'New Dragon Book', 'Old Dragon Book'.) The horsed knight and the Green Dragon were warily eying each other at a distance; now the knight is typing (wearing gauntlets!) at a terminal showing a video-game representation of the Red Dragon's head while the rest of the beast extends back in normal space. See also book titles.

## 1.559 drain

drain: [IBM] v. Syn. for flush (sense 2). Has a connotation of finality about it; one speaks of draining a device before taking it offline.

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## 1.560 dread high-bit disease

dread high-bit disease: n. A condition endemic to PRIME (a.k.a. PRIME) minicomputers that results in all the characters having their high (0x80) bit ON rather than OFF. This of course makes transporting files to other systems much more difficult, not to mention talking to true 8-bit devices. Folklore had it that PRIME adopted the reversed-8-bit convention in order to save 25 cents per serial line per machine; PRIME old-timers, on the other hand, claim they inherited the disease from Honeywell via customer NASA's compatibility requirements and struggled heroically to cure it. Whoever was responsible, this probably qualifies as one of the most cretinous design tradeoffs ever made. See meta bit. A few other machines have exhibited similar brain damage.

## 1.561 DRECNET

DRECNET: /drek'net/ [from Yiddish/German 'dreck', meaning filth] n. Deliberate distortion of DECNET, a networking protocol used in the VMS community. So called because DEC helped write the Ethernet specification and then (either stupidly or as a malignant customer-control tactic) violated that spec in the design of DRECNET in a way that made it incompatible. See also connector conspiracy.

## 1.562 driver

driver: n. 1. The main loop of an event-processing program; the code that gets commands and dispatches them for execution. 2. [techspeak] In 'device driver', code designed to handle a particular peripheral device such as a magnetic disk or tape unit. 3. In the TeX world and the computerized typesetting world in general, a program that translates some device-independent or other common format to something a real device can actually understand.

## 1.563 droid

droid: [from 'android', SF terminology for a humanoid robot of essentially biological (as opposed to mechanical/electronic) construction] n. A person (esp. a low-level bureaucrat or service-business employee) exhibiting most of the following characteristics: (a) naive trust in the wisdom of the parent organization or 'the system'; (b) a blind-faith propensity to believe obvious nonsense emitted by authority figures (or computers!); (c) a rule-governed mentality, one unwilling or unable

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to look beyond the 'letter of the law' in exceptional situations; (d) a paralyzing fear of official reprimand or worse if Procedures are not followed No Matter What; and (e) no interest in doing anything above or beyond the call of a very narrowly-interpreted duty, or in particular in fixing that which is broken; an "It's not my job, man" attitude.

Typical droid positions include supermarket checkout assistant and bank clerk; the syndrome is also endemic in low-level government employees. The implication is that the rules and official procedures constitute software that the droid is executing; problems arise when the software has not been properly debugged. The term 'droid mentality' is also used to describe the mindset behind this behavior. Compare suit, marketroid; see -oid.

### 1.564 drool-proof paper

drool-proof paper: n. Documentation that has been obsessively dumbed down, to the point where only a cretin could bear to read it, is said to have succumbed to the 'drool-proof paper syndrome' or to have been 'written on drool-proof paper'. For example, this is an actual quote from Apple's LaserWriter manual: "Do not expose your LaserWriter to open fire or flame."

### 1.565 drop on the floor

drop on the floor: vt. To react to an error condition by silently discarding messages or other valuable data. "The gateway ran out of memory, so it just started dropping packets on the floor." Also frequently used of faulty mail and netnews relay sites that lose messages. See also black hole, bit bucket.

### 1.566 drop-ins

drop-ins: [prob. by analogy with drop-outs] n. Spurious characters appearing on a terminal or console as a result of line noise or a system malfunction of some sort. Esp. used when these are interspersed with one's own typed input. Compare drop-outs, sense 2.

### 1.567 drop-outs

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drop-outs: n. 1. A variety of 'power glitch' (see glitch); momentary 0 voltage on the electrical mains. 2. Missing characters in typed input due to software malfunction or system saturation (one cause of such behavior under UNIX when a bad connection to a modem swamps the processor with spurious character interrupts; see screaming tty). 3. Mental glitches; used as a way of describing those occasions when the mind just seems to shut down for a couple of beats. See glitch, fried.

## 1.568 drugged

drugged: adj. (also 'on drugs') 1. Conspicuously stupid, heading toward brain-damaged. Often accompanied by a pantomime of toking a joint (but see Appendix B). 2. Of hardware, very slow relative to normal performance.

## 1.569 drum

drum: adj, n. Ancient techspeak term referring to slow, cylindrical magnetic media that were once state-of-the-art storage devices. Under BSD UNIX the disk partition used for swapping is still called '/dev/drum'; this has led to considerable humor and not a few straight-faced but utterly bogus 'explanations' getting foisted on newbies. See also "The Story of Mel, a Real Programmer" in Appendix A.

## 1.570 drunk mouse syndrome

drunk mouse syndrome: (also 'mouse on drugs') n. A malady exhibited by the mouse pointing device of some computers. The typical symptom is for the mouse cursor on the screen to move in random directions and not in sync with the motion of the actual mouse. Can usually be corrected by unplugging the mouse and plugging it back again. Another recommended fix for optical mice is to rotate your mouse pad 90 degrees.

At Xerox PARC in the 1970s, most people kept a can of copier cleaner (isopropyl alcohol) at their desks. When the steel ball on the mouse had picked up enough cruft to be unreliable, the mouse was doused in cleaner, which restored it for a while. However, this operation left a fine residue that accelerated the accumulation of cruft, so the dousings became more and more frequent. Finally, the mouse was declared 'alcoholic' and sent to the clinic to be dried out in a CFC ultrasonic bath.

## 1.571 Duff's device

Duff's device: n. The most dramatic use yet seen of fall through in C, invented by Tom Duff when he was at Lucasfilm. Trying to bum all the instructions he could out of an inner loop that copied data serially onto an output port, he decided to unroll it. He then realized that the unrolled version could be implemented by *\*interlacing\** the structures of a switch and a loop:

```

register n = (count + 7) / 8;          /* count > 0 assumed */

switch (count % 8)
{
case 0:          do { *to = *from++;
case 7:          *to = *from++;
case 6:          *to = *from++;
case 5:          *to = *from++;
case 4:          *to = *from++;
case 3:          *to = *from++;
case 2:          *to = *from++;
case 1:          *to = *from++;
                  } while (--n > 0);
}

```

Shocking though it appears to all who encounter it for the first time, the device is actually perfectly valid, legal C. C's default fall through in case statements has long been its most controversial single feature; Duff observed that "This code forms some sort of argument in that debate, but I'm not sure whether it's for or against."

[For maximal obscurity, the outermost pair of braces above could be actually be removed --- GLS]

## 1.572 dumb terminal

dumb terminal: n. A terminal that is one step above a glass tty, having a minimally addressable cursor but no on-screen editing or other features normally supported by a smart terminal. Once upon a time, when glass ttys were common and addressable cursors were something special, what is now called a dumb terminal could pass for a smart terminal.

## 1.573 dumbass attack

dumbass attack: /duhm'as \*-tak'/ [Purdue] n. Notional cause of a novice's mistake made by the experienced, especially one made while running as root under UNIX, e.g., typing 'rm -r \*' or 'mkfs' on a mounted file system. Compare adger.

## 1.574 dumbered down

dumbered down: adj. Simplified, with a strong connotation of \*over\*simplified. Often, a marketroid will insist that the interfaces and documentation of software be dumbered down after the designer has burned untold gallons of midnight oil making it smart. This creates friction. See user-friendly.

## 1.575 dump

dump: n. 1. An undigested and voluminous mass of information about a problem or the state of a system, especially one routed to the slowest available output device (compare core dump), and most especially one consisting of hex or octal runes describing the byte-by-byte state of memory, mass storage, or some file. In elder days, debugging was generally done by 'groveling over' a dump (see grovel); increasing use of high-level languages and interactive debuggers has made such tedium uncommon, and the term 'dump' now has a faintly archaic flavor. 2. A backup. This usage is typical only at large timesharing installations.

## 1.576 dumpster diving

dumpster diving: /dump'-ster di:'-ving/ n. 1. The practice of sifting refuse from an office or technical installation to extract confidential data, especially security-compromising information ('dumpster' is an Americanism for what is elsewhere called a 'skip'). Back in AT&T's monopoly days, before paper shredders became common office equipment, phone phreaks (see phreaking) used to organize regular dumpster runs against phone company plants and offices. Discarded and damaged copies of AT&T internal manuals taught them much. The technique is still rumored to be a favorite of crackers operating against careless targets. 2. The practice of raiding the dumpsters behind buildings where producers and/or consumers of high-tech equipment are located, with the expectation (usually justified) of finding discarded but still-valuable equipment to be nursed back to health in some hacker's den. Experienced dumpster-divers not infrequently accumulate basements full of moldering (but still potentially useful) cruft.

## 1.577 dup killer

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dup killer: /d[y]oop kill'r/ [FidoNet] n. Software that is supposed to detect and delete duplicates of a message that may have reached the FidoNet system via different routes.

### 1.578 dup loop

dup loop: /d[y]oop loop/ (also 'dupe loop') [FidoNet] n. An infinite stream of duplicated, near-identical messages on a FidoNet echo, the only difference being unique or mangled identification information applied by a faulty or incorrectly configured system or network gateway, thus rendering dup killers ineffective. If such a duplicate message eventually reaches a system through which it has already passed (with the original identification information), all systems passed on the way back to that system are said to be involved in a dup loop.

### 1.579 dusty deck

dusty deck: n. Old software (especially applications) which one is obliged to remain compatible with, or to maintain (DP types call this 'legacy code', a term hackers consider smarmy and excessively reverent). The term implies that the software in question is a holdover from card-punch days. Used esp. when referring to old scientific and number-crunching software, much of which was written in FORTRAN and very poorly documented but is believed to be too expensive to replace. See fossil; compare crawling horror.

### 1.580 DWIM

DWIM: /dwim/ [acronym, 'Do What I Mean'] 1. adj. Able to guess, sometimes even correctly, the result intended when bogus input was provided. 2. n., obs. The BBNLISP/INTERLISP function that attempted to accomplish this feat by correcting many of the more common errors. See hairy. 3. Occasionally, an interjection hurled at a balky computer, esp. when one senses one might be tripping over legalisms (see legalese).

Warren Teitelman originally wrote DWIM to fix his typos and spelling errors, so it was somewhat idiosyncratic to his style, and would often make hash of anyone else's typos if they were stylistically different. Some victims of DWIM thus claimed that the acronym stood for 'Damn Warren's Infernal Machine!'.

In one notorious incident, Warren added a DWIM feature to the command interpreter used at Xerox PARC. One day another hacker

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there typed `'delete *$'` to free up some disk space. (The editor there named backup files by appending `'$'` to the original file name, so he was trying to delete any backup files left over from old editing sessions.) It happened that there weren't any editor backup files, so DWIM helpfully reported `'*$ not found, assuming you meant 'delete *'.'` It then started to delete all the files on the disk! The hacker managed to stop it with a Vulcan nerve pinch after only a half dozen or so files were lost.

The disgruntled victim later said he had been sorely tempted to go to Warren's office, tie Warren down in his chair in front of his workstation, and then type `'delete *$'` twice.

DWIM is often suggested in jest as a desired feature for a complex program; it is also occasionally described as the single instruction the ideal computer would have. Back when proofs of program correctness were in vogue, there were also jokes about 'DWIMC' (Do What I Mean, Correctly). A related term, more often seen as a verb, is DTRT (Do The Right Thing); see Right Thing.

## 1.581 dynner

**dynner:** /din'r/ 32 bits, by analogy with nybble and byte. Usage: rare and extremely silly. See also playte, tayste, crumb.

## 1.582 earthquake

**earthquake:** [IBM] n. The ultimate real-world shock test for computer hardware. Hackish sources at IBM deny the rumor that the Bay Area quake of 1989 was initiated by the company to test quality-assurance procedures at its California plants.

## 1.583 Easter egg

**Easter egg:** [from the custom of the Easter Egg hunt observed in the U.S. and many parts of Europe] n. 1. A message hidden in the object code of a program as a joke, intended to be found by persons disassembling or browsing the code. 2. A message, graphic, or sound effect emitted by a program (or, on a PC, the BIOS ROM) in response to some undocumented set of commands or keystrokes, intended as a joke or to display program credits. One well-known early Easter egg found in a couple of OSes caused them to respond to the command `'make love'` with `'not war?'`. Many personal computers have much more elaborate eggs hidden in ROM,

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including lists of the developers' names, political exhortations, snatches of music, and (in one case) graphics images of the entire development team.

## 1.584 Easter egging

Easter egging: [IBM] n. The act of replacing unrelated components more or less at random in hopes that a malfunction will go away. Hackers consider this the normal operating mode of field circus techs and do not love them for it. See also the jokes under field circus. Compare shotgun debugging.

## 1.585 eat flaming death

eat flaming death: imp. A construction popularized among hackers by the infamous CPU Wars comic; supposedly derive from a famously turgid line in a WWII-era anti-Nazi propaganda comic that ran "Eat flaming death, non-Aryan mongrels!" or something of the sort (however, it is also reported that the Firesign Theater's 1975 album "In The Next World, You're On Your Own" included the phrase "Eat flaming death, fascist media pigs"; this may have been an influence). Used in humorously overblown expressions of hostility. "Eat flaming death, EBCDIC users!"

## 1.586 EBCDIC

EBCDIC:: /eb's\*-dik/, /eb'see'dik/, or /eb'k\*-dik/ [abbreviation, Extended Binary Coded Decimal Interchange Code] n. An alleged character set used on IBM dinosaurs. It exists in at least six mutually incompatible versions, all featuring such delights as non-contiguous letter sequences and the absence of several ASCII punctuation characters fairly important for modern computer languages (exactly which characters are absent varies according to which version of EBCDIC you're looking at). IBM adapted EBCDIC from punched card code in the early 1960s and promulgated it as a customer-control tactic (see connector conspiracy), spurning the already established ASCII standard. Today, IBM claims to be an open-systems company, but IBM's own description of the EBCDIC variants and how to convert between them is still internally classified top-secret, burn-before-reading. Hackers blanch at the very \*name\* of EBCDIC and consider it a manifestation of purest evil. See also fear and loathing.

## 1.587 echo

echo: [FidoNet] n. A topic group on FidoNet's echomail system. Compare newsgroup.

## 1.588 eighty-column mind

eighty-column mind: [IBM] n. The sort said to be possessed by persons for whom the transition from punched card to tape was traumatic (nobody has dared tell them about disks yet). It is said that these people, including (according to an old joke) the founder of IBM, will be buried 'face down, 9-edge first' (the 9-edge being the bottom of the card). This directive is inscribed on IBM's 1402 and 1622 card readers and is referenced in a famous bit of doggerel called "The Last Bug", the climactic lines of which are as follows:

```
He died at the console  
Of hunger and thirst.  
Next day he was buried,  
Face down, 9-edge first.
```

The eighty-column mind is thought by most hackers to dominate IBM's customer base and its thinking. See IBM, fear and loathing, card walloper.

## 1.589 El Camino Bignum

El Camino Bignum: /el' k\*-mee'noh big'nuhm/ n. The road mundanely called El Camino Real, a road through the San Francisco peninsula that originally extended all the way down to Mexico City and many portions of which are still intact. Navigation on the San Francisco peninsula is usually done relative to El Camino Real, which defines logical north and south even though it isn't really north-south many places. El Camino Real runs right past Stanford University and so is familiar to hackers.

The Spanish word 'real' (which has two syllables: /ray-ol'/) means 'royal'; El Camino Real is 'the royal road'. In the FORTRAN language, a 'real' quantity is a number typically precise to seven significant digits, and a 'double precision' quantity is a larger floating-point number, precise to perhaps fourteen significant digits (other languages have similar 'real' types).

When a hacker from MIT visited Stanford in 1976, he remarked what a long road El Camino Real was. Making a pun on 'real', he started calling it 'El Camino Double Precision' --- but when the hacker was told that the road was hundreds of miles long, he renamed it 'El Camino Bignum', and that name has stuck. (See bignum.)

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## 1.590 elder days

elder days: n. The heroic age of hackerdom (roughly, pre-1980); the era of the PDP-10, TECO, ITS, and the ARPANET. This term has been rather consciously adopted from J. R. R. Tolkien's fantasy epic "The Lord of the Rings". Compare Iron Age; see also elvish and Great Worm, the.

## 1.591 elegant

elegant: [from mathematical usage] adj. Combining simplicity, power, and a certain ineffable grace of design. Higher praise than 'clever', 'winning', or even cuspy.

The French aviator, adventurer, and author Antoine de Saint-Exup'ery, probably best known for his classic children's book "The Little Prince", was also an aircraft designer. He gave us perhaps the best definition of engineering elegance when he said "A designer knows he has achieved perfection not when there is nothing left to add, but when there is nothing left to take away."

## 1.592 elephantine

elephantine: adj. Used of programs or systems that are both conspicuous hogs (owing perhaps to poor design founded on brute force and ignorance) and exceedingly hairy in source form. An elephantine program may be functional and even friendly, but (as in the old joke about being in bed with an elephant) it's tough to have around all the same (and, like a pachyderm, difficult to maintain). In extreme cases, hackers have been known to make trumpeting sounds or perform expressive proboscatory mime at the mention of the offending program. Usage: semi-humorous. Compare 'has the elephant nature' and the somewhat more pejorative monstrosity. See also second-system effect and baroque.

## 1.593 elevator controller

elevator controller: n. An archetypal dumb embedded-systems application, like toaster (which superseded it). During one period (1983--84) in the deliberations of ANSI X3J11 (the C standardization committee) this was the canonical example of a really stupid, memory-limited computation environment. "You can't require 'printf(3)' to be part of the default runtime library --- what if you're targeting an elevator controller?" Elevator

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controllers became important rhetorical weapons on both sides of several holy wars.

## 1.594 ELIZA effect

ELIZA effect: /\*-li:'z\* \*-fekt'/ [AI community] n. The tendency of humans to attach associations to terms from prior experience. For example, there is nothing magic about the symbol '+' that makes it well-suited to indicate addition; it's just that people associate it with addition. Using '+' or 'plus' to mean addition in a computer language is taking advantage of the ELIZA effect.

This term comes from the famous ELIZA program by Joseph Weizenbaum, which simulated a Rogerian psychoanalyst by rephrasing many of the patient's statements as questions and posing them to the patient. It worked by simple pattern recognition and substitution of key words into canned phrases. It was so convincing, however, that there are many anecdotes about people becoming very emotionally caught up in dealing with ELIZA. All this was due to people's tendency to attach to words meanings which the computer never put there. The ELIZA effect is a Good Thing when writing a programming language, but it can blind you to serious shortcomings when analyzing an Artificial Intelligence system. Compare ad-hockery; see also AI-complete.

## 1.595 elvish

elvish: n. 1. The Tengwar of Feanor, a table of letterforms resembling the beautiful Celtic half-uncial hand of the "Book of Kells". Invented and described by J. R. R. Tolkien in "The Lord of The Rings" as an orthography for his fictional 'elvish' languages, this system (which is both visually and phonetically elegant) has long fascinated hackers (who tend to be intrigued by artificial languages in general). It is traditional for graphics printers, plotters, window systems, and the like to support a Feanorian typeface as one of their demo items. See also elder days. 2. By extension, any odd or unreadable typeface produced by a graphics device. 3. The typeface mundanely called 'B"ocklin', an art-decoish display font.

## 1.596 EMACS

EMACS: /ee'maks/ [from Editing MACroS] n. The ne plus ultra of hacker editors, a programmable text editor with an entire LISP system inside it. It was originally written by Richard Stallman in TECO under ITS at the MIT AI lab; AI Memo 554 described it as "an advanced, self-documenting, customizable, extensible

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real-time display editor". It has since been reimplemented any number of times, by various hackers, and versions exist that run under most major operating systems. Perhaps the most widely used version, also written by Stallman and now called "GNU EMACS" or GNUMACS, runs principally under UNIX. It includes facilities to run compilation subprocesses and send and receive mail; many hackers spend up to 80% of their tube time inside it. Other variants include GOSMACS, CCA EMACS, UniPress EMACS, Montgomery EMACS, jove, epsilon, and MicroEMACS.

Some EMACS versions running under window managers iconify as an overflowing kitchen sink, perhaps to suggest the one feature the editor does not (yet) include. Indeed, some hackers find EMACS too heavyweight and baroque for their taste, and expand the name as 'Escape Meta Alt Control Shift' to spoof its heavy reliance on keystrokes decorated with bucky bits. Other spoof expansions include 'Eight Megabytes And Constantly Swapping', 'Eventually 'malloc()'s All Computer Storage', and 'EMACS Makes A Computer Slow' (see recursive acronym). See also vi.

## 1.597 email

email: /ee'mayl/ (also written 'e-mail') 1. n. Electronic mail automatically passed through computer networks and/or via modems over common-carrier lines. Contrast snail-mail, paper-net, voice-net. See network address.  
2. vt. To send electronic mail.

Oddly enough, the word 'emailed' is actually listed in the OED; it means "embossed (with a raised pattern) or arranged in a net work". A use from 1480 is given. The word is derived from French 'emmailleure', network.

## 1.598 emoticon

emoticon: /ee-moh'ti-kon/ n. An ASCII glyph used to indicate an emotional state in email or news. Although originally intended mostly as jokes, emoticons (or some other explicit humor indication) are virtually required under certain circumstances in high-volume text-only communication forums such as USENET; the lack of verbal and visual cues can otherwise cause what were intended to be humorous, sarcastic, ironic, or otherwise non-100%-serious comments to be badly misinterpreted (not always even by newbies), resulting in arguments and flame wars.

Hundreds of emoticons have been proposed, but only a few are in common use. These include:

: -)

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```
'smiley face' (for humor, laughter, friendliness,
occasionally sarcasm)

:-(
  'frowney face' (for sadness, anger, or upset)

;-)
  'half-smiley' (ha ha only serious);
  also known as 'semi-smiley' or 'winkey face'.

:-/
  'wry face'
```

(These may become more comprehensible if you tilt your head sideways, to the left.)

The first two listed are by far the most frequently encountered. Hyphenless forms of them are common on CompuServe, GENie, and BIX; see also bixie. On USENET, 'smiley' is often used as a generic term synonymous with emoticon, as well as specifically for the happy-face emoticon.

It appears that the emoticon was invented by one Scott Fahlman on the CMU bboard systems around 1980. He later wrote: "I wish I had saved the original post, or at least recorded the date for posterity, but I had no idea that I was starting something that would soon pollute all the world's communication channels." [GLS confirms that he remembers this original posting].

Note for the newbie: Overuse of the smiley is a mark of loserhood! More than one per paragraph is a fairly sure sign that you've gone over the line.

## 1.599 empire

empire: n. Any of a family of military simulations derived from a game written by Peter Langston many years ago. Five or six multi-player variants of varying degrees of sophistication exist, and one single-player version implemented for both UNIX and VMS; the latter is even available as MS-DOS freeware. All are notoriously addictive.

## 1.600 engine

engine: n. 1. A piece of hardware that encapsulates some function but can't be used without some kind of front end. Today we have, especially, 'print engine': the guts of a laser printer. 2. An analogous piece of software; notionally, one that does a lot of noisy crunching, such as a 'database engine'.

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The hackish senses of 'engine' are actually close to its original, pre-Industrial-Revolution sense of a skill, clever device, or instrument (the word is cognate to 'ingenuity'). This sense had not been completely eclipsed by the modern connotation of power-transducing machinery in Charles Babbage's time, which explains why he named the stored-program computer that he designed in 1844 the 'Analytical Engine'.

## 1.601 English

English: 1. n., obs. The source code for a program, which may be in any language, as opposed to the linkable or executable binary produced from it by a compiler. The idea behind the term is that to a real hacker, a program written in his favorite programming language is at least as readable as English. Usage: mostly by old-time hackers, though recognizable in context. 2. The official name of the database language used by the Pick Operating System, actually a sort of crufty, brain-damaged SQL with delusions of grandeur. The name permits marketroids to say "Yes, and you can program our computers in English!" to ignorant suits without quite running afoul of the truth-in-advertising laws.

## 1.602 enhancement

enhancement: n. Marketroid-speak for a bug fix. This abuse of language is a popular and time-tested way to turn incompetence into increased revenue. A hacker being ironic would instead call the fix a feature --- or perhaps save some effort by declaring the bug itself to be a feature.

## 1.603 ENQ

ENQ: /enkʷ/ or /enk/ [from the ASCII mnemonic ENquire for 0000101] An on-line convention for querying someone's availability. After opening a talk mode connection to someone apparently in heavy hack mode, one might type 'SYN SYN ENQ?' (the SYNs representing notional synchronization bytes), and expect a return of ACK or NAK depending on whether or not the person felt interruptible. Compare ping, finger, and the usage of 'FOO?' listed under talk mode.

## 1.604 EOF

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EOF: /E-O-F/ [abbreviation, 'End Of File'] n. 1. [techspeak] The out-of-band value returned by C's sequential character-input functions (and their equivalents in other environments) when end of file has been reached. This value is -1 under C libraries postdating V6 UNIX, but was originally 0. 2. [UNIX] The keyboard character (usually control-D, the ASCII EOT (End Of Transmission) character) that is mapped by the terminal driver into an end-of-file condition. 3. Used by extension in non-computer contexts when a human is doing something that can be modeled as a sequential read and can't go further. "Yeah, I looked for a list of 360 mnemonics to post as a joke, but I hit EOF pretty fast; all the library had was a JCL manual." See also EOL.

## 1.605 EOL

EOL: /E-O-L/ [End Of Line] n. Syn. for newline, derived perhaps from the original CDC6600 Pascal. Now rare, but widely recognized and occasionally used for brevity. Used in the example entry under BNF. See also EOF.

## 1.606 EOU

EOU: /E-O-U/ n. The mnemonic of a mythical ASCII control character (End Of User) that would make an ASR-33 Teletype explode on receipt. This construction parodies the numerous obscure delimiter and control characters left in ASCII from the days when it was associated more with wire-service teletypes than computers (e.g., FS, GS, RS, US, EM, SUB, ETX, and esp. EOT). It is worth remembering that ASR-33s were big, noisy mechanical beasts with a lot of clattering parts; the notion that one might explode was nowhere near as ridiculous as it might seem to someone sitting in front of a tube or flatscreen today.

## 1.607 epoch

epoch: [UNIX: prob. from astronomical timekeeping] n. The time and date corresponding to 0 in an operating system's clock and timestamp values. Under most UNIX versions the epoch is 00:00:00 GMT, January 1, 1970; under VMS, it's 00:00:00 of November 17, 1858 (base date of the U.S. Naval Observatory's ephemerides); on a Macintosh, it's the midnight beginning January 1 1904. System time is measured in seconds or ticks past the epoch. Weird problems may ensue when the clock wraps around (see wrap around), which is not necessarily a rare event; on systems counting 10 ticks per second, a signed 32-bit count of ticks is

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good only for 6.8 years. The 1-tick-per-second clock of UNIX is good only until January 18, 2038, assuming at least some software continues to consider it signed and that word lengths don't increase by then. See also wall time.

## 1.608 epsilon

epsilon: [see delta] 1. n. A small quantity of anything.  
"The cost is epsilon." 2. adj. Very small, negligible; less than marginal. "We can get this feature for epsilon cost."  
3. 'within epsilon of': close enough to be indistinguishable for all practical purposes, even closer than being 'within delta of'. "That's not what I asked for, but it's within epsilon of what I wanted." Alternatively, it may mean not close enough, but very little is required to get it there: "My program is within epsilon of working."

## 1.609 epsilon squared

epsilon squared: n. A quantity even smaller than epsilon, as small in comparison to epsilon as epsilon is to something normal; completely negligible. If you buy a supercomputer for a million dollars, the cost of the thousand-dollar terminal to go with it is epsilon, and the cost of the ten-dollar cable to connect them is epsilon squared. Compare lost in the underflow, lost in the noise.

## 1.610 era, the

era, the: Syn. epoch. Webster's Unabridged makes these words almost synonymous, but 'era' usually connotes a span of time rather than a point in time. The epoch usage is recommended.

## 1.611 Eric Conspiracy

Eric Conspiracy: n. A shadowy group of mustachioed hackers named Eric first pinpointed as a sinister conspiracy by an infamous talk.bizarre posting ca. 1986; this was doubtless influenced by the numerous 'Eric' jokes in the Monty Python oeuvre. There do indeed seem to be considerably more mustachioed Erics in hackerdom than the frequency of these three traits can account for unless they are correlated in some arcane way. Well-known examples include Eric Allman (he of the 'Allman style' described under indent style)

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and Erik Fair (co-author of NNTP); your editor has heard from about fifteen others by email, and the organization line 'Eric Conspiracy Secret Laboratories' now emanates regularly from more than one site.

## 1.612 Eris

Eris: /e'ris/ n. The Greek goddess of Chaos, Discord, Confusion, and Things You Know Not Of; her name was latinized to Discordia and she was worshiped by that name in Rome. Not a very friendly deity in the Classical original, she was reinvented as a more benign personification of creative anarchy starting in 1959 by the adherents of Discordianism and has since been a semi-serious subject of veneration in several 'fringe' cultures, including hackerdom. See Discordianism, Church of the SubGenius.

## 1.613 erotics

erotics: /ee-ro'tiks/ n. [Helsinki University of Technology, Finland] n. English-language university slang for electronics. Often used by hackers in Helsinki, maybe because good electronics excites them and makes them warm.

## 1.614 error 33

error 33: [XEROX PARC] n. 1. Predicating one research effort upon the success of another. 2. Allowing your own research effort to be placed on the critical path of some other project (be it a research effort or not).

## 1.615 evil

evil: adj. As used by hackers, implies that some system, program, person, or institution is sufficiently maldesigned as to be not worth the bother of dealing with. Unlike the adjectives in the cretinous/losing/brain-damaged series, 'evil' does not imply incompetence or bad design, but rather a set of goals or design criteria fatally incompatible with the speaker's. This usage is more an esthetic and engineering judgment than a moral one in the mainstream sense. "We thought about adding a Blue Glue interface but decided it was too evil to deal with." "TECO is neat, but it can be pretty evil if you're prone to typos." Often pronounced with the first syllable lengthened, as

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/eeee'vil/. Compare evil and rude.

## 1.616 evil and rude

evil and rude: adj. Both evil and rude, but with the additional connotation that the rudeness was due to malice rather than incompetence. Thus, for example: Microsoft's Windows NT is evil because it's a competent implementation of a bad design; it's rude because it's gratuitously incompatible with UNIX in places where compatibility would have been as easy and effective to do; but it's evil and rude because the incompatibilities are apparently there not to fix design bugs in UNIX but rather to lock hapless customers and developers into the Microsoft way. Hackish evil and rude is close to the mainstream sense of 'evil'.

## 1.617 exa-

exa-: /ek's\*/ [SI] pref. See quantifiers.

## 1.618 examining the entrails

examining the entrails: n. The process of grovelling through a core dump or hex image in an attempt to discover the bug that brought a program or system down. The reference is to divination from the entrails of a sacrificed animal. Compare runes, incantation, black art, desk check.

## 1.619 EXCH

EXCH: /eks'ch\*/ or /eksch/ vt. To exchange two things, each for the other; to swap places. If you point to two people sitting down and say "Exch!", you are asking them to trade places. EXCH, meaning EXCHange, was originally the name of a PDP-10 instruction that exchanged the contents of a register and a memory location. Many newer hackers are probably thinking instead of the PostScript exchange operator (which is usually written in lowercase).

## 1.620 excl

excl: /eks'kl/ n. Abbreviation for 'exclamation point'. See bang, shriek, ASCII.

## 1.621 EXE

EXE: /eks'ee/ or /eek'see/ or /E-X-E/ n. An executable binary file. Some operating systems (notably MS-DOS, VMS, and TWENEX) use the extension .EXE to mark such files. This usage is also occasionally found among UNIX programmers even though UNIX executables don't have any required suffix.

## 1.622 exec

exec: /eg-zek'/ vt., n. 1. [UNIX: from 'execute'] Synonym for chain, derives from the 'exec(2)' call. 2. [from 'executive'] obs. The command interpreter for an OS (see shell); term esp. used around mainframes, and prob. derived from UNIVAC's archaic EXEC 2 and EXEC 8 operating systems. 3. At IBM and VM/CMS shops, the equivalent of a shell command file (among VM/CMS users).

The mainstream 'exec' as an abbreviation for (human) executive is \*not\* used. To a hacker, an 'exec' is always a program, never a person.

## 1.623 exercise, left as an

exercise, left as an: [from technical books] Used to complete a proof when one doesn't mind a handwave, or to avoid one entirely. The complete phrase is: "The proof [or 'the rest'] is left as an exercise for the reader." This comment \*has\* occasionally been attached to unsolved research problems by authors possessed of either an evil sense of humor or a vast faith in the capabilities of their audiences.

## 1.624 external memory

external memory: n. A memo pad or written notes. "Hold on while I write that to external memory". The analogy is with store or DRAM versus nonvolatile disk storage on computers.

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## 1.625 eyeball search

eyeball search: n.,v. To look for something in a mass of code or data with one's own native optical sensors, as opposed to using some sort of pattern matching software like grep or any other automated search tool. Also called a vgrep; compare vdiff, desk check.

## 1.626 face time

face time: n. Time spent interacting with somebody face-to-face (as opposed to via electronic links). "Oh, yeah, I spent some face time with him at the last Usenix."

## 1.627 factor

factor: n. See coefficient of X.

## 1.628 fall over

fall over: [IBM] vi. Yet another synonym for crash or lose. 'Fall over hard' equates to crash and burn.

## 1.629 fall through

fall through: v. (n. 'fallthrough', var. 'fall-through')

1. To exit a loop by exhaustion, i.e., by having fulfilled its exit condition rather than via a break or exception condition that exits from the middle of it. This usage appears to be *really* old, dating from the 1940s and 1950s.
2. To fail a test that would have passed control to a subroutine or some other distant portion of code.
3. In C, 'fall-through' occurs when the flow of execution in a switch statement reaches a 'case' label other than by jumping there from the switch header, passing a point where one would normally expect to find a 'break'. A trivial example:

```
switch (color)
{
case GREEN:
    do_green();
    break;
case PINK:
    do_pink();
```

---

```

    /* FALL THROUGH */
case RED:
    do_red();
    break;
default:
    do_blue();
    break;
}

```

The variant spelling `/* FALL THRU */` is also common.

The effect of the above code is to `'do_green()'` when color is `'GREEN'`, `'do_red()'` when color is `'RED'`, `'do_blue()'` on any other color other than `'PINK'`, and (and this is the important part) `'do_pink()'` \*and then\* `'do_red()'` when color is `'PINK'`. Fall-through is considered harmful by some, though there are contexts (such as the coding of state machines) in which it is natural; it is generally considered good practice to include a comment highlighting the fall-through where one would normally expect a break. See also Duff's Device.

### 1.630 fan

fan: n. Without qualification, indicates a fan of science fiction, especially one who goes to cons and tends to hang out with other fans. Many hackers are fans, so this term has been imported from fannish slang; however, unlike much fannish slang it is recognized by most non-fannish hackers. Among SF fans the plural is correctly `'fen'`, but this usage is not automatic to hackers. "Laura reads the stuff occasionally but isn't really a fan."

### 1.631 fandango on core

fandango on core: [UNIX/C hackers, from the Mexican dance] n. In C, a wild pointer that runs out of bounds, causing a core dump, or corrupts the `'malloc(3)'` arena in such a way as to cause mysterious failures later on, is sometimes said to have `'done a fandango on core'`. On low-end personal machines without an MMU, this can corrupt the OS itself, causing massive lossage. Other frenetic dances such as the rhumba, cha-cha, or watusi, may be substituted. See aliasing bug, precedence lossage, smash the stack, memory leak, memory smash, overrun screw, core.

### 1.632 FAQ

FAQ: /F-A-Q/ or /fak/ [USENET] n. 1. A Frequently Asked Question.  
2. A compendium of accumulated lore, posted periodically to high-volume newsgroups in an attempt to forestall such questions. Some people prefer the term 'FAQ list' or 'FAQL' /fa'kl/, reserving 'FAQ' for sense 1.

This lexicon itself serves as a good example of a collection of one kind of lore, although it is far too big for a regular FAQ posting. Examples: "What is the proper type of NULL?" and "What's that funny name for the '#' character?" are both Frequently Asked Questions. Several FAQs refer readers to this file.

### 1.633 FAQ list

FAQ list: /F-A-Q list/ or /fak list/ [USENET] n. Syn FAQ, sense 2.

### 1.634 FAQL

FAQL: /fa'kl/ n. Syn. FAQ list.

### 1.635 faradize

faradize: /far'\*-di:z/ [US Geological Survey] v. To start any hyper-addictive process or trend, or to continue adding current to such a trend. Telling one user about a new octo-tetris game you compiled would be a faradizing act --- in two weeks you might find your entire department playing the faradic game.

### 1.636 farkled

farkled: /far'kld/ [DeVry Institute of Technology, Atlanta] adj. Syn. hosed. Poss. owes something to Yiddish 'farblondjet' and/or the 'Farkle Family' skits on Saturday Nite Live.

### 1.637 farming

farming: [Adelaide University, Australia] n. What the heads of a disk drive are said to do when they plow little furrows in the magnetic media. Associated with a crash. Typically used as follows: "Oh no, the machine has just crashed; I hope the hard drive hasn't gone farming again."

### 1.638 fascist

fascist: adj. 1. Said of a computer system with excessive or annoying security barriers, usage limits, or access policies. The implication is that said policies are preventing hackers from getting interesting work done. The variant 'fascistic' seems to have been preferred at MIT, poss. by analogy with 'touristic' (see tourist). 2. In the design of languages and other software tools, 'the fascist alternative' is the most restrictive and structured way of capturing a particular function; the implication is that this may be desirable in order to simplify the implementation or provide tighter error checking. Compare bondage-and-discipline language, although that term is global rather than local.

### 1.639 fat electrons

fat electrons: n. Old-time hacker David Cargill's theory on the causation of computer glitches. Your typical electric utility draws its line current out of the big generators with a pair of coil taps located near the top of the dynamo. When the normal tap brushes get dirty, they take them off line to clean them up, and use special auxiliary taps on the \*bottom\* of the coil. Now, this is a problem, because when they do that they get not ordinary or 'thin' electrons, but the fat'n'sloppy electrons that are heavier and so settle to the bottom of the generator. These flow down ordinary wires just fine, but when they have to turn a sharp corner (as in an integrated-circuit via), they're apt to get stuck. This is what causes computer glitches. [Fascinating. Obviously, fat electrons must gain mass by bogon absorption --- ESR] Compare bogon, magic smoke.

### 1.640 faulty

faulty: adj. Non-functional; buggy. Same denotation as bletcherous, losing, q.v., but the connotation is much milder.

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## 1.641 fd leak

**fd leak:** /F-D leek/ n. A kind of programming bug analogous to a core leak, in which a program fails to close file descriptors ('fd's) after file operations are completed, and thus eventually runs out of them. See leak.

## 1.642 fear and loathing

**fear and loathing:** [from Hunter S. Thompson] n. A state inspired by the prospect of dealing with certain real-world systems and standards that are totally brain-damaged but ubiquitous --- Intel 8086s, or COBOL, or EBCDIC, or any IBM machine except the Rios (a.k.a. the RS/6000). "Ack! They want PCs to be able to talk to the AI machine. Fear and loathing time!"

## 1.643 feature

**feature:** n. 1. A good property or behavior (as of a program). Whether it was intended or not is immaterial. 2. An intended property or behavior (as of a program). Whether it is good or not is immaterial (but if bad, it is also a misfeature). 3. A surprising property or behavior; in particular, one that is purposely inconsistent because it works better that way --- such an inconsistency is therefore a feature and not a bug. This kind of feature is sometimes called a miswart; see that entry for a classic example. 4. A property or behavior that is gratuitous or unnecessary, though perhaps also impressive or cute. For example, one feature of Common LISP's 'format' function is the ability to print numbers in two different Roman-numeral formats (see bells, whistles, and gongs). 5. A property or behavior that was put in to help someone else but that happens to be in your way. 6. A bug that has been documented. To call something a feature sometimes means the author of the program did not consider the particular case, and that the program responded in a way that was unexpected but not strictly incorrect. A standard joke is that a bug can be turned into a feature simply by documenting it (then theoretically no one can complain about it because it's in the manual), or even by simply declaring it to be good. "That's not a bug, that's a feature!" is a common catchphrase. See also feetch feetch, creeping featurism, wart, green lightning.

The relationship among bugs, features, misfeatures, warts, and miswarts might be clarified by the following hypothetical exchange between two hackers on an airliner:

A: "This seat doesn't recline."

B: "That's not a bug, that's a feature. There is an emergency

exit door built around the window behind you, and the route has to be kept clear."

A: "Oh. Then it's a misfeature; they should have increased the spacing between rows here."

B: "Yes. But if they'd increased spacing in only one section it would have been a wart --- they would've had to make nonstandard-length ceiling panels to fit over the displaced seats."

A: "A miswart, actually. If they increased spacing throughout they'd lose several rows and a chunk out of the profit margin. So unequal spacing would actually be the Right Thing."

B: "Indeed."

'Undocumented feature' is a common, allegedly humorous euphemism for a bug.

## 1.644 feature creature

feature creature: [poss. fr. slang 'creature feature' for a horror movie] n. 1. One who loves to add features to designs or programs, perhaps at the expense of coherence, concision, or taste. 2. Alternately, a mythical being that induces otherwise rational programmers to perpetrate such crocks. See also feeping creaturism, creeping featurism.

## 1.645 feature key

feature key: n. The Macintosh key with the cloverleaf graphic on its keytop; sometimes referred to as 'flower', 'pretzel', 'clover', 'propeller', 'beanie' (an apparent reference to the major feature of a propeller beanie), splat, or the 'command key'. The Mac's equivalent of an alt key (and so labeled on some Mac II keyboards). The proliferation of terms for this creature may illustrate one subtle peril of iconic interfaces.

Many people have been mystified by the cloverleaf-like symbol that appears on the feature key. Its oldest name is 'cross of St. Hannes', but it occurs in pre-Christian Viking art as a decorative motif. Throughout Scandinavia today the road agencies use it to mark sites of historical interest. Apple picked up the symbol from an early Mac developer who happened to be Swedish. Apple documentation gives the translation "interesting feature"!

There is some dispute as to the proper (Swedish) name of this symbol. It technically stands for the word 'sev"ardhet' (interesting feature) many of these are old churches. Some Swedes

report as an idiom for it the word 'kyrka', cognate to English 'church' and Scots-dialect 'kirk' but pronounced /shir'k\*/ in modern Swedish. Others say this is nonsense.

## 1.646 feature shock

feature shock: [from Alvin Toffler's book title "Future Shock"] n. A user's (or programmer's!) confusion when confronted with a package that has too many features and poor introductory material.

## 1.647 featurectomy

featurectomy: /fee'ch\*r-ek't\*-mee/ n. The act of removing a feature from a program. Featurectomies come in two flavors, the 'righteous' and the 'reluctant'. Righteous featurectomies are performed because the remover believes the program would be more elegant without the feature, or there is already an equivalent and better way to achieve the same end. (Doing so is not quite the same thing as removing a misfeature.) Reluctant featurectomies are performed to satisfy some external constraint such as code size or execution speed.

## 1.648 feep

feep: /feep/ 1. n. The soft electronic 'bell' sound of a display terminal (except for a VT-52); a beep (in fact, the microcomputer world seems to prefer beep). 2. vi. To cause the display to make a feep sound. ASR-33s (the original TTYs) do not feep; they have mechanical bells that ring. Alternate forms: beep, 'bleep', or just about anything suitably onomatopoeic. (Jeff MacNelly, in his comic strip "Shoe", uses the word 'eep' for sounds made by computer terminals and video games; this is perhaps the closest written approximation yet.) The term 'breedle' was sometimes heard at SAIL, where the terminal beepers are not particularly soft (they sound more like the musical equivalent of a raspberry or Bronx cheer; for a close approximation, imagine the sound of a Star Trek communicator's beep lasting for five seconds). The 'feeper' on a VT-52 has been compared to the sound of a '52 Chevy stripping its gears. See also ding.

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## 1.649 feeper

feeper: /fee'pr/ n. The device in a terminal or workstation (usually a loudspeaker of some kind) that makes the feep sound.

## 1.650 feeping creature

feeping creature: [from feeping creaturism] n. An unnecessary feature; a bit of chrome that, in the speaker's judgment, is the camel's nose for a whole horde of new features.

## 1.651 feeping creaturism

feeping creaturism: /fee'ping kree'ch\*r-izm/ n. A deliberate spoonerism for creeping featurism, meant to imply that the system or program in question has become a misshapen creature of hacks. This term isn't really well defined, but it sounds so neat that most hackers have said or heard it. It is probably reinforced by an image of terminals prowling about in the dark making their customary noises.

## 1.652 feetch feetch

feetch feetch: /feech feech/ interj. If someone tells you about some new improvement to a program, you might respond: "Feetch, feetch!" The meaning of this depends critically on vocal inflection. With enthusiasm, it means something like "Boy, that's great! What a great hack!" Grudgingly or with obvious doubt, it means "I don't know; it sounds like just one more unnecessary and complicated thing". With a tone of resignation, it means, "Well, I'd rather keep it simple, but I suppose it has to be done".

## 1.653 fence

fence: n. 1. A sequence of one or more distinguished (out-of-band) characters (or other data items), used to delimit a piece of data intended to be treated as a unit (the computer-science literature calls this a 'sentinel'). The NUL (ASCII 0000000) character that terminates strings in C is a fence. Hex FF is also (though slightly less frequently) used this way. See zigamorph. 2. An extra data value inserted in an array or other data structure in order to allow some normal test on the array's contents also to function as a termination test. For

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example, a highly optimized routine for finding a value in an array might artificially place a copy of the value to be searched for after the last slot of the array, thus allowing the main search loop to search for the value without having to check at each pass whether the end of the array had been reached. 3. [among users of optimizing compilers] Any technique, usually exploiting knowledge about the compiler, that blocks certain optimizations. Used when explicit mechanisms are not available or are overkill. Typically a hack: "I call a dummy procedure there to force a flush of the optimizer's register-coloring info" can be expressed by the shorter "That's a fence procedure".

### 1.654 fencepost error

fencepost error: n. 1. A problem with the discrete equivalent of a boundary condition, often exhibited in programs by iterative loops. From the following problem: "If you build a fence 100 feet long with posts 10 feet apart, how many posts do you need?" (Either 9 or 11 is a better answer than the obvious 10.) For example, suppose you have a long list or array of items, and want to process items  $m$  through  $n$ ; how many items are there? The obvious answer is  $n - m$ , but that is off by one; the right answer is  $n - m + 1$ . A program that used the 'obvious' formula would have a fencepost error in it. See also zeroth and off-by-one error, and note that not all off-by-one errors are fencepost errors. The game of Musical Chairs involves a catastrophic off-by-one error where  $N$  people try to sit in  $N - 1$  chairs, but it's not a fencepost error. Fencepost errors come from counting things rather than the spaces between them, or vice versa, or by neglecting to consider whether one should count one or both ends of a row. 2. [rare] An error induced by unexpected regularities in input values, which can (for instance) completely thwart a theoretically efficient binary tree or hash table implementation. (The error here involves the difference between expected and worst case behaviors of an algorithm.)

### 1.655 fepped out

fepped out: /fept owt/ adj. The Symbolics 3600 LISP Machine has a Front-End Processor called a 'FEP' (compare sense 2 of box). When the main processor gets wedged, the FEP takes control of the keyboard and screen. Such a machine is said to have 'fepped out' or 'dropped into the fep'.

### 1.656 FidoNet

FidoNet: n. A worldwide hobbyist network of personal computers which exchanges mail, discussion groups, and files. Founded in 1984 and originally consisting only of IBM PCs and compatibles, FidoNet now includes such diverse machines as Apple ][s, Ataris, Amigas, and UNIX systems. Though it is much younger than USENET, FidoNet is already (in early 1991) a significant fraction of USENET's size at some 8000 systems.

### 1.657 field circus

field circus: [a derogatory pun on 'field service'] n. The field service organization of any hardware manufacturer, but especially DEC. There is an entire genre of jokes about DEC field circus engineers:

Q: How can you recognize a DEC field circus engineer with a flat tire?

A: He's changing one tire at a time to see which one is flat.

Q: How can you recognize a DEC field circus engineer who is out of gas?

A: He's changing one tire at a time to see which one is flat.

[See Easter egging for additional insight on these jokes.]

There is also the 'Field Circus Cheer' (from the plan file for DEC on MIT-AI):

Maynard! Maynard!  
Don't mess with us!  
We're mean and we're tough!  
If you get us confused  
We'll screw up your stuff.

(DEC's service HQ is located in Maynard, Massachusetts.)

### 1.658 field servoid

field servoid: [play on 'android'] /fee'ld ser'voyd/ n.  
Representative of a field service organization (see field circus). This has many of the implications of droid.

### 1.659 Fight-o-net

Fight-o-net: [FidoNet] n. Deliberate distortion of FidoNet, often applied after a flurry of flamage in a particular

echo, especially the SYSOP echo or Fidonews (see {'Snooze}).

### 1.660 File Attach

File Attach: [FidoNet] 1. n. A file sent along with a mail message from one BBS to another. 2. vt. Sending someone a file by using the File Attach option in a BBS mailer.

### 1.661 File Request

File Request: [FidoNet] 1. n. The FidoNet equivalent of FTP, in which one BBS system automatically dials another and snarfs one or more files. Often abbreviated 'FReq'; files are often announced as being "available for FReq" in the same way that files are announced as being "available for/by anonymous FTP" on the Internet. 2. vt. The act of getting a copy of a file by using the File Request option of the BBS mailer.

### 1.662 file signature

file signature: n. A magic number, sense 3.

### 1.663 filk

filk: /filk/ [from SF fandom, where a typo for 'folk' was adopted as a new word] n.,v. A popular or folk song with lyrics revised or completely new lyrics, intended for humorous effect when read, and/or to be sung late at night at SF conventions. There is a flourishing subgenre of these called 'computer filks', written by hackers and often containing rather sophisticated technical humor. See double bucky for an example. Compare grilf, hing and newsfroup.

### 1.664 film at 11

film at 11: [MIT: in parody of TV newscasters] 1. Used in conversation to announce ordinary events, with a sarcastic implication that these events are earth-shattering. "ITS crashes; film at 11." "Bug found in scheduler; film at 11." 2. Also widely used outside MIT to indicate that additional

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information will be available at some future time, \*without\* the implication of anything particularly ordinary about the referenced event. For example, "The mail file server died this morning; we found garbage all over the root directory. Film at 11." would indicate that a major failure had occurred but that the people working on it have no additional information about it as yet; use of the phrase in this way suggests gently that the problem is liable to be fixed more quickly if the people doing the fixing can spend time doing the fixing rather than responding to questions, the answers to which will appear on the normal "11:00 news", if people will just be patient.

### 1.665 filter

filter: [orig. UNIX, now also in MS-DOS] n. A program that processes an input data stream into an output data stream in some well-defined way, and does no I/O to anywhere else except possibly on error conditions; one designed to be used as a stage in a 'pipeline' (see plumbing). Compare sponge.

### 1.666 Finagle's Law

Finagle's Law: n. The generalized or 'folk' version of Murphy's Law, fully named "Finagle's Law of Dynamic Negatives" and usually rendered "Anything that can go wrong, will". One variant favored among hackers is "The perversity of the Universe tends towards a maximum" (but see also Hanlon's Razor). The label 'Finagle's Law' was popularized by SF author Larry Niven in several stories depicting a frontier culture of asteroid miners; this 'Belter' culture professed a religion and/or running joke involving the worship of the dread god Finagle and his mad prophet Murphy.

### 1.667 fine

fine: [WPI] adj. Good, but not good enough to be cuspy. The word 'fine' is used elsewhere, of course, but without the implicit comparison to the higher level implied by cuspy.

### 1.668 finger

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finger: [WAITS, via BSD UNIX] 1. n. A program that displays information about a particular user or all users logged on the system, or a remote system. Typically shows full name, last login time, idle time, terminal line, and terminal location (where applicable). May also display a plan file left by the user (see also Hacking X for Y). 2. vt. To apply finger to a username. 3. vt. By extension, to check a human's current state by any means. "Foodp?" "T!" "OK, finger Lisa and see if she's idle." 4. Any picture (composed of ASCII characters) depicting 'the finger'. Originally a humorous component of one's plan file to deter the curious fingerer (sense 2), it has entered the arsenal of some flammers.

### 1.669 finger-pointing syndrome

finger-pointing syndrome: n. All-too-frequent result of bugs, esp. in new or experimental configurations. The hardware vendor points a finger at the software. The software vendor points a finger at the hardware. All the poor users get is the finger.

### 1.670 finn

finn: [IRC] v. To pull rank on somebody based on the amount of time one has spent on IRC. The term derives from the fact that IRC was originally written in Finland in 1987.

### 1.671 firebottle

firebottle: n. A large, primitive, power-hungry active electrical device, similar in function to a FET but constructed out of glass, metal, and vacuum. Characterized by high cost, low density, low reliability, high-temperature operation, and high power dissipation. Sometimes mistakenly called a 'tube' in the U.S. or a 'valve' in England; another hackish term is glassfet.

### 1.672 firefighting

firefighting: n. 1. What sysadmins have to do to correct sudden operational problems. An opposite of hacking. "Been hacking your new newsreader?" "No, a power glitch hosed the network and I spent the whole afternoon fighting fires." 2. The act of throwing lots of manpower and late nights at a project, esp. to get it out before deadline. See also gang bang, Mongolian Hordes

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technique; however, the term 'firefighting' connotes that the effort is going into chasing bugs rather than adding features.

### 1.673 firehose syndrome

firehose syndrome: n. In mainstream folklore it is observed that trying to drink from a firehose can be a good way to rip your lips off. On computer networks, the absence or failure of flow control mechanisms can lead to situations in which the sending system sprays a massive flood of packets at an unfortunate receiving system, more than it can handle. Compare overrun, buffer overflow.

### 1.674 firewall code

firewall code: n. 1. The code you put in a system (say, a telephone switch) to make sure that the users can't do any damage. Since users always want to be able to do everything but never want to suffer for any mistakes, the construction of a firewall is a question not only of defensive coding but also of interface presentation, so that users don't even get curious about those corners of a system where they can burn themselves. 2. Any sanity check inserted to catch a can't happen error. Wise programmers often change code to fix a bug twice: once to fix the bug, and once to insert a firewall which would have arrested the bug before it did quite as much damage.

### 1.675 firewall machine

firewall machine: n. A dedicated gateway machine with special security precautions on it, used to service outside network connections and dial-in lines. The idea is to protect a cluster of more loosely administered machines hidden behind it from crackers. The typical firewall is an inexpensive micro-based UNIX box kept clean of critical data, with a bunch of modems and public network ports on it but just one carefully watched connection back to the rest of the cluster. The special precautions may include threat monitoring, callback, and even a complete iron box keyable to particular incoming IDs or activity patterns. Syn. flytrap, Venus flytrap.

### 1.676 fireworks mode

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fireworks mode: n. The mode a machine is sometimes said to be in when it is performing a crash and burn operation.

### 1.677 firmy

firmy: /fer'mee/ Syn. stiffy (a 3.5-inch floppy disk).

### 1.678 fish

fish: [Adelaide University, Australia] n. 1. Another metasyntactic variable. See foo. Derived originally from the Monty Python skit in the middle of "The Meaning of Life" entitled "Find the Fish". 2. A pun for 'microfiche'. A microfiche file cabinet may be referred to as a 'fish tank'.

### 1.679 FISH queue

FISH queue: [acronym, by analogy with FIFO (First In, First Out)] n. 'First In, Still Here'. A joking way of pointing out that processing of a particular sequence of events or requests has stopped dead. Also 'FISH mode' and 'FISHnet'; the latter may be applied to any network that is running really slowly or exhibiting extreme flakiness.

### 1.680 FITNR

FITNR: // [Thinking Machines, Inc.] Fixed In the Next Release.  
A written-only notation attached to bug reports. Often wishful thinking.

### 1.681 fix

fix: n.,v. What one does when a problem has been reported too many times to be ignored.

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## 1.682 FIXME

FIXME: imp. A standard tag often put in C comments near a piece of code that needs work. The point of doing so is that a 'grep' or a similar pattern-matching tool can find all such places quickly.

FIXME: note this is common in GNU code.

Compare XXX.

## 1.683 flag

flag: n. A variable or quantity that can take on one of two values; a bit, particularly one that is used to indicate one of two outcomes or is used to control which of two things is to be done. "This flag controls whether to clear the screen before printing the message." "The program status word contains several flag bits." Used of humans analogously to bit. See also hidden flag, mode bit.

## 1.684 flag day

flag day: n. A software change that is neither forward- nor backward-compatible, and which is costly to make and costly to reverse. "Can we install that without causing a flag day for all users?" This term has nothing to do with the use of the word flag to mean a variable that has two values. It came into use when a massive change was made to the Multics timesharing system to convert from the old ASCII code to the new one; this was scheduled for Flag Day (a U.S. holiday), June 14, 1966. See also backward combatability.

## 1.685 flaky

flaky: adj. (var sp. 'flakey') Subject to frequent lossage. This use is of course related to the common slang use of the word to describe a person as eccentric, crazy, or just unreliable. A system that is flaky is working, sort of --- enough that you are tempted to try to use it --- but fails frequently enough that the odds in favor of finishing what you start are low. Commonwealth hackish prefers dodgy or wonky.

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## 1.686 flamage

flamage: /flay'm\*ɟ/ n. Flaming verbiage, esp. high-noise, low-signal postings to USENET or other electronic fora. Often in the phrase 'the usual flamage'. 'Flaming' is the act itself; 'flamage' the content; a 'flame' is a single flaming message. See flame.

## 1.687 flame

flame: 1. vi. To post an email message intended to insult and provoke. 2. vi. To speak incessantly and/or rabidly on some relatively uninteresting subject or with a patently ridiculous attitude. 3. vt. Either of senses 1 or 2, directed with hostility at a particular person or people. 4. n. An instance of flaming. When a discussion degenerates into useless controversy, one might tell the participants "Now you're just flaming" or "Stop all that flamage!" to try to get them to cool down (so to speak).

USENETter Marc Ramsey, who was at WPI from 1972 to 1976, adds: "I am 99% certain that the use of 'flame' originated at WPI. Those who made a nuisance of themselves insisting that they needed to use a TTY for 'real work' came to be known as 'flaming asshole lusers'. Other particularly annoying people became 'flaming asshole ravers', which shortened to 'flaming ravers', and ultimately 'flamers'. I remember someone picking up on the Human Torch pun, but I don't think 'flame on/off' was ever much used at WPI." See also asbestos.

The term may have been independently invented at several different places; it is also reported that 'flaming' was in use to mean something like 'interminably drawn-out semi-serious discussions' (late-night bull sessions) at Carleton College during 1968--1971.

It is possible that the hackish sense of 'flame' is much older than that. The poet Chaucer was also what passed for a wizard hacker in his time; he wrote a treatise on the astrolabe, the most advanced computing device of the day. In Chaucer's "Troilus and Cressida", Cressida laments her inability to grasp the proof of a particular mathematical theorem; her uncle Pandarus then observes that it's called "the fleminge of wrecches." This phrase seems to have been intended in context as "that which puts the wretches to flight" but was probably just as ambiguous in Middle English as "the flaming of wretches" would be today. One suspects that Chaucer would feel right at home on USENET.

## 1.688 flame bait

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flame bait: n. A posting intended to trigger a flame war, or one that invites flames in reply.

### 1.689 flame on

flame on: vi., interj. 1. To begin to flame. The punning reference to Marvel Comics's Human Torch is no longer widely recognized. 2. To continue to flame. See rave, burble.

### 1.690 flame war

flame war: n. (var. 'flamewar') An acrimonious dispute, especially when conducted on a public electronic forum such as USENET.

### 1.691 flamer

flamer: n. One who habitually flames. Said esp. of obnoxious USENET personalities.

### 1.692 flap

flap: vt. 1. To unload a DECTape (so it goes flap, flap, flap...). Old-time hackers at MIT tell of the days when the disk was device 0 and microtapes were 1, 2, ... and attempting to flap device 0 would instead start a motor banging inside a cabinet near the disk. 2. By extension, to unload any magnetic tape. See also macrotape. Modern cartridge tapes no longer actually flap, but the usage has remained. (The term could well be re-applied to DEC's TK50 cartridge tape drive, a spectacularly misengineered contraption which makes a loud flapping sound, almost like an old reel-type lawnmower, in one of its many tape-eating failure modes.)

### 1.693 flarp

flarp: /flarp/ [Rutgers University] n. Yet another metasyntactic variable (see foo). Among those who use it, it is associated with a legend that any program not containing the word 'flarp' somewhere will not work. The legend is discreetly silent on the reliability of programs which \*do\* contain the magic word.

## 1.694 flat

flat: adj. 1. Lacking any complex internal structure. "That bitty box has only a flat filesystem, not a hierarchical one." The verb form is flatten. 2. Said of a memory architecture (like that of the VAX or 680x0) that is one big linear address space (typically with each possible value of a processor register corresponding to a unique core address), as opposed to a 'segmented' architecture (like that of the 80x86) in which addresses are composed from a base-register/offset pair (segmented designs are generally considered cretinous).

Note that sense 1 (at least with respect to filesystems) is usually used pejoratively, while sense 2 is a Good Thing.

## 1.695 flat-ASCII

flat-ASCII: adj. Said of a text file that contains only 7-bit ASCII characters and uses only ASCII-standard control characters (that is, has no embedded codes specific to a particular text formatter markup language, or output device, and no meta-characters). Syn. plain-ASCII. Compare flat-file.

## 1.696 flat-file

flat-file: adj. A flattened representation of some database or tree or network structure as a single file from which the structure could implicitly be rebuilt, esp. one in flat-ASCII form. See also sharchive.

## 1.697 flatten

flatten: vt. To remove structural information, esp. to filter something with an implicit tree structure into a simple sequence of leaves; also tends to imply mapping to flat-ASCII. "This code flattens an expression with parentheses into an equivalent

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canonical form."

## 1.698 flavor

flavor: n. 1. Variety, type, kind. "DDT commands come in two flavors." "These lights come in two flavors, big red ones and small green ones." See vanilla. 2. The attribute that causes something to be flavorful. Usually used in the phrase "yields additional flavor". "This convention yields additional flavor by allowing one to print text either right-side-up or upside-down." See vanilla. This usage was certainly reinforced by the terminology of quantum chromodynamics, in which quarks (the constituents of, e.g., protons) come in six flavors (up, down, strange, charm, top, bottom) and three colors (red, blue, green) --- however, hackish use of 'flavor' at MIT predated QCD. 3. The term for 'class' (in the object-oriented sense) in the LISP Machine Flavors system. Though the Flavors design has been superseded (notably by the Common LISP CLOS facility), the term 'flavor' is still used as a general synonym for 'class' by some LISP hackers.

## 1.699 flavorful

flavorful: adj. Full of flavor (sense 2); esthetically pleasing. See random and losing for antonyms. See also the entries for taste and elegant.

## 1.700 flippy

flippy: /flip'ee/ n. A single-sided floppy disk altered for double-sided use by addition of a second write-notch, so called because it must be flipped over for the second side to be accessible. No longer common.

## 1.701 flood

flood: [IRC] v. To dump large amounts of text onto an IRC channel. This is especially rude when the text is uninteresting and the other users are trying to carry on a serious conversation.

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## 1.702 flowchart

flowchart:: [techspeak] n. An archaic form of visual control-flow specification employing arrows and 'speech balloons' of various shapes. Hackers never use flowcharts, consider them extremely silly, and associate them with COBOL programmers, card wallopers, and other lower forms of life. This attitude follows from the observations that flowcharts (at least from a hacker's point of view) are no easier to read than code, are less precise, and tend to fall out of sync with the code (so that they either obfuscate it rather than explaining it, or require extra maintenance effort that doesn't improve the code). See also `pdl`, sense 3.

## 1.703 flower key

flower key: [Mac users] n. See feature key.

## 1.704 flush

flush: v. 1. To delete something, usually superfluous, or to abort an operation. "All that nonsense has been flushed." 2. [UNIX/C] To force buffered I/O to disk, as with an `'fflush(3)'` call. This is *\*not\** an abort or deletion as in sense 1, but a demand for early completion! 3. To leave at the end of a day's work (as opposed to leaving for a meal). "I'm going to flush now." "Time to flush." 4. To exclude someone from an activity, or to ignore a person.

'Flush' was standard ITS terminology for aborting an output operation; one spoke of the text that would have been printed, but was not, as having been flushed. It is speculated that this term arose from a vivid image of flushing unwanted characters by hosing down the internal output buffer, washing the characters away before they could be printed. The UNIX/C usage, on the other hand, was propagated by the `'fflush(3)'` call in C's standard I/O library (though it is reported to have been in use among BLISS programmers at DEC and on Honeywell and IBM machines as far back as 1965). UNIX/C hackers find the ITS usage confusing, and vice versa.

## 1.705 flypage

flypage: /fli:'payj/ n. (alt. 'fly page') A banner, sense 1.

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## 1.706 Flyspeck 3

Flyspeck 3: n. Standard name for any font that is so tiny as to be unreadable (by analogy with names like 'Helvetica 10' for 10-point Helvetica). Legal boilerplate is usually printed in Flyspeck 3.

## 1.707 flytrap

flytrap: n. See firewall machine.

## 1.708 FM

FM: /F-M/ n. \*Not\* 'Frequency Modulation' but rather an abbreviation for 'Fucking Manual', the back-formation from RTFM. Used to refer to the manual itself in the RTFM.  
"Have you seen the Networking FM lately?"

## 1.709 fnord

fnord: [from the "Illuminatus Trilogy"] n. 1. A word used in email and news postings to tag utterances as surrealist mind-play or humor, esp. in connection with Discordianism and elaborate conspiracy theories. "I heard that David Koresh is sharing an apartment in Argentina with Hitler. (Fnord.)" "Where can I fnord get the Principia Discordia from?" 2. A metasyntactic variable, commonly used by hackers with ties to Discordianism or the Church of the SubGenius.

## 1.710 FOAF

FOAF: // [USENET] n. Acronym for 'Friend Of A Friend'. The source of an unverified, possibly untrue story. This term was not originated by hackers (it is used in Jan Brunvand's books on urban folklore), but is much better recognized on USENET and elsewhere than in mainstream English.

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## 1.711 FOD

FOD: /fod/ v. [Abbreviation for 'Finger of Death', originally a spell-name from fantasy gaming] To terminate with extreme prejudice and with no regard for other people. From MUDs where the wizard command 'FOD <player>' results in the immediate and total death of <player>, usually as punishment for obnoxious behavior. This usage migrated to other circumstances, such as "I'm going to fod the process that is burning all the cycles." Compare gun.

In aviation, FOD means Foreign Object Damage, e.g., what happens when a jet engine sucks up a rock on the runway or a bird in flight. Finger of Death is a distressingly apt description of what this generally does to the engine.

## 1.712 fold case

fold case: v. See smash case. This term tends to be used more by people who don't mind that their tools smash case. It also connotes that case is ignored but case distinctions in data processed by the tool in question aren't destroyed.

## 1.713 followup

followup: n. On USENET, a posting generated in response to another posting (as opposed to a reply, which goes by email rather than being broadcast). Followups include the ID of the parent message in their headers; smart news-readers can use this information to present USENET news in 'conversation' sequence rather than order-of-arrival. See thread.

## 1.714 fontology

fontology: [XEROX PARC] n. The body of knowledge dealing with the construction and use of new fonts (e.g., for window systems and typesetting software). It has been said that fontology recapitulates file-ogeny.

[Unfortunately, this reference to the embryological dictum that "Ontogeny recapitulates phylogeny" is not merely a joke. On the Macintosh, for example, System 7 has to go through contortions to compensate for an earlier design error that created a whole different set of abstractions for fonts parallel to 'files' and 'folders' --- ESR]

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## 1.715 foo

foo: /foo/ 1. interj. Term of disgust. 2. Used very generally as a sample name for absolutely anything, esp. programs and files (esp. scratch files). 3. First on the standard list of metasyntactic variables used in syntax examples. See also bar, baz, qux, quux, corge, gault, garply, waldo, fred, plugh, xyzzy, thud.

The etymology of hackish 'foo' is obscure. When used in connection with 'bar' it is generally traced to the WWII-era Army slang acronym FUBAR ('Fucked Up Beyond All Repair'), later bowdlerized to foobar. (See also FUBAR).

However, the use of the word 'foo' itself has more complicated antecedents, including a long history in comic strips and cartoons. The old "Smokey Stover" comic strips by Bill Holman often included the word 'FOO', in particular on license plates of cars; allegedly, 'FOO' and 'BAR' also occurred in Walt Kelly's "Pogo" strips. In the 1938 cartoon "The Daffy Doc", a very early version of Daffy Duck holds up a sign saying "SILENCE IS FOO!"; oddly, this seems to refer to some approving or positive affirmative use of foo. It has been suggested that this might be related to the Chinese word 'fu' (sometimes transliterated 'foo'), which can mean "happiness" when spoken with the proper tone (the lion-dog guardians flanking the steps of many Chinese restaurants are properly called "fu dogs").

Earlier versions of this entry suggested the possibility that hacker usage actually sprang from "FOO, Lampoons and Parody", the title of a comic book first issued in September 1958, a joint project of Charles and Robert Crumb. Though Robert Crumb (then in his mid-teens) later became one of the most important and influential artists in underground comics, this venture was hardly a success; indeed, the brothers later burned most of the existing copies in disgust. The title FOO was featured in large letters on the front cover. However, very few copies of this comic actually circulated, and students of Crumb's 'oeuvre' have established that this title was a reference to the earlier Smokey Stover comics.

An old-time member reports that in the 1959 "Dictionary of the TMRC Language", compiled at TMRC there was an entry that went something like this:

FOO: The first syllable of the sacred chant phrase "FOO MANE PADME HUM." Our first obligation is to keep the foo counters turning.

For more about the legendary foo counters, see TMRC. Almost the entire staff of what became the MIT AI LAB was involved with TMRC, and probably picked the word up there.

Very probably, hackish 'foo' had no single origin and derives through all these channels from Yiddish 'feh' and/or English 'foeey'.

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## 1.716 foobar

foobar: n. Another common metasyntactic variable; see foo.  
Hackers do *\*not\** generally use this to mean FUBAR in either the slang or jargon sense.

## 1.717 fool

fool: n. As used by hackers, specifically describes a person who habitually reasons from obviously or demonstrably incorrect premises and cannot be persuaded by evidence to do otherwise; it is not generally used in its other senses, i.e., to describe a person with a native incapacity to reason correctly, or a clown. Indeed, in hackish experience many fools are capable of reasoning all too effectively in executing their errors. See also cretin, loser, fool file, the.

## 1.718 fool file, the

fool file, the: [USENET] n. A notional repository of all the most dramatically and abysmally stupid utterances ever. An entire subgenre of sig blocks consists of the header "From the fool file:" followed by some quote the poster wishes to represent as an immortal gem of dimwittery; for this usage to be really effective, the quote has to be so obviously wrong as to be laughable. More than one USENETter has achieved an unwanted notoriety by being quoted in this way.

## 1.719 Foonly

Foonly: n. 1. The PDP-10 successor that was to have been built by the Super Foonly project at the Stanford Artificial Intelligence Laboratory along with a new operating system. The intention was to leapfrog from the old DEC timesharing system SAIL was then running to a new generation, bypassing TENEX which at that time was the ARPANET standard. ARPA funding for both the Super Foonly and the new operating system was cut in 1974. Most of the design team went to DEC and contributed greatly to the design of the PDP-10 model KL10. 2. The name of the company formed by Dave Poole, one of the principal Super Foonly designers, and one of hackerdom's more colorful personalities. Many people remember the parrot which sat on Poole's shoulder and was a regular companion.

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3. Any of the machines built by Poole's company. The first was the F-1 (a.k.a. Super Foonly), which was the computational engine used to create the graphics in the movie "TRON". The F-1 was the fastest PDP-10 ever built, but only one was ever made. The effort drained Foonly of its financial resources, and the company turned towards building smaller, slower, and much less expensive machines. Unfortunately, these ran not the popular TOPS-20 but a TENEX variant called Foonex; this seriously limited their market. Also, the machines shipped were actually wire-wrapped engineering prototypes requiring individual attention from more than usually competent site personnel, and thus had significant reliability problems. Poole's legendary temper and unwillingness to suffer fools gladly did not help matters. By the time of the Jupiter project cancellation in 1983, Foonly's proposal to build another F-1 was eclipsed by the Mars, and the company never quite recovered. See the Mars entry for the continuation and moral of this story.

## 1.720 footprint

footprint: n. 1. The floor or desk area taken up by a piece of hardware. 2. [IBM] The audit trail (if any) left by a crashed program (often in plural, 'footprints'). See also toeprint.

## 1.721 for free

for free: adj. Said of a capability of a programming language or hardware equipment that is available by its design without needing cleverness to implement: "In APL, we get the matrix operations for free." "And owing to the way revisions are stored in this system, you get revision trees for free." The term usually refers to a serendipitous feature of doing things a certain way (compare big win), but it may refer to an intentional but secondary feature.

## 1.722 for the rest of us

for the rest of us: [from the Mac slogan "The computer for the rest of us"] adj. 1. Used to describe a spiffy product whose affordability shames other comparable products, or (more often) used sarcastically to describe spiffy but very overpriced products. 2. Describes a program with a limited interface, deliberately limited capabilities, non-orthogonality, inability to compose primitives, or any other limitation designed to not 'confuse' a naive user. This places an upper bound on how far that user can go before the program begins to get in the way of the

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task instead of helping accomplish it. Used in reference to Macintosh software which doesn't provide obvious capabilities because it is thought that the poor lusers might not be able to handle them. Becomes 'the rest of \*them\*' when used in third-party reference; thus, "Yes, it is an attractive program, but it's designed for The Rest Of Them" means a program that superficially looks neat but has no depth beyond the surface flash. See also WIMP environment, Macintrash, point-and-drool interface, user-friendly.

## 1.723 for values of

for values of: [MIT] A common rhetorical maneuver at MIT is to use any of the canonical random numbers as placeholders for variables. "The max function takes 42 arguments, for arbitrary values of 42." "There are 69 ways to leave your lover, for 69 = 50." This is especially likely when the speaker has uttered a random number and realizes that it was not recognized as such, but even 'non-random' numbers are occasionally used in this fashion. A related joke is that pi equals 3 --- for small values of pi and large values of 3.

Historical note: this usage probably derives from the programming language MAD (Michigan Algorithm Decoder), an Algol-like language that was the most common choice among mainstream (non-hacker) users at MIT in the mid-60s. It had a control structure FOR VALUES OF X = 3, 7, 99 DO ... that would repeat the indicated instructions for each value in the list (unlike the usual FOR that only works for arithmetic sequences of values). MAD is long extinct, but similar for-constructs still flourish (e.g., in UNIX's shell languages).

## 1.724 fora

fora: pl.n. Plural of forum.

## 1.725 foreground

foreground: [UNIX] vt. To bring a task to the top of one's stack for immediate processing, and hackers often use it in this sense for non-computer tasks. "If your presentation is due next week, I guess I'd better foreground writing up the design document."

Technically, on a time-sharing system, a task executing in foreground is one able to accept input from and return output to the user; oppose background. Nowadays this term is primarily associated with UNIX, but it appears first to have been used

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in this sense on OS/360. Normally, there is only one foreground task per terminal (or terminal window); having multiple processes simultaneously reading the keyboard is a good way to lose.

## 1.726 fork bomb

fork bomb: [UNIX] n. A particular species of wabbit that can be written in one line of C (`'main() {for(;;)fork();}'`) or shell (`'$0 & $0 &'`) on any UNIX system, or occasionally created by an egregious coding bug. A fork bomb process 'explodes' by recursively spawning copies of itself (using the UNIX system call `'fork(2)'`). Eventually it eats all the process table entries and effectively wedges the system. Fortunately, fork bombs are relatively easy to spot and kill, so creating one deliberately seldom accomplishes more than to bring the just wrath of the gods down upon the perpetrator. See also logic bomb.

## 1.727 forked

forked: [UNIX; prob. influenced by a mainstream expletive] adj. Terminally slow, or dead. Originated when one system was slowed to a snail's pace by an inadvertent fork bomb.

## 1.728 Fortrash

Fortrash: /for'trash/ n. Hackerism for the FORTRAN (FORMula TRANslator) language, referring to its primitive design, gross and irregular syntax, limited control constructs, and slippery, exception-filled semantics.

## 1.729 fortune cookie

fortune cookie: [WAITS, via UNIX] n. A random quote, item of trivia, joke, or maxim printed to the user's tty at login time or (less commonly) at logout time. Items from this lexicon have often been used as fortune cookies. See cookie file.

## 1.730 forum

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forum: n. [USENET, GENie, CI\$; pl. 'fora' or 'forums'] Any discussion group accessible through a dial-in BBS, a mailing list, or a newsgroup (see network, the). A forum functions much like a bulletin board; users submit postings for all to read and discussion ensues. Contrast real-time chat via talk mode or point-to-point personal email.

### 1.731 fossil

fossil: n. 1. In software, a misfeature that becomes understandable only in historical context, as a remnant of times past retained so as not to break compatibility. Example: the retention of octal as default base for string escapes in C, in spite of the better match of hexadecimal to ASCII and modern byte-addressable architectures. See dusty deck. 2. More restrictively, a feature with past but no present utility. Example: the force-all-caps (LCASE) bits in the V7 and BSD UNIX tty driver, designed for use with monospace terminals. (In a perversion of the usual backward-compatibility goal, this functionality has actually been expanded and renamed in some later USG UNIX releases as the IUCLC and OLCUC bits.) 3. The FOSSIL (Fido/Opus/Seadog Standard Interface Level) driver specification for serial-port access to replace the brain-dead routines in the IBM PC ROMs. Fossils are used by most MS-DOS BBS software in preference to the 'supported' ROM routines, which do not support interrupt-driven operation or setting speeds above 9600; the use of a semistandard FOSSIL library is preferable to the bare metal serial port programming otherwise required. Since the FOSSIL specification allows additional functionality to be hooked in, drivers that use the hook but do not provide serial-port access themselves are named with a modifier, as in 'video fossil'.

### 1.732 four-color glossies

four-color glossies: 1. Literature created by marketroids that allegedly contains technical specs but which is in fact as superficial as possible without being totally content-free. "Forget the four-color glossies, give me the tech ref manuals." Often applied as an indication of superficiality even when the material is printed on ordinary paper in black and white. Four-color-glossy manuals are \*never\* useful for finding a problem. 2. [rare] Applied by extension to manual pages that don't contain enough information to diagnose why the program doesn't produce the expected or desired output.

### 1.733 fragile

fragile: adj. Syn brittle.

### 1.734 fred

fred: n. 1. The personal name most frequently used as a metasyntactic variable (see foo). Allegedly popular because it's easy for a non-touch-typist to type on a standard QWERTY keyboard. Unlike J. Random Hacker or 'J. Random Loser', this name has no positive or negative loading (but see Mbogo, Dr. Fred). See also barney. 2. An acronym for 'Flipping Ridiculous Electronic Device'; other F-verbs may be substituted for 'flipping'.

### 1.735 frednet

frednet: /fred'net/ n. Used to refer to some random and uncommon protocol encountered on a network. "We're implementing bridging in our router to solve the frednet problem."

### 1.736 freeware

freeware: n. Free software, often written by enthusiasts and distributed by users' groups, or via electronic mail, local bulletin boards, USENET, or other electronic media. At one time, 'freeware' was a trademark of Andrew Fluegelman, the author of the well-known MS-DOS comm program PC-TALK III. It wasn't enforced after his mysterious disappearance and presumed death in 1984. See shareware.

### 1.737 freeze

freeze: v. To lock an evolving software distribution or document against changes so it can be released with some hope of stability. Carries the strong implication that the item in question will 'unfreeze' at some future date. "OK, fix that bug and we'll freeze for release."

There are more specific constructions on this term. A 'feature freeze', for example, locks out modifications intended to introduce new features but still allows bugfixes and completion of existing features; a 'code freeze' connotes no more changes at all. At

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Sun Microsystems and elsewhere, one may also hear references to 'code slush' --- that is, an almost-but-not-quite frozen state.

### 1.738 fried

fried: adj. 1. Non-working due to hardware failure; burnt out. Especially used of hardware brought down by a 'power glitch' (see glitch), drop-outs, a short, or some other electrical event. (Sometimes this literally happens to electronic circuits! In particular, resistors can burn out and transformers can melt down, emitting noxious smoke --- see friode, SED and LER. However, this term is also used metaphorically.) Compare frotzed. 2. Of people, exhausted. Said particularly of those who continue to work in such a state. Often used as an explanation or excuse. "Yeah, I know that fix destroyed the file system, but I was fried when I put it in." Esp. common in conjunction with 'brain': "My brain is fried today, I'm very short on sleep."

### 1.739 frink

frink: /frink/ v. The unknown ur-verb, fill in your own meaning. Found esp. on the USENET newsgroup alt.fan.lemurs, where it is said that the lemurs know what 'frink' means, but they aren't telling. Compare goretts.

### 1.740 friode

friode: /fri:'ohd/ [TMRC] n. A reversible (that is, fused or blown) diode. Compare fried; see also SED, LER.

### 1.741 fritterware

fritterware: n. An excess of capability that serves no productive end. The canonical example is font-diddling software on the Mac (see macdink); the term describes anything that eats huge amounts of time for quite marginal gains in function but seduces people into using it anyway. See also window shopping.

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## 1.742 frob

frob: /frob/ 1. n. [MIT] The TMRC definition was "FROB = a protruding arm or trunnion"; by metaphoric extension, a 'frob' is any random small thing; an object that you can comfortably hold in one hand; something you can frob (sense 2). See frobnitz. 2. vt. Abbreviated form of frobnicate. 3. [from the MUD world] A command on some MUDs that changes a player's experience level (this can be used to make wizards); also, to request wizard privileges on the 'professional courtesy' grounds that one is a wizard elsewhere. The command is actually 'frobnicate' but is universally abbreviated to the shorter form.

## 1.743 frobnicate

frobnicate: /frob'ni-kayt/ vt. [Poss. derived from frobnitz, and usually abbreviated to frob, but 'frobnicate' is recognized as the official full form.] To manipulate or adjust, to tweak. One frequently frobs bits or other 2-state devices. Thus: "Please frob the light switch" (that is, flip it), but also "Stop frobbing that clasp; you'll break it". One also sees the construction 'to frob a frob'. See tweak and twiddle.

Usage: frob, twiddle, and tweak sometimes connote points along a continuum. 'Frob' connotes aimless manipulation; 'twiddle' connotes gross manipulation, often a coarse search for a proper setting; 'tweak' connotes fine-tuning. If someone is turning a knob on an oscilloscope, then if he's carefully adjusting it, he is probably tweaking it; if he is just turning it but looking at the screen, he is probably twiddling it; but if he's just doing it because turning a knob is fun, he's frobbing it. The variant 'frobnosticate' has been recently reported.

## 1.744 frobnitz

frobnitz: /frob'nits/, plural 'frobnitzem' /frob'nit-zm/ or 'frobnit' /frob'ni:/ [TMRC] n. An unspecified physical object, a widget. Also refers to electronic black boxes. This rare form is usually abbreviated to 'frotz', or more commonly to frob. Also used are 'frobnule' (/frob'n[y]ool/) and 'frobule' (/frob'yool/). Starting perhaps in 1979, 'frobozz' /fr\*-boz'/ (plural: 'frobbotzim' /fr\*-bot'zm/) has also become very popular, largely through its exposure as a name via Zork. These variants can also be applied to nonphysical objects, such as data structures.

Pete Samson, compiler of the original TMRC lexicon, adds, "Under the TMRC [railroad] layout were many storage boxes, managed

(in 1958) by David R. Sawyer. Several had fanciful designations written on them, such as 'Frobnitz Coil Oil'. Perhaps DRS intended Frobnitz to be a proper name, but the name was quickly taken for the thing". This was almost certainly the origin of the term.

## 1.745 frog

frog: alt. 'phrog' 1. interj. Term of disgust (we seem to have a lot of them). 2. Used as a name for just about anything. See foo. 3. n. Of things, a crock. 4. n. Of people, somewhere in between a turkey and a toad. 5. 'froggy': adj. Similar to bagbiting, but milder. "This froggy program is taking forever to run!"

## 1.746 frogging

frogging: [University of Waterloo] v. 1. Partial corruption of a text file or input stream by some bug or consistent glitch, as opposed to random events like line noise or media failures. Might occur, for example, if one bit of each incoming character on a tty were stuck, so that some characters were correct and others were not. See terminak for a historical example. 2. By extension, accidental display of text in a mode where the output device emits special symbols or mnemonics rather than conventional ASCII. This often happens, for example, when using a terminal or comm program on a device like an IBM PC with a special 'high-half' character set and with the bit-parity assumption wrong. A hacker sufficiently familiar with ASCII bit patterns might be able to read the display anyway.

## 1.747 front end

front end: n. 1. An intermediary computer that does set-up and filtering for another (usually more powerful but less friendly) machine (a 'back end'). 2. What you're talking to when you have a conversation with someone who is making replies without paying attention. "Look at the dancing elephants!" "Uh-huh." "Do you know what I just said?" "Sorry, you were talking to the front end." See also fepped out. 3. Software that provides an interface to another program 'behind' it, which may not be as user-friendly. Probably from analogy with hardware front-ends (see sense 1) that interfaced with mainframes.

## 1.748 frotz

frotz: /froʊts/ 1. n. See frobnitz. 2. 'mumble frotz': An interjection of mildest disgust.

## 1.749 frotzed

frotzed: /froʊst/ adj. down because of hardware problems. Compare fried. A machine that is merely frotzed may be fixable without replacing parts, but a fried machine is more seriously damaged.

## 1.750 frowney

frowney: n. (alt. 'frowney face') See emoticon.

## 1.751 fry

fry: 1. vi. To fail. Said especially of smoke-producing hardware failures. More generally, to become non-working. Usage: never said of software, only of hardware and humans. See fried, magic smoke. 2. vt. To cause to fail; to roach, toast, or hose a piece of hardware. Never used of software or humans, but compare fried.

## 1.752 FTP

FTP: /F-T-P/, \*not\* /fit'ip/ 1. [techspeak] n. The File Transfer Protocol for transmitting files between systems on the Internet. 2. vt. To beam a file using the File Transfer Protocol. 3. Sometimes used as a generic even for file transfers not using FTP. "Lemme get a copy of "Wuthering Heights" ftp'd from uunet."

## 1.753 FUBAR

FUBAR: n. The Failed UniBus Address Register in a VAX. A good example of how jargon can occasionally be snuck past the suits; see foobar, and foo for a fuller etymology.

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## 1.754 fuck me harder

fuck me harder: excl. Sometimes uttered in response to egregious misbehavior, esp. in software, and esp. of misbehaviors which seem unfairly persistent (as though designed in by the imp of the perverse). Often theatrically elaborated: "Aiighhh! Fuck me with a piledriver and 16 feet of curare-tipped wrought-iron fence \*and no lubricants\*!" The phrase is sometimes heard abbreviated 'FMH' in polite company.

[This entry is an extreme example of the hackish habit of coining elaborate and evocative terms for lossage. Here we see a quite self-conscious parody of mainstream expletives that has become a running gag in part of the hacker culture; it illustrates the hackish tendency to turn any situation, even one of extreme frustration, into an intellectual game (the point being, in this case, to creatively produce a long-winded description of the most anatomically absurd mental image possible --- the short forms implicitly allude to all the ridiculous long forms ever spoken). Scatological language is actually relatively uncommon among hackers, and there was some controversy over whether this entry ought to be included at all. As it reflects a live usage recognizably peculiar to the hacker culture, we feel it is in the hackish spirit of truthfulness and opposition to all forms of censorship to record it here. --- ESR & GLS]

## 1.755 FUD

FUD: /fuhd/ n. Defined by Gene Amdahl after he left IBM to found his own company: "FUD is the fear, uncertainty, and doubt that IBM sales people instill in the minds of potential customers who might be considering [Amdahl] products." The idea, of course, was to persuade them to go with safe IBM gear rather than with competitors' equipment. This implicit coercion was traditionally accomplished by promising that Good Things would happen to people who stuck with IBM, but Dark Shadows loomed over the future of competitors' equipment or software. See IBM.

## 1.756 FUD wars

FUD wars: /fuhd worz/ n. [from FUD] Political posturing engaged in by hardware and software vendors ostensibly committed to standardization but actually willing to fragment the market to protect their own shares. The UNIX International vs. OSF conflict is but one outstanding example.

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## 1.757 fudge

fudge: 1. vt. To perform in an incomplete but marginally acceptable way, particularly with respect to the writing of a program. "I didn't feel like going through that pain and suffering, so I fudged it --- I'll fix it later." 2. n. The resulting code.

## 1.758 fudge factor

fudge factor: n. A value or parameter that is varied in an ad hoc way to produce the desired result. The terms 'tolerance' and slop are also used, though these usually indicate a one-sided leeway, such as a buffer that is made larger than necessary because one isn't sure exactly how large it needs to be, and it is better to waste a little space than to lose completely for not having enough. A fudge factor, on the other hand, can often be tweaked in more than one direction. A good example is the 'fuzz' typically allowed in floating-point calculations: two numbers being compared for equality must be allowed to differ by a small amount; if that amount is too small, a computation may never terminate, while if it is too large, results will be needlessly inaccurate. Fudge factors are frequently adjusted incorrectly by programmers who don't fully understand their import. See also coefficient of X.

## 1.759 fuel up

fuel up: vi. To eat or drink hurriedly in order to get back to hacking. "Food-p?" "Yeah, let's fuel up." "Time for a great-wall!" See also oriental food.

## 1.760 fum

fum: [XEROX PARC] n. At PARC, often the third of the standard metasyntactic variables (after foo and bar). Competes with baz, which is more common outside PARC.

## 1.761 funky

funky: adj. Said of something that functions, but in a slightly strange, klugey way. It does the job and would be difficult to change, so its obvious non-optimality is left alone. Often used to describe interfaces. The more bugs something has that nobody has

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bothered to fix because workarounds are easier, the funkier it is. TECO and UUCP are funky. The Intel i860's exception handling is extraordinarily funky. Most standards acquire funkiness as they age. "The new mailer is installed, but is still somewhat funky; if it bounces your mail for no reason, try resubmitting it." "This UART is pretty funky. The data ready line is active-high in interrupt mode and active-low in DMA mode."

## 1.762 funny money

funny money: n. 1. Notional 'dollar' units of computing time and/or storage handed to students at the beginning of a computer course; also called 'play money' or 'purple money' (in implicit opposition to real or 'green' money). In New Zealand and Germany the odd usage 'paper money' has been recorded; in Germany, the particularly amusing synonym 'transfer ruble' commemorates the funny money used for trade between COMECON countries back when the Soviet Bloc still existed. When your funny money ran out, your account froze and you needed to go to a professor to get more. Fortunately, the plunging cost of timesharing cycles has made this less common. The amounts allocated were almost invariably too small, even for the non-hackers who wanted to slide by with minimum work. In extreme cases, the practice led to small-scale black markets in bootlegged computer accounts. 2. By extension, phantom money or quantity tickets of any kind used as a resource-allocation hack within a system. Antonym: 'real money'.

## 1.763 furrfu

furrfu: // [USENET] excl. Written-only equivalent of "Sheesh!"; it is, in fact, "sheesh" modified by rot13. Evolved in mid-1992 as a response to notably silly postings repeating urban myths on the USENET newsgroup alt.folklore.urban, after some posters complained that "Sheesh!" as a response to newbies was being overused. See also FOAF.

## 1.764 fuzzball

fuzzball: [TCP/IP hackers] n. A DEC LSI-11 running a particular suite of homebrewed software written by Dave Mills and assorted co-conspirators, used in the early 1980s for Internet protocol testbedding and experimentation. These were used as NSFnet backbone sites in its early 56KB-line days; a few are still active on the Internet as of early 1991, doing odd jobs such as network time service.

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## 1.765 G

G: [SI] pref., suff. See quantifiers.

## 1.766 gabriel

`gabriel`: /gay'bree-\*l/ [for Dick Gabriel, SAIL LISP hacker and volleyball fanatic] n. An unnecessary (in the opinion of the opponent) stalling tactic, e.g., tying one's shoelaces or combing one's hair repeatedly, asking the time, etc. Also used to refer to the perpetrator of such tactics. Also, 'pulling a Gabriel', 'Gabriel mode'.

## 1.767 gag

`gag`: vi. Equivalent to choke, but connotes more disgust. "Hey, this is FORTRAN code. No wonder the C compiler gagged." See also `barf`.

## 1.768 gang bang

`gang bang`: n. The use of large numbers of loosely coupled programmers in an attempt to wedge a great many features into a product in a short time. Though there have been memorable gang bangs (e.g., that over-the-weekend assembler port mentioned in Steven Levy's "Hackers"), most are perpetrated by large companies trying to meet deadlines; the inevitable result is enormous buggy masses of code entirely lacking in orthogonality. When market-driven managers make a list of all the features the competition has and assign one programmer to implement each, the probability of maintaining a coherent (or even functional) design goes infinitesimal. See also firefighting, Mongolian Hordes technique, Conway's Law.

## 1.769 garbage collect

`garbage collect`: vi. (also 'garbage collection', n.) See GC.

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## 1.770 garply

garply: /gar'plee/ [Stanford] n. Another metasyntactic variable (see foo); once popular among SAIL hackers.

## 1.771 gas

gas: [as in 'gas chamber'] 1. interj. A term of disgust and hatred, implying that gas should be dispensed in generous quantities, thereby exterminating the source of irritation. "Some loser just reloaded the system for no reason! Gas!" 2. interj. A suggestion that someone or something ought to be flushed out of mercy. "The system's getting wedged every few minutes. Gas!" 3. vt. To flush (sense 1). "You should gas that old crufty software." 4. [IBM] n. Dead space in nonsequentially organized files that was occupied by data that has since been deleted; the compression operation that removes it is called 'degassing' (by analogy, perhaps, with the use of the same term in vacuum technology). 5. [IBM] n. Empty space on a disk that has been clandestinely allocated against future need.

## 1.772 gaseous

gaseous: adj. Deserving of being gassed. Disseminated by Geoff Goodfellow while at SRI; became particularly popular after the Moscone-Milk killings in San Francisco, when it was learned that the defendant Dan White (a politician who had supported Proposition 7) would get the gas chamber under Proposition 7 if convicted of first-degree murder (he was eventually convicted of manslaughter).

## 1.773 GC

GC: /G-C/ [from LISP terminology; 'Garbage Collect']  
1. vt. To clean up and throw away useless things. "I think I'll GC the top of my desk today." When said of files, this is equivalent to GFR. 2. vt. To recycle, reclaim, or put to another use. 3. n. An instantiation of the garbage collector process.

'Garbage collection' is computer-science techspeak for a particular class of strategies for dynamically but transparently reallocating computer memory (i.e., without requiring explicit allocation and deallocation by higher-level software). One such strategy involves periodically scanning all the data in memory and determining what is no longer accessible; useless data items are

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then discarded so that the memory they occupy can be recycled and used for another purpose. Implementations of the LISP language usually use garbage collection.

In jargon, the full phrase is sometimes heard but the abbrev is more frequently used because it is shorter. Note that there is an ambiguity in usage that has to be resolved by context: "I'm going to garbage-collect my desk" usually means to clean out the drawers, but it could also mean to throw away or recycle the desk itself.

## 1.774 GCOS

GCOS:: /jee'kohs/ n. A quick-and-dirty clone of System/360 DOS that emerged from GE around 1970; originally called GECOS (the General Electric Comprehensive Operating System). Later kluged to support primitive timesharing and transaction processing. After the buyout of GE's computer division by Honeywell, the name was changed to General Comprehensive Operating System (GCOS). Other OS groups at Honeywell began referring to it as 'God's Chosen Operating System', allegedly in reaction to the GCOS crowd's uninformed and snotty attitude about the superiority of their product. All this might be of zero interest, except for two facts: (1) The GCOS people won the political war, and this led in the orphaning and eventual death of Honeywell Multics, and (2) GECOS/GCOS left one permanent mark on UNIX. Some early UNIX systems at Bell Labs used GCOS machines for print spooling and various other services; the field added to '/etc/passwd' to carry GCOS ID information was called the 'GECOS field' and survives today as the 'pw\_gecos' member used for the user's full name and other human-ID information. GCOS later played a major role in keeping Honeywell a dismal also-ran in the mainframe market, and was itself ditched for UNIX in the late 1980s when Honeywell retired its aging big iron designs.

## 1.775 GECOS

GECOS:: /jee'kohs/ n. See GCOS.

## 1.776 gedanken

gedanken: /g\*-dahn'kn/ adj. Ungrounded; impractical; not well-thought-out; untried; untested.

'Gedanken' is a German word for 'thought'. A thought experiment is one you carry out in your head. In physics, the term 'gedanken experiment' is used to refer to an experiment that is

impractical to carry out, but useful to consider because it can be reasoned about theoretically. (A classic gedanken experiment of relativity theory involves thinking about a man in an elevator accelerating through space.) Gedanken experiments are very useful in physics, but must be used with care. It's too easy to idealize away some important aspect of the real world in constructing the 'apparatus'.

Among hackers, accordingly, the word has a pejorative connotation. It is typically used of a project, especially one in artificial intelligence research, that is written up in grand detail (typically as a Ph.D. thesis) without ever being implemented to any great extent. Such a project is usually perpetrated by people who aren't very good hackers or find programming distasteful or are just in a hurry. A 'gedanken thesis' is usually marked by an obvious lack of intuition about what is programmable and what is not, and about what does and does not constitute a clear specification of an algorithm. See also AI-complete, DWIM.

### 1.777 geef

geef: v. [ostensibly from 'gefingerpoken'] vt. Syn. mung. See also blinkenlights.

### 1.778 geek out

geek out: vi. To temporarily enter techno-nerd mode while in a non-hackish context, for example at parties held near computer equipment. Especially used when you need to do or say something highly technical and don't have time to explain: "Pardon me while I geek out for a moment." See computer geek; see also propeller head.

### 1.779 gen

gen: /jen/ n.,v. Short for generate, used frequently in both spoken and written contexts.

### 1.780 gender mender

gender mender: n. A cable connector shell with either two male or two female connectors on it, used to correct the mismatches that result when some loser didn't understand the RS232C specification and the distinction between DTE and DCE. Used esp. for RS-232C parts in either the original D-25 or the IBM PC's bogus D-9 format. Also called 'gender bender', 'gender blender', 'sex changer', and even 'homosexual adapter'; however, there appears to be some confusion as to whether a 'male homosexual adapter' has pins on both sides (is doubly male) or sockets on both sides (connects two males).

## 1.781 General Public Virus

General Public Virus: n. Pejorative name for some versions of the GNU project copyleft or General Public License (GPL), which requires that any tools or apps incorporating copylefted code must be source-distributed on the same counter-commercial terms as GNU stuff. Thus it is alleged that the copyleft 'infects' software generated with GNU tools, which may in turn infect other software that reuses any of its code. The Free Software Foundation's official position as of January 1991 is that copyright law limits the scope of the GPL to "programs textually incorporating significant amounts of GNU code", and that the 'infection' is not passed on to third parties unless actual GNU source is transmitted (as in, for example, use of the Bison parser skeleton). Nevertheless, widespread suspicion that the copyleft language is 'boobytrapped' has caused many developers to avoid using GNU tools and the GPL. Recent (July 1991) changes in the language of the version 2.00 license may eliminate this problem.

## 1.782 generate

generate: vt. To produce something according to an algorithm or program or set of rules, or as a (possibly unintended) side effect of the execution of an algorithm or program. The opposite of parse. This term retains its mechanistic connotations (though often humorously) when used of human behavior. "The guy is rational most of the time, but mention nuclear energy around him and he'll generate infinite flamage."

## 1.783 gensym

gensym: /jen'sim/ [from MacLISP for 'generated symbol']  
 1. v. To invent a new name for something temporary, in such a way that the name is almost certainly not in conflict with one already in use. 2. n. The resulting name. The canonical form of a gensym

is 'Gnnnn' where nnnn represents a number; any LISP hacker would recognize G0093 (for example) as a gensym. 3. A freshly generated data structure with a gensymmed name. Gensymmed names are useful for storing or uniquely identifying crufties (see cruft).

### 1.784 Get a life!

Get a life!: imp. Hacker-standard way of suggesting that the person to whom it is directed has succumbed to terminal geekdom (see computer geek). Often heard on USENET, esp. as a way of suggesting that the target is taking some obscure issue of theology too seriously. This exhortation was popularized by William Shatner on a "Saturday Night Live" episode in a speech that ended "Get a \*life\*!", but some respondents believe it to have been in use before then. It was certainly in wide use among hackers for at least five years before achieving mainstream currency in early 1992.

### 1.785 Get a real computer!

Get a real computer!: imp. Typical hacker response to news that somebody is having trouble getting work done on a system that (a) is single-tasking, (b) has no hard disk, or (c) has an address space smaller than 16 megabytes. This is as of mid-1993; note that the threshold for 'real computer' rises with time, and it may well be (for example) that machines with character-only displays will be generally considered 'unreal' in a few years (GLS points out that they already are in some circles). See bitty box and toy.

### 1.786 GFR

GFR: /G-F-R/ vt. [ITS: from 'Grim File Reaper', an ITS and LISP Machine utility] To remove a file or files according to some program-automated or semi-automatic manual procedure, especially one designed to reclaim mass storage space or reduce name-space clutter (the original GFR actually moved files to tape). Often generalized to pieces of data below file level. "I used to have his phone number, but I guess I GFRed it." See also prowler, reaper. Compare GC, which discards only provably worthless stuff.

## 1.787 gig

gig: /jig/ or /gig/ [SI] n. See quantifiers.

## 1.788 giga-

giga-: /ji'ga/ or /gi'ga/ [SI] pref. See quantifiers.

## 1.789 GIGO

GIGO: /gi:'goh/ [acronym] 1. 'Garbage In, Garbage Out' --- usually said in response to lusers who complain that a program didn't "do the right thing" when given imperfect input or otherwise mistreated in some way. Also commonly used to describe failures in human decision making due to faulty, incomplete, or imprecise data. 2. 'Garbage In, Gospel Out': this more recent expansion is a sardonic comment on the tendency human beings have to put excessive trust in 'computerized' data.

## 1.790 gilley

gilley: [USENET] n. The unit of analogical bogosity. According to its originator, the standard for one gilley was "the act of bogotoficiously comparing the shutting down of 1000 machines for a day with the killing of one person". The milligilley has been found to suffice for most normal conversational exchanges.

## 1.791 gillion

gillion: /gil'y\*n/ or /jil'y\*n/ [formed from giga- by analogy with mega/million and tera/trillion] n.  $10^9$ . Same as an American billion or a British 'milliard'. How one pronounces this depends on whether one speaks giga- with a hard or soft 'g'.

## 1.792 GIPS



GIPS: /gips/ or /jips/ [analogy with MIPS] n.  
Giga-Instructions per Second (also possibly 'Gillions of Instructions per Second'; see gillion). In 1991, this is used of only a handful of highly parallel machines, but this is expected to change. Compare KIPS.

### 1.793 glark

glark: /glark/ vt. To figure something out from context. "The System III manuals are pretty poor, but you can generally glark the meaning from context." Interestingly, the word was originally 'glork'; the context was "This gubblick contains many nonsklarkish English flutzpahs, but the overall pluggandisp can be glorked [sic] from context" (David Moser, quoted by Douglas Hofstadter in his "Metamagical Themas" column in the January 1981 "Scientific American"). It is conjectured that hackish usage mutated the verb to 'glark' because glork was already an established jargon term. Compare grok, zen.

### 1.794 glass

glass: [IBM] n. Synonym for silicon.

### 1.795 glass tty

glass tty: /glas T-T-Y/ or /glas ti'tee/ n. A terminal that has a display screen but which, because of hardware or software limitations, behaves like a teletype or some other printing terminal, thereby combining the disadvantages of both: like a printing terminal, it can't do fancy display hacks, and like a display terminal, it doesn't produce hard copy. An example is the early 'dumb' version of Lear-Siegler ADM 3 (without cursor control). See tube, tty; compare dumb terminal, smart terminal. See "TV Typewriters" (appendix A) for an interesting true story about a glass tty.

### 1.796 glassfet

glassfet: /glas'fet/ [by analogy with MOSFET, the acronym for 'Metal-Oxide-Semiconductor Field-Effect Transistor'] n. Syn. firebottle, a humorous way to refer to a vacuum tube.

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## 1.797 glitch

glitch: /glicH/ [from German 'glitschen' to slip, via Yiddish 'glitshen', to slide or skid] 1. n. A sudden interruption in electric service, sanity, continuity, or program function. Sometimes recoverable. An interruption in electric service is specifically called a 'power glitch' (also power hit), of grave concern because it usually crashes all the computers. In jargon, though, a hacker who got to the middle of a sentence and then forgot how he or she intended to complete it might say, "Sorry, I just glitched". 2. vi. To commit a glitch. See gritch. 3. vt. [Stanford] To scroll a display screen, esp. several lines at a time. WAITS terminals used to do this in order to avoid continuous scrolling, which is distracting to the eye. 4. obs. Same as magic cookie, sense 2.

All these uses of 'glitch' derive from the specific technical meaning the term has in the electronic hardware world, where it is now techspeak. A glitch can occur when the inputs of a circuit change, and the outputs change to some random value for some very brief time before they settle down to the correct value. If another circuit inspects the output at just the wrong time, reading the random value, the results can be very wrong and very hard to debug (a glitch is one of many causes of electronic heisenbugs).

## 1.798 glob

glob: /glob/, \*not\* /glohB/ [UNIX] vt.,n. To expand special characters in a wildcarded name, or the act of so doing (the action is also called 'globbing'). The UNIX conventions for filename wildcarding have become sufficiently pervasive that many hackers use some of them in written English, especially in email or news on technical topics. Those commonly encountered include the following:

- \*  
wildcard for any string (see also UN\*X)
- ?  
wildcard for any single character (generally read this way only at the beginning or in the middle of a word)
- [ ]  
delimits a wildcard matching any of the enclosed characters
- { }  
alternation of comma-separated alternatives; thus, 'foobaz,qux' would be read as 'foobaz' or 'fooqux'

Some examples: "He said his name was [KC]arl" (expresses ambiguity). "I don't read talk.politics.\*" (any of the talk.politics subgroups on USENET). Other examples are given under the entry for X. Note that glob patterns are similar,

but not identical, to those used in regexps.

Historical note: The jargon usage derives from 'glob', the name of a subprogram that expanded wildcards in archaic pre-Bourne versions of the UNIX shell.

## 1.799 glork

glork: /glork/ 1. interj. Term of mild surprise, usually tinged with outrage, as when one attempts to save the results of two hours of editing and finds that the system has just crashed. 2. Used as a name for just about anything. See foo. 3. vt. Similar to glitch, but usually used reflexively. "My program just glorked itself." See also glark.

## 1.800 glue

glue: n. Generic term for any interface logic or protocol that connects two component blocks. For example, Blue Glue is IBM's SNA protocol, and hardware designers call anything used to connect large VLSI's or circuit blocks 'glue logic'.

## 1.801 gnarly

gnarly: /nar'lee/ adj. Both obscure and hairy (sense 1). "Yow! --- the tuned assembler implementation of BitBlit is really gnarly!" From a similar but less specific usage in surfer slang.

## 1.802 GNU

GNU: /gnoo/, \*not\* /noo/ 1. [acronym: 'GNU's Not UNIX!', see recursive acronym] A UNIX-workalike development effort of the Free Software Foundation headed by Richard Stallman <rms@gnu.ai.mit.edu>. GNU EMACS and the GNU C compiler, two tools designed for this project, have become very popular in hackerdom and elsewhere. The GNU project was designed partly to proselytize for RMS's position that information is community property and all software source should be shared. One of its slogans is "Help stamp out software hoarding!" Though this remains controversial (because it implicitly denies any right of designers to own, assign, and sell the results of their labors), many hackers who disagree with RMS have nevertheless cooperated to produce large

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amounts of high-quality software for free redistribution under the Free Software Foundation's imprimatur. See EMACS, copyleft, General Public Virus. 2. Noted UNIX hacker John Gilmore <gnu@toad.com>, founder of USENET's anarchic alt.\* hierarchy.

### 1.803 GNUMACS

GNUMACS: /gnoo'maks/ [contraction of 'GNU EMACS'] Often-heard abbreviated name for the GNU project's flagship tool, EMACS. Used esp. in contrast with GOSMACS.

### 1.804 go flatline

go flatline: [from cyberpunk SF, refers to flattening of EEG traces upon brain-death] vi., also adjectival 'flatlined'. 1. To die, terminate, or fail, esp. irreversibly. In hacker parlance, this is used of machines only, human death being considered somewhat too serious a matter to employ jargon-jokes about. 2. To go completely quiescent; said of machines undergoing controlled shutdown. "You can suffer file damage if you shut down UNIX but power off before the system has gone flatline." 3. Of a video tube, to fail by losing vertical scan, so all one sees is a bright horizontal line bisecting the screen.

### 1.805 go root

go root: [UNIX] vi. To temporarily enter root mode in order to perform a privileged operation. This use is deprecated in Australia, where v. 'root' refers to animal sex.

### 1.806 go-faster stripes

go-faster stripes: [UK] Syn. chrome. Mainstream in some parts of UK. .

### 1.807 gobble

gobble: vt. 1. To consume, usu. used with 'up'. "The output spy gobbles characters out of a tty output buffer." 2. To obtain, usu. used with 'down'. "I guess I'll gobble down a copy of the documentation tomorrow." See also snarf.

## 1.808 Godzillagram

Godzillagram: /god-zil'\*-gram/ n. [from Japan's national hero]  
1. A network packet that in theory is a broadcast to every machine in the universe. The typical case is an IP datagram whose destination IP address is [255.255.255.255]. Fortunately, few gateways are foolish enough to attempt to implement this case! 2. A network packet of maximum size. An IP Godzillagram has 65,536 octets. Compare super source quench.

## 1.809 golden

golden: adj. [prob. from folklore's 'golden egg'] When used to describe a magnetic medium (e.g., 'golden disk', 'golden tape'), describes one containing a tested, up-to-spec, ready-to-ship software version. Compare platinum-iridium.

## 1.810 golf-ball printer

golf-ball printer: n. The IBM 2741, a slow but letter-quality printing device and terminal based on the IBM Selectric typewriter. The 'golf ball' was a little spherical frob bearing reversed embossed images of 88 different characters arranged on four parallels of latitude; one could change the font by swapping in a different golf ball. This was the technology that enabled APL to use a non-EBCDIC, non-ASCII, and in fact completely non-standard character set. This put it 10 years ahead of its time --- where it stayed, firmly rooted, for the next 20, until character displays gave way to programmable bit-mapped devices with the flexibility to support other character sets.

## 1.811 gonk

gonk: /gonk/ vt., n. 1. To prevaricate or to embellish the truth beyond any reasonable recognition. In German the term is (mythically) 'gonken'; in Spanish the verb becomes 'gonkar'. "You're gonking me. That story you just told me is a bunch of gonk." In German, for example, "Du gonkst mir" (You're pulling

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my leg). See also gonkulator. 2. [British] To grab some sleep at an odd time; compare gronk out.

## 1.812 gonkulator

gonkulator: /gon'kyoo-lay-tr/ [from the old "Hogan's Heroes" TV series] n. A pretentious piece of equipment that actually serves no useful purpose. Usually used to describe one's least favorite piece of computer hardware. See gonk.

## 1.813 gonzo

gonzo: /gon'zoh/ [from Hunter S. Thompson] adj. Overwhelming; outrageous; over the top; very large, esp. used of collections of source code, source files, or individual functions. Has some of the connotations of moby and hairy, but without the implication of obscurity or complexity.

## 1.814 Good Thing

Good Thing: n.,adj. Often capitalized; always pronounced as if capitalized. 1. Self-evidently wonderful to anyone in a position to notice: "The Trailblazer's 19.2Kbaud PEP mode with on-the-fly Lempel-Ziv compression is a Good Thing for sites relaying netnews." 2. Something that can't possibly have any ill side-effects and may save considerable grief later: "Removing the self-modifying code from that shared library would be a Good Thing." 3. When said of software tools or libraries, as in "YACC is a Good Thing", specifically connotes that the thing has drastically reduced a programmer's work load. Oppose Bad Thing.

## 1.815 gorets

gorets: /gor'ets/ n. The unknown ur-noun, fill in your own meaning. Found esp. on the USENET newsgroup alt.gorets, which seems to be a running contest to redefine the word by implication in the funniest and most peculiar way, with the understanding that no definition is ever final. [A correspondent from the Former Soviet Union informs me that 'gorets' is Russian for 'mountain dweller' --- ESR] Compare frink.

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## 1.816 gorilla arm

gorilla arm: n. The side-effect that destroyed touch-screens as a mainstream input technology despite a promising start in the early 1980s. It seems the designers of all those spiffy touch-menu systems failed to notice that humans aren't designed to hold their arms in front of their faces making small motions. After more than a very few selections, the arm begins to feel sore, cramped, and oversized --- the operator looks like a gorilla while using the touch screen and feels like one afterwards. This is now considered a classic cautionary tale to human-factors designers; "Remember the gorilla arm!" is shorthand for "How is this going to fly in \*real\* use?".

## 1.817 gorp

gorp: /gorp/ [CMU: perhaps from the canonical hiker's food, Good Old Raisins and Peanuts] Another metasyntactic variable, like foo and bar.

## 1.818 GOSMACS

GOSMACS: /goz'maks/ [contraction of 'Gosling EMACS'] n. The first EMACS-in-C implementation, predating but now largely eclipsed by GNUMACS. Originally freeware; a commercial version is now modestly popular as 'UniPress EMACS'. The author (James Gosling) went on to invent NeWS.

## 1.819 Gosperism

Gosperism: /gos'p\*r-izm/ A hack, invention, or saying due to arch-hacker R. William (Bill) Gosper. This notion merits its own term because there are so many of them. Many of the entries in HAKMEM are Gosperisms; see also life.

## 1.820 gotcha

gotcha: n. A misfeature of a system, especially a programming language or environment, that tends to breed bugs or mistakes because it both enticingly easy to invoke and completely unexpected and/or unreasonable in its outcome. For example, a classic gotcha in C is the fact that 'if (a=b) code;' is syntactically valid and sometimes even correct. It puts the value

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of 'b' into 'a' and then executes 'code' if 'a' is non-zero. What the programmer probably meant was 'if (a==b) code;', which executes 'code' if 'a' and 'b' are equal.

## 1.821 GPL

GPL: /G-P-L/ n. Abbreviation for 'General Public License' in widespread use; see copyleft, General Public Virus.

## 1.822 GPV

GPV: /G-P-V/ n. Abbrev. for General Public Virus in widespread use.

## 1.823 grault

grault: /grawlt/ n. Yet another metasyntactic variable, invented by Mike Gallaher and propagated by the GOSMACS documentation. See corge.

## 1.824 gray goo

gray goo: n. A hypothetical substance composed of sagans of sub-micron-sized self-replicating robots programmed to make copies of themselves out of whatever is available. The image that goes with the term is one of the entire biosphere of Earth being eventually converted to robot goo. This is the simplest of the nanotechnology disaster scenarios, easily refuted by arguments from energy requirements and elemental abundances. Compare blue goo.

## 1.825 Great Renaming

Great Renaming: n. The flag day in 1985 on which all of the non-local groups on the USENET had their names changed from the net.- format to the current multiple-hierarchies scheme. Used esp. in discussing the history of newsgroup names. "The oldest sources group is comp.sources.misc; before the Great Renaming,

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it was net.sources."

## 1.826 Great Runes

Great Runes: n. Uppercase-only text or display messages. Some archaic operating systems still emit these. See also runes, smash case, fold case.

Decades ago, back in the days when it was the sole supplier of long-distance hardcopy transmittal devices, the Teletype Corporation was faced with a major design choice. To shorten code lengths and cut complexity in the printing mechanism, it had been decided that teletypes would use a monospace font, either ALL UPPER or all lower. The Question Of The Day was therefore, which one to choose. A study was conducted on readability under various conditions of bad ribbon, worn print hammers, etc. Lowercase won; it is less dense and has more distinctive letterforms, and is thus much easier to read both under ideal conditions and when the letters are mangled or partly obscured. The results were filtered up through management. The chairman of Teletype killed the proposal because it failed one incredibly important criterion:

"It would be impossible to spell the name of the Deity correctly."

In this way (or so, at least, hacker folklore has it) superstition triumphed over utility. Teletypes were the major input devices on most early computers, and terminal manufacturers looking for corners to cut naturally followed suit until well into the 1970s. Thus, that one bad call stuck us with Great Runes for thirty years.

## 1.827 Great Worm, the

Great Worm, the: n. The 1988 Internet worm perpetrated by RTM. This is a play on Tolkien (compare elvish, elder days). In the fantasy history of his Middle Earth books, there were dragons powerful enough to lay waste to entire regions; two of these (Scatha and Glaurung) were known as "the Great Worms". This usage expresses the connotation that the RTM hack was a sort of devastating watershed event in hackish history; certainly it did more to make non-hackers nervous about the Internet than anything before or since.

## 1.828 great-wall

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great-wall: [from SF fandom] vi., n. A mass expedition to an oriental restaurant, esp. one where food is served family-style and shared. There is a common heuristic about the amount of food to order, expressed as "Get N - 1 entrees"; the value of N, which is the number of people in the group, can be inferred from context (see N). See oriental food, ravs, stir-fried random.

## 1.829 Green Book

Green Book: n. 1. One of the three standard PostScript references: "PostScript Language Program Design", bylined 'Adobe Systems' (Addison-Wesley, 1988; QA76.73.P67P66 ISBN 0-201-14396-8); see also Red Book, Blue Book, and the White Book (sense 2). 2. Informal name for one of the three standard references on SmallTalk: "Smalltalk-80: Bits of History, Words of Advice", by Glenn Krasner (Addison-Wesley, 1983; QA76.8.S635S58; ISBN 0-201-11669-3) (this, too, is associated with blue and red books). 3. The "X/Open Compatibility Guide", which defines an international standard UNIX environment that is a proper superset of POSIX/SVID; also includes descriptions of a standard utility toolkit, systems administrations features, and the like. This grimoire is taken with particular seriousness in Europe. See Purple Book. 4. The IEEE 1003.1 POSIX Operating Systems Interface standard has been dubbed "The Ugly Green Book". 5. Any of the 1992 standards issued by the CCITT's tenth plenary assembly. These include, among other things, the X.400 email standard and the Group 1 through 4 fax standards. See also book titles.

## 1.830 green bytes

green bytes: n. (also 'green words') 1. Meta-information embedded in a file, such as the length of the file or its name; as opposed to keeping such information in a separate description file or record. The term comes from an IBM user's group meeting (ca. 1962) at which these two approaches were being debated and the diagram of the file on the blackboard had the 'green bytes' drawn in green. 2. By extension, the non-data bits in any self-describing format. "A GIF file contains, among other things, green bytes describing the packing method for the image." Compare out-of-band, zigamorph, fence (sense 1).

## 1.831 green card

green card: n. [after the "IBM System/360 Reference Data" card] A summary of an assembly language, even if the color is not green. Less frequently used now because of the decrease in the use of assembly language. "I'll go get my green card so I can check the addressing mode for that instruction." Some green cards are actually booklets.

The original green card became a yellow card when the System/370 was introduced, and later a yellow booklet. An anecdote from IBM refers to a scene that took place in a programmers' terminal room at Yorktown in 1978. A luser overheard one of the programmers ask another "Do you have a green card?" The other grunted and passed the first a thick yellow booklet. At this point the luser turned a delicate shade of olive and rapidly left the room, never to return..

### 1.832 green lightning

green lightning: [IBM] n. 1. Apparently random flashing streaks on the face of 3278-9 terminals while a new symbol set is being downloaded. This hardware bug was left deliberately unfixed, as some genius within IBM suggested it would let the user know that 'something is happening'. That, it certainly does. Later microprocessor-driven IBM color graphics displays were actually \*programmed\* to produce green lightning! 2. [proposed] Any bug perverted into an alleged feature by adroit rationalization or marketing. "Motorola calls the CISC cruft in the 88000 architecture 'compatibility logic', but I call it green lightning". See also feature (sense 6).

### 1.833 green machine

green machine: n. A computer or peripheral device that has been designed and built to military specifications for field equipment (that is, to withstand mechanical shock, extremes of temperature and humidity, and so forth). Comes from the olive-drab 'uniform' paint used for military equipment.

### 1.834 Green's Theorem

Green's Theorem: [TMRC] prov. For any story, in any group of people there will be at least one person who has not heard the story. A refinement of the theorem states that there will be \*exactly\* one person (if there were more than one, it wouldn't be as bad to re-tell the story). [The name of this theorem is a play on a fundamental theorem in calculus. --- ESR]

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## 1.835 grep

grep: /grep/ [from the qed/ed editor idiom g/re/p , where re stands for a regular expression, to Globally search for the Regular Expression and Print the lines containing matches to it, via UNIX 'grep(1)'] vt. To rapidly scan a file or set of files looking for a particular string or pattern (when browsing through a large set of files, one may speak of 'grepping around'). By extension, to look for something by pattern. "Grep the bulletin board for the system backup schedule, would you?" See also vgrep.

## 1.836 grilf

grilf: // n. Girl-friend. Like newsgroup and filk, a typo incarnated as a new word. Seems to have originated sometime in 1992.

## 1.837 grind

grind: vt. 1. [MIT and Berkeley] To prettify hardcopy of code, especially LISP code, by reindenting lines, printing keywords and comments in distinct fonts (if available), etc. This usage was associated with the MacLISP community and is now rare; prettyprint was and is the generic term for such operations. 2. [UNIX] To generate the formatted version of a document from the nroff, troff, TeX, or Scribe source. 3. To run seemingly interminably, esp. (but not necessarily) if performing some tedious and inherently useless task. Similar to crunch or grovel. Grinding has a connotation of using a lot of CPU time, but it is possible to grind a disk, network, etc. See also hog. 4. To make the whole system slow. "Troff really grinds a PDP-11." 5. 'grind grind' excl. Roughly, "Isn't the machine slow today!"

## 1.838 grind crank

grind crank: n. A mythical accessory to a terminal. A crank on the side of a monitor, which when operated makes a zizzing noise and causes the computer to run faster. Usually one does not refer to a grind crank out loud, but merely makes the appropriate gesture and noise. See grind and wugga wugga.

Historical note: At least one real machine actually had a grind crank --- the R1, a research machine built toward the end of the days of the great vacuum tube computers, in 1959. R1 (also known

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as 'The Rice Institute Computer' (TRIC) and later as 'The Rice University Computer' (TRUC)) had a single-step/free-run switch for use when debugging programs. Since single-stepping through a large program was rather tedious, there was also a crank with a cam and gear arrangement that repeatedly pushed the single-step button. This allowed one to 'crank' through a lot of code, then slow down to single-step for a bit when you got near the code of interest, poke at some registers using the console typewriter, and then keep on cranking.

### 1.839 gripenet

**gripenet:** [IBM] n. A wry (and thoroughly unofficial) name for IBM's internal VNET system, deriving from its common use by IBMers to voice pointed criticism of IBM management that would be taboo in more formal channels.

### 1.840 gritch

**gritch:** /grich/ 1. n. A complaint (often caused by a glitch). 2. vi. To complain. Often verb-doubled: "Gritch gritch". 3. A synonym for glitch (as verb or noun).

### 1.841 grok

**grok:** /grok/, var. /grohk/ [from the novel "Stranger in a Strange Land", by Robert A. Heinlein, where it is a Martian word meaning literally 'to drink' and metaphorically 'to be one with'] vt. 1. To understand, usually in a global sense. Connotes intimate and exhaustive knowledge. Contrast zen, which is similar supernal understanding experienced as a single brief flash. See also glark. 2. Used of programs, may connote merely sufficient understanding. "Almost all C compilers grok the 'void' type these days."

### 1.842 gronk

**gronk:** /gronk/ [popularized by Johnny Hart's comic strip "B.C." but the word apparently predates that] vt. 1. To clear the state of a wedged device and restart it. More severe than 'to frob' (sense 2). 2. [TMRC] To cut, sever, smash, or similarly disable. 3. The sound made by many 3.5-inch diskette drives. In particular, the microfloppies on a Commodore Amiga go

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"grink, gronk".

### 1.843 gronk out

gronk out: vi. To cease functioning. Of people, to go home and go to sleep. "I guess I'll gronk out now; see you all tomorrow."

### 1.844 gronked

gronked: adj. 1. Broken. "The teletype scanner was gronked, so we took the system down." 2. Of people, the condition of feeling very tired or (less commonly) sick. "I've been chasing that bug for 17 hours now and I am thoroughly gronked!" Compare broken, which means about the same as gronk used of hardware, but connotes depression or mental/emotional problems in people.

### 1.845 grovel

grovel: vi. 1. To work interminably and without apparent progress. Often used transitively with 'over' or 'through'. "The file scavenger has been groveling through the /usr directories for 10 minutes now." Compare grind and crunch. Emphatic form: 'grovel obscenely'. 2. To examine minutely or in complete detail. "The compiler grovels over the entire source program before beginning to translate it." "I grovelled through all the documentation, but I still couldn't find the command I wanted."

### 1.846 grunge

grunge: /gruhnj/ n. 1. That which is grungy, or that which makes it so. 2. [Cambridge] Code which is inaccessible due to changes in other parts of the program. The preferred term in North America is dead code.

### 1.847 gubbish

**gubbish:** /guh**b**'\*sh/ [a portmanteau of 'garbage' and 'rubbish'; may have originated with SF author Philip K. Dick] n. Garbage; crap; nonsense. "What is all this gubbish?" The opposite portmanteau 'rubble' is also reported.

### 1.848 guiltware

**guiltware:** /gilt'weir/ n. 1. A piece of freeware decorated with a message telling one how long and hard the author worked on it and intimating that one is a no-good freeloader if one does not immediately send the poor suffering martyr gobs of money. 2. Shareware that works.

### 1.849 gumby

**gumby:** /guh**m**'bee/ [from a class of Monty Python characters, poss. with some influence from the 1960s claymation character] n. An act of minor but conspicuous stupidity, often in 'gumby maneuver' or 'pull a gumby'.

### 1.850 gun

**gun:** [ITS: from the ':GUN' command] vt. To forcibly terminate a program or job (computer, not career). "Some idiot left a background process running soaking up half the cycles, so I gunned it." Compare can.

### 1.851 gunch

**gunch:** /guh**n**ch/ [TMRC] vt. To push, prod, or poke at a device that has almost (but not quite) produced the desired result. Implies a threat to mung.

### 1.852 gurfle

**gurfle:** /ger'fl/ interj. An expression of shocked disbelief. "He said we have to recode this thing in FORTRAN by next week. Gurfle!" Compare weeble.

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## 1.853 guru

**guru:** n. [UNIX] An expert. Implies not only wizard skill but also a history of being a knowledge resource for others. Less often, used (with a qualifier) for other experts on other systems, as in 'VMS guru'. See source of all good bits.

## 1.854 guru meditation

**guru meditation:** n. Amiga equivalent of 'panic' in UNIX (sometimes just called a 'guru' or 'guru event'). When the system crashes, a cryptic message of the form "GURU MEDITATION #XXXXXXXX.YYYYYYYY" may appear, indicating what the problem was. An Amiga guru can figure things out from the numbers. Generally a guru event must be followed by a Vulcan nerve pinch.

This term is (no surprise) an in-joke from the earliest days of the Amiga. There used to be a device called a 'Joyboard' which was basically a plastic board built onto a joystick-like device; it was sold with a skiing game cartridge for the Atari game machine. It is said that whenever the prototype OS crashed, the system programmer responsible would calm down by concentrating on a solution while sitting cross-legged on a Joyboard trying to keep the board in balance. This position resembled that of a meditating guru. Sadly, the joke was removed in AmigaOS 2.04.

## 1.855 gweep

**gweep:** /gweep/ [WPI] 1. v. To hack, usually at night. At WPI, from 1977 onwards, one who gweeped could often be found at the College Computing Center punching cards or crashing the PDP-10 or, later, the DEC-20. The term has survived the demise of those technologies, however, and is still alive in late 1991. "I'm going to go gweep for a while. See you in the morning." "I gweep from 8 PM till 3 AM during the week." 2. n. One who habitually gweeps in sense 1; a hacker. "He's a hard-core gweep, mumbles code in his sleep."

## 1.856 h

**h:** [from SF fandom] infix. A method of 'marking' common words, i.e., calling attention to the fact that they are being used in a nonstandard, ironic, or humorous way. Originated in the fannish catchphrase "Bheer is the One True Ghod!" from decades ago. H-infix marking of 'Ghod' and other words spread into the 1960s

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counterculture via underground comix, and into early hackerdom either from the counterculture or from SF fandom (the three overlapped heavily at the time). More recently, the h infix has become an expected feature of benchmark names (Dhrystone, Rhealstone, etc.); this is prob. patterning on the original Whetstone (the name of a laboratory) but influenced by the fannish/counterculture h infix.

## 1.857 ha ha only serious

ha ha only serious: [from SF fandom, orig. as mutation of HHOK, 'Ha Ha Only Kidding'] A phrase (often seen abbreviated as HHOS) that aptly captures the flavor of much hacker discourse. Applied especially to parodies, absurdities, and ironic jokes that are both intended and perceived to contain a possibly disquieting amount of truth, or truths that are constructed on in-joke and self-parody. This lexicon contains many examples of ha-ha-only-serious in both form and content. Indeed, the entirety of hacker culture is often perceived as ha-ha-only-serious by hackers themselves; to take it either too lightly or too seriously marks a person as an outsider, a wannabee, or in larval stage. For further enlightenment on this subject, consult any Zen master. See also Humor, Hacker, and AI koans.

## 1.858 hack

hack: 1. n. Originally, a quick job that produces what is needed, but not well. 2. n. An incredibly good, and perhaps very time-consuming, piece of work that produces exactly what is needed. 3. vt. To bear emotionally or physically. "I can't hack this heat!" 4. vt. To work on something (typically a program). In an immediate sense: "What are you doing?" "I'm hacking TECO." In a general (time-extended) sense: "What do you do around here?" "I hack TECO." More generally, "I hack 'foo'" is roughly equivalent to "'foo' is my major interest (or project)". "I hack solid-state physics." See Hacking X for Y. 5. vt. To pull a prank on. See sense 2 and hacker (sense 5). 6. vi. To interact with a computer in a playful and exploratory rather than goal-directed way. "Whatcha up to?" "Oh, just hacking." 7. n. Short for hacker. 8. See nethack. 9. [MIT] v. To explore the basements, roof ledges, and steam tunnels of a large, institutional building, to the dismay of Physical Plant workers and (since this is usually performed at educational institutions) the Campus Police. This activity has been found to be eerily similar to playing adventure games such as Dungeons and Dragons and Zork. See also vadding.

Constructions on this term abound. They include 'happy hacking' (a farewell), 'how's hacking?' (a friendly greeting among hackers) and 'hack, hack' (a fairly content-free but friendly

comment, often used as a temporary farewell). For more on this totipotent term see "The Meaning of 'Hack'". See also neat hack, real hack.

### 1.859 hack attack

hack attack: [poss. by analogy with 'Big Mac Attack' from ads for the McDonald's fast-food chain; the variant 'big hack attack' is reported] n. Nearly synonymous with hacking run, though the latter more strongly implies an all-nighter.

### 1.860 hack mode

hack mode: n. 1. What one is in when hacking, of course. 2. More specifically, a Zen-like state of total focus on The Problem that may be achieved when one is hacking (this is why every good hacker is part mystic). Ability to enter such concentration at will correlates strongly with wizardliness; it is one of the most important skills learned during larval stage. Sometimes amplified as 'deep hack mode'.

Being yanked out of hack mode (see priority interrupt) may be experienced as a physical shock, and the sensation of being in hack mode is more than a little habituating. The intensity of this experience is probably by itself sufficient explanation for the existence of hackers, and explains why many resist being promoted out of positions where they can code. See also cyberspace (sense 2).

Some aspects of hackish etiquette will appear quite odd to an observer unaware of the high value placed on hack mode. For example, if someone appears at your door, it is perfectly okay to hold up a hand (without turning one's eyes away from the screen) to avoid being interrupted. One may read, type, and interact with the computer for quite some time before further acknowledging the other's presence (of course, he or she is reciprocally free to leave without a word). The understanding is that you might be in hack mode with a lot of delicate state (sense 2) in your head, and you dare not swap that context out until you have reached a good point to pause. See also juggling eggs.

### 1.861 hack on

hack on: vt. To hack; implies that the subject is some pre-existing hunk of code that one is evolving, as opposed to something one might hack up.

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## 1.862 hack together

hack together: vt. To throw something together so it will work. Unlike 'kluge together' or cruft together, this does not necessarily have negative connotations.

## 1.863 hack up

hack up: vt. To hack, but generally implies that the result is a hack in sense 1 (a quick hack). Contrast this with hack on. To 'hack up on' implies a quick-and-dirty modification to an existing system. Contrast hacked up; compare kluge up, monkey up, cruft together.

## 1.864 hack value

hack value: n. Often adduced as the reason or motivation for expending effort toward a seemingly useless goal, the point being that the accomplished goal is a hack. For example, MacLISP had features for reading and printing Roman numerals, which were installed purely for hack value. See display hack for one method of computing hack value, but this cannot really be explained, only experienced. As Louis Armstrong once said when asked to explain jazz: "Man, if you gotta ask you'll never know." (Feminists please note Fats Waller's explanation of rhythm: "Lady, if you got to ask you ain't got it.")

## 1.865 hacked off

hacked off: [analogous to 'pissed off'] adj. Said of system administrators who have become annoyed, upset, or touchy owing to suspicions that their sites have been or are going to be victimized by crackers, or used for inappropriate, technically illegal, or even overtly criminal activities. For example, having unreadable files in your home directory called 'worm', 'lockpick', or 'goroot' would probably be an effective (as well as impressively obvious and stupid) way to get your sysadmin hacked off at you.

## 1.866 hacked up

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hacked up: adj. Sufficiently patched, kluged, and tweaked that the surgical scars are beginning to crowd out normal tissue (compare critical mass). Not all programs that are hacked become 'hacked up'; if modifications are done with some eye to coherence and continued maintainability, the software may emerge better for the experience. Contrast hack up.

## 1.867 hacker

hacker: [originally, someone who makes furniture with an axe] n.

1. A person who enjoys exploring the details of programmable systems and how to stretch their capabilities, as opposed to most users, who prefer to learn only the minimum necessary. 2. One who programs enthusiastically (even obsessively) or who enjoys programming rather than just theorizing about programming. 3. A person capable of appreciating hack value. 4. A person who is good at programming quickly. 5. An expert at a particular program, or one who frequently does work using it or on it; as in 'a UNIX hacker'. (Definitions 1 through 5 are correlated, and people who fit them congregate.) 6. An expert or enthusiast of any kind. One might be an astronomy hacker, for example. 7. One who enjoys the intellectual challenge of creatively overcoming or circumventing limitations. 8. [deprecated] A malicious meddler who tries to discover sensitive information by poking around. Hence 'password hacker', 'network hacker'. The correct term is cracker.

The term 'hacker' also tends to connote membership in the global community defined by the net (see network, the and Internet address). It also implies that the person described is seen to subscribe to some version of the hacker ethic (see hacker ethic, the).

It is better to be described as a hacker by others than to describe oneself that way. Hackers consider themselves something of an elite (a meritocracy based on ability), though one to which new members are gladly welcome. There is thus a certain ego satisfaction to be had in identifying yourself as a hacker (but if you claim to be one and are not, you'll quickly be labeled bogus). See also wannabee.

## 1.868 hacker ethic, the

hacker ethic, the: n. 1. The belief that information-sharing is a powerful positive good, and that it is an ethical duty of hackers to share their expertise by writing free software and facilitating access to information and to computing resources wherever possible. 2. The belief that system-cracking for fun and exploration is ethically OK as long as the cracker commits no theft, vandalism, or breach of confidentiality.

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Both of these normative ethical principles are widely, but by no means universally, accepted among hackers. Most hackers subscribe to the hacker ethic in sense 1, and many act on it by writing and giving away free software. A few go further and assert that \*all\* information should be free and \*any\* proprietary control of it is bad; this is the philosophy behind the GNU project.

Sense 2 is more controversial: some people consider the act of cracking itself to be unethical, like breaking and entering. But the belief that 'ethical' cracking excludes destruction at least moderates the behavior of people who see themselves as 'benign' crackers (see also samurai). On this view, it may be one of the highest forms of hackerly courtesy to (a) break into a system, and then (b) explain to the sysop, preferably by email from a superuser account, exactly how it was done and how the hole can be plugged --- acting as an unpaid (and unsolicited) tiger team.

The most reliable manifestation of either version of the hacker ethic is that almost all hackers are actively willing to share technical tricks, software, and (where possible) computing resources with other hackers. Huge cooperative networks such as USENET, FidoNet and Internet (see Internet address) can function without central control because of this trait; they both rely on and reinforce a sense of community that may be hackerdom's most valuable intangible asset.

## 1.869 hacking run

hacking run: [analogy with 'bombing run' or 'speed run'] n. A hack session extended long outside normal working times, especially one longer than 12 hours. May cause you to 'change phase the hard way' (see phase).

## 1.870 Hacking X for Y

Hacking X for Y: [ITS] n. Ritual phrasing of part of the information which ITS made publicly available about each user. This information (the INQUIR record) was a sort of form in which the user could fill out various fields. On display, two of these fields were always combined into a project description of the form "Hacking X for Y" (e.g., "Hacking perceptrons for Minsky"). This form of description became traditional and has since been carried over to other systems with more general facilities for self-advertisement (such as UNIX plan files).

## 1.871 Hackintosh

Hackintosh: n. 1. An Apple Lisa that has been hacked into emulating a Macintosh (also called a 'Mac XL'). 2. A Macintosh assembled from parts theoretically belonging to different models in the line.

## 1.872 hackish

hackish: /hak'ish/ adj. (also hackishness n.) 1. Said of something that is or involves a hack. 2. Of or pertaining to hackers or the hacker subculture. See also true-hacker.

## 1.873 hackishness

hackishness: n. The quality of being or involving a hack. This term is considered mildly silly. Syn. hackitude.

## 1.874 hackitude

hackitude: n. Syn. hackishness; this word is considered sillier.

## 1.875 hair

hair: [back-formation from hairy] n. The complications that make something hairy. "Decoding TECO commands requires a certain amount of hair." Often seen in the phrase 'infinite hair', which connotes extreme complexity. Also in 'hairiferous' (tending to promote hair growth): "GNUMACS elisp encourages lusers to write complex editing modes." "Yeah, it's pretty hairiferous all right." (or just: "Hair squared!")

## 1.876 hairy

hairy: adj. 1. Annoyingly complicated. "DWIM is incredibly hairy." 2. Incomprehensible. "DWIM is incredibly hairy." 3. Of people, high-powered, authoritative, rare, expert, and/or incomprehensible. Hard to explain except in context: "He knows this hairy lawyer who says there's nothing to worry about." See also hirsute.

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A well-known result in topology called the Brouwer Fixed-Point Theorem states that any continuous transformation of a surface into itself has at least one fixed point. Mathematically literate hackers tend to associate the term 'hairy' with the informal version of this theorem; "You can't comb a hairy ball smooth."

The adjective 'long-haired' is well-attested to have been in slang use among scientists and engineers during the early 1950s; it was equivalent to modern 'hairy' senses 1 and 2, and was very likely ancestral to the hackish use. In fact the noun 'long-hair' was at the time used to describe a person satisfying sense 3. Both senses probably passed out of use when long hair was adopted as a signature trait by the 1960s counterculture, leaving hackish 'hairy' as a sort of stunted mutant relic.

## 1.877 HAKMEM

HAKMEM: /hak'mem/ n. MIT AI Memo 239 (February 1972). A legendary collection of neat mathematical and programming hacks contributed by many people at MIT and elsewhere. (The title of the memo really is "HAKMEM", which is a 6-letterism for 'hacks memo'.) Some of them are very useful techniques, powerful theorems, or interesting unsolved problems, but most fall into the category of mathematical and computer trivia. Here is a sampling of the entries (with authors), slightly paraphrased:

Item 41 (Gene Salamin): There are exactly 23,000 prime numbers less than  $2^{18}$ .

Item 46 (Rich Schroepfel): The most \*probable\* suit distribution in bridge hands is 4-4-3-2, as compared to 4-3-3-3, which is the most \*evenly\* distributed. This is because the world likes to have unequal numbers: a thermodynamic effect saying things will not be in the state of lowest energy, but in the state of lowest disordered energy.

Item 81 (Rich Schroepfel): Count the magic squares of order 5 (that is, all the 5-by-5 arrangements of the numbers from 1 to 25 such that all rows, columns, and diagonals add up to the same number). There are about 320 million, not counting those that differ only by rotation and reflection.

Item 154 (Bill Gosper): The myth that any given programming language is machine independent is easily exploded by computing the sum of powers of 2. If the result loops with period = 1 with sign +, you are on a sign-magnitude machine. If the result loops with period = 1 at -1, you are on a twos-complement machine. If the result loops with period greater than 1, including the beginning, you are on a ones-complement machine. If the result loops with period greater than 1, not including the beginning, your machine isn't binary --- the pattern should tell you the base. If you run out of memory, you are on a string or bignum system. If arithmetic overflow is a fatal error,

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some fascist pig with a read-only mind is trying to enforce machine independence. But the very ability to trap overflow is machine dependent. By this strategy, consider the universe, or, more precisely, algebra: Let  $X$  = the sum of many powers of 2 = ...111111 (base 2). Now add  $X$  to itself:  
 $X + X = \dots 111110$ . Thus,  $2X = X - 1$ , so  
 $X = -1$ . Therefore algebra is run on a machine (the universe) that is two's-complement.

Item 174 (Bill Gosper and Stuart Nelson): 21963283741 is the only number such that if you represent it on the PDP-10 as both an integer and a floating-point number, the bit patterns of the two representations are identical.

Item 176 (Gosper): The "banana phenomenon" was encountered when processing a character string by taking the last 3 letters typed out, searching for a random occurrence of that sequence in the text, taking the letter following that occurrence, typing it out, and iterating. This ensures that every 4-letter string output occurs in the original. The program typed BANANANANANANANA.... We note an ambiguity in the phrase, "the Nth occurrence of." In one sense, there are five 00's in 0000000000; in another, there are nine. The editing program TECO finds five. Thus it finds only the first ANA in BANANA, and is thus obligated to type N next. By Murphy's Law, there is but one NAN, thus forcing A, and thus a loop. An option to find overlapped instances would be useful, although it would require backing up  $N - 1$  characters before seeking the next N-character string.

Note: This last item refers to a Dissociated Press implementation. See also banana problem.

HAKMEM also contains some rather more complicated mathematical and technical items, but these examples show some of its fun flavor.

## 1.878 hakspek

hakspek: /hak'speek/ n. A shorthand method of spelling found on many British academic bulletin boards and talker systems. Syllables and whole words in a sentence are replaced by single ASCII characters the names of which are phonetically similar or equivalent, while multiple letters are usually dropped. Hence, 'for' becomes '4'; 'two', 'too', and 'to' become '2'; 'ck' becomes 'k'. "Before I see you tomorrow" becomes "b4 i c u 2moro". First appeared in London about 1986, and was probably caused by the slowness of available talker systems, which operated on archaic machines with outdated operating systems and no standard methods of communication. Has become rarer since. See also talk mode.



### 1.879 hammer

hammer: vt. Commonwealth hackish syn. for bang on.

### 1.880 hamster

hamster: n. 1. [Fairchild] A particularly slick little piece of code that does one thing well; a small, self-contained hack. The image is of a hamster happily spinning its exercise wheel. 2. A tailless mouse; that is, one with an infrared link to a receiver on the machine, as opposed to the conventional cable. 3. [UK] Any item of hardware made by Amstrad, a company famous for its cheap plastic PC-almost-compatibles.

### 1.881 hand cruft

hand cruft: [pun on 'hand craft'] vt. See cruft, sense 3.

### 1.882 hand-hacking

hand-hacking: n. 1. The practice of translating hot spots from an HLL into hand-tuned assembler, as opposed to trying to coerce the compiler into generating better code. Both the term and the practice are becoming uncommon. See tune, bum, by hand; syn. with v. cruft. 2. More generally, manual construction or patching of data sets that would normally be generated by a translation utility and interpreted by another program, and aren't really designed to be read or modified by humans.

### 1.883 handle

handle: n. 1. [from CB slang] An electronic pseudonym; a 'nom de guerre' intended to conceal the user's true identity. Network and BBS handles function as the same sort of simultaneous concealment and display one finds on Citizen's Band radio, from which the term was adopted. Use of grandiose handles is characteristic of crackers, weenies, spods, and other lower forms of network life; true hackers travel on their own reputations rather than invented legendry. Compare nick. 2. [Mac] A pointer to a pointer to dynamically-allocated memory; the extra level of indirection allows on-the-fly memory compaction (to cut down on fragmentation) or aging out of unused

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resources, with minimal impact on the (possibly multiple) parts of the larger program containing references to the allocated memory. Compare snap (to snap a handle would defeat its purpose); see also aliasing bug, dangling pointer.

## 1.884 hand-roll

hand-roll: [from obs. mainstream slang 'hand-rolled' in opposition to 'ready-made', referring to cigarettes] v. To perform a normally automated software installation or configuration process by hand; implies that the normal process failed due to bugs in the configurator or was defeated by something exceptional in the local environment. "The worst thing about being a gateway between four different nets is having to hand-roll a new sendmail configuration every time any of them upgrades."

## 1.885 handshaking

handshaking: n. Hardware or software activity designed to start or keep two machines or programs in synchronization as they do protocol. Often applied to human activity; thus, a hacker might watch two people in conversation nodding their heads to indicate that they have heard each others' points and say "Oh, they're handshaking!". See also protocol.

## 1.886 handwave

handwave: [poss. from gestures characteristic of stage magicians]  
1. v. To gloss over a complex point; to distract a listener; to support a (possibly actually valid) point with blatantly faulty logic. 2. n. The act of handwaving. "Boy, what a handwave!"

If someone starts a sentence with "Clearly..." or "Obviously..." or "It is self-evident that...", it is a good bet he is about to handwave (alternatively, use of these constructions in a sarcastic tone before a paraphrase of someone else's argument suggests that it is a handwave). The theory behind this term is that if you wave your hands at the right moment, the listener may be sufficiently distracted to not notice that what you have said is bogus. Failing that, if a listener does object, you might try to dismiss the objection with a wave of your hand.

The use of this word is often accompanied by gestures: both hands up, palms forward, swinging the hands in a vertical plane pivoting at the elbows and/or shoulders (depending on the magnitude of the handwave); alternatively, holding the forearms in one position while rotating the hands at the wrist to make them flutter. In

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context, the gestures alone can suffice as a remark; if a speaker makes an outrageously unsupported assumption, you might simply wave your hands in this way, as an accusation, far more eloquent than words could express, that his logic is faulty.

## 1.887 hang

hang: v. 1. To wait for an event that will never occur. "The system is hanging because it can't read from the crashed drive". See wedged, hung. 2. To wait for some event to occur; to hang around until something happens. "The program displays a menu and then hangs until you type a character." Compare block. 3. To attach a peripheral device, esp. in the construction 'hang off': "We're going to hang another tape drive off the file server." Implies a device attached with cables, rather than something that is strictly inside the machine's chassis.

## 1.888 Hanlon's Razor

Hanlon's Razor: prov. A corollary of Finagle's Law, similar to Occam's Razor, that reads "Never attribute to malice that which can be adequately explained by stupidity." The derivation of the common title Hanlon's Razor is unknown; a similar epigram has been attributed to William James. Quoted here because it seems to be a particular favorite of hackers, often showing up in sig blocks, fortune cookie files and the login banners of BBS systems and commercial networks. This probably reflects the hacker's daily experience of environments created by well-intentioned but short-sighted people. Compare Sturgeon's Law.

## 1.889 happily

happily: adv. Of software, used to emphasize that a program is unaware of some important fact about its environment, either because it has been fooled into believing a lie, or because it doesn't care. The sense of 'happy' here is not that of elation, but rather that of blissful ignorance. "The program continues to run, happily unaware that its output is going to /dev/null."

## 1.890 haque

haque: /hak/ [USENET] n. Variant spelling of hack, used only for the noun form and connoting an elegant hack. that is a hack in sense 2.

### 1.891 hard boot

hard boot: n. See boot.

### 1.892 hardcoded

hardcoded: adj. 1. Said of data inserted directly into a program, where it cannot be easily modified, as opposed to data in some profile, resource (see de-rezz sense 2), or environment variable that a user or hacker can easily modify. 2. In C, this is esp. applied to use of a literal instead of a '#define' macro (see magic number).

### 1.893 hardwarily

hardwarily: /hard-weir'\*-lee/ adv. In a way pertaining to hardware. "The system is hardwarily unreliable." The adjective 'hardwary' is \*not\* traditionally used, though it has recently been reported from the U.K. See softwarily.

### 1.894 hardwired

hardwired: adj. 1. In software, syn. for hardcoded. 2. By extension, anything that is not modifiable, especially in the sense of customizable to one's particular needs or tastes.

### 1.895 has the X nature

has the X nature: [seems to derive from Zen Buddhist koans of the form "Does an X have the Buddha-nature?"] adj. Common hacker construction for 'is an X', used for humorous emphasis. "Anyone who can't even use a program with on-screen help embedded in it truly has the loser nature!" See also the X that can be Y is not the true X.

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## 1.896 hash bucket

hash bucket: n. A notional receptacle, a set of which might be used to apportion data items for sorting or lookup purposes. When you look up a name in the phone book (for example), you typically hash it by extracting its first letter; the hash buckets are the alphabetically ordered letter sections. This term is used as techspeak with respect to code that uses actual hash functions; in jargon, it is used for human associative memory as well. Thus, two things 'in the same hash bucket' are more difficult to discriminate, and may be confused. "If you hash English words only by length, you get too many common grammar words in the first couple of hash buckets." Compare hash collision.

## 1.897 hash collision

hash collision: [from the technical usage] n. (var. 'hash clash') When used of people, signifies a confusion in associative memory or imagination, especially a persistent one (see thinko). True story: One of us [ESR] was once on the phone with a friend about to move out to Berkeley. When asked what he expected Berkeley to be like, the friend replied: "Well, I have this mental picture of naked women throwing Molotov cocktails, but I think that's just a collision in my hash tables." Compare hash bucket.

## 1.898 hat

hat: n. Common (spoken) name for the circumflex (``^'', ASCII 1011110) character. See ASCII for other synonyms.

## 1.899 HCF

HCF: /H-C-F/ n. Mnemonic for 'Halt and Catch Fire', any of several undocumented and semi-mythical machine instructions with destructive side-effects, supposedly included for test purposes on several well-known architectures going as far back as the IBM 360. The MC6800 microprocessor was the first for which an HCF opcode became widely known. This instruction caused the processor to toggle a subset of the bus lines as rapidly as it could; in some configurations this could actually cause lines to burn up.

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## 1.900 heads down

heads down: [Sun] adj. Concentrating, usually so heavily and for so long that everything outside the focus area is missed. See also hack mode and larval stage, although this mode is hardly confined to fledgling hackers.

## 1.901 heartbeat

heartbeat: n. 1. The signal emitted by a Level 2 Ethernet transceiver at the end of every packet to show that the collision-detection circuit is still connected. 2. A periodic synchronization signal used by software or hardware, such as a bus clock or a periodic interrupt. 3. The 'natural' oscillation frequency of a computer's clock crystal, before frequency division down to the machine's clock rate. 4. A signal emitted at regular intervals by software to demonstrate that it is still alive. Sometimes hardware is designed to reboot the machine if it stops hearing a heartbeat. See also breath-of-life packet.

## 1.902 heatseeker

heatseeker: [IBM] n. A customer who can be relied upon to buy, without fail, the latest version of an existing product (not quite the same as a member of the lunatic fringe). A 1993 example of a heatseeker is someone who, owning a 286 PC and Windows 3.0, goes out and buys Windows 3.1 (which offers no worthwhile benefits unless you have a 386). If all customers were heatseekers, vast amounts of money could be made by just fixing the bugs in each release (n) and selling it to them as release (n+1).

## 1.903 heavy metal

heavy metal: [Cambridge] n. Syn. big iron.

## 1.904 heavy wizardry

heavy wizardry: n. Code or designs that trade on a particularly intimate knowledge or experience of a particular operating system or language or complex application interface. Distinguished from deep magic, which trades more on arcane \*theoretical\* knowledge. Writing device drivers is heavy wizardry; so is interfacing to X (sense 2) without a toolkit. Esp. found in

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source-code comments of the form "Heavy wizardry begins here". Compare voodoo programming.

## 1.905 heavyweight

heavyweight: adj. High-overhead; baroque; code-intensive; featureful, but costly. Esp. used of communication protocols, language designs, and any sort of implementation in which maximum generality and/or ease of implementation has been pushed at the expense of mundane considerations such as speed, memory utilization, and startup time. EMACS is a heavyweight editor; X is an *\*extremely\** heavyweight window system. This term isn't pejorative, but one hacker's heavyweight is another's elephantine and a third's monstrosity. Oppose 'lightweight'. Usage: now borders on techspeak, especially in the compound 'heavyweight process'.

## 1.906 heisenbug

heisenbug: /hi:'zen-buhg/ [from Heisenberg's Uncertainty Principle in quantum physics] n. A bug that disappears or alters its behavior when one attempts to probe or isolate it. (This usage is not even particularly fanciful; the use of a debugger sometimes alters a program's operating environment significantly enough that buggy code, such as that which relies on the values of uninitialized memory, behaves quite differently.) Antonym of Bohr bug; see also mandelbug, schroedinbug. In C, nine out of ten heisenbugs result from uninitialized auto variables, fandango on core phenomena (esp. lossage related to corruption of the malloc arena) or errors that smash the stack.

## 1.907 Helen Keller mode

Helen Keller mode: n. 1. State of a hardware or software system that is deaf, dumb, and blind, i.e., accepting no input and generating no output, usually due to an infinite loop or some other excursion into deep space. (Unfair to the real Helen Keller, whose success at learning speech was triumphant.) See also go flatline, catatonic. 2. On IBM PCs under DOS, refers to a specific failure mode in which a screen saver has kicked in over an ill-behaved application which bypasses the very interrupts the screen saver watches for activity. Your choices are to try to get from the program's current state through a successful save-and-exit without being able to see what you're doing, or to re-boot the machine. This isn't (strictly speaking) a crash.

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## 1.908 hello, sailor!

hello, sailor!: interj. Occasional West Coast equivalent of hello, world; seems to have originated at SAIL, later associated with the game Zork (which also included "hello, aviator" and "hello, implementor"). Originally from the traditional hooker's greeting to a swabbie fresh off the boat, of course.

## 1.909 hello, wall!

hello, wall!: excl. See wall.

## 1.910 hello, world

hello, world: interj. 1. The canonical minimal test message in the C/UNIX universe. 2. Any of the minimal programs that emit this message. Traditionally, the first program a C coder is supposed to write in a new environment is one that just prints "hello, world" to standard output (and indeed it is the first example program in K&R). Environments that generate an unreasonably large executable for this trivial test or which require a hairy compiler-linker invocation to generate it are considered to lose (see X). 3. Greeting uttered by a hacker making an entrance or requesting information from anyone present. "Hello, world! Is the VAX back up yet?"

## 1.911 hex

hex: n. 1. Short for hexadecimal, base 16. 2. A 6-pack of anything (compare quad, sense 2). Neither usage has anything to do with magic or black art, though the pun is appreciated and occasionally used by hackers. True story: As a joke, some hackers once offered some surplus ICs for sale to be worn as protective amulets against hostile magic. The chips were, of course, hex inverters.

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## 1.912 hexadecimal

hexadecimal:: n. Base 16. Coined in the early 1960s to replace earlier 'sexadecimal', which was too racy and amusing for stuffy IBM, and later adopted by the rest of the industry.

Actually, neither term is etymologically pure. If we take 'binary' to be paradigmatic, the most etymologically correct term for base 10, for example, is 'denary', which comes from 'deni' (ten at a time, ten each), a Latin 'distributive' number; the corresponding term for base-16 would be something like 'sendenary'. 'Decimal' is from an ordinal number; the corresponding prefix for 6 would imply something like 'sextidecimal'. The 'sexa-' prefix is Latin but incorrect in this context, and 'hexa-' is Greek. The word 'octal' is similarly incorrect; a correct form would be 'octaval' (to go with decimal), or 'octonary' (to go with binary). If anyone ever implements a base-3 computer, computer scientists will be faced with the unprecedented dilemma of a choice between two \*correct\* forms; both 'ternary' and 'trinary' have a claim to this throne.

## 1.913 hexit

hexit: /hek'sit/ n. A hexadecimal digit (0--9, and A--F or a--f). Used by people who claim that there are only \*ten\* digits, dammit; sixteen-fingered human beings are rather rare, despite what some keyboard designs might seem to imply (see space-cadet keyboard).

## 1.914 HHOK

HHOK: See ha ha only serious.

## 1.915 HHOS

HHOS: See ha ha only serious.

## 1.916 hidden flag

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hidden flag: [scientific computation] n. An extra option added to a routine without changing the calling sequence. For example, instead of adding an explicit input variable to instruct a routine to give extra diagnostic output, the programmer might just add a test for some otherwise meaningless feature of the existing inputs, such as a negative mass. The use of hidden flags can make a program very hard to debug and understand, but is all too common wherever programs are hacked on in a hurry.

### 1.917 high bit

high bit: [from 'high-order bit'] n. 1. The most significant bit in a byte. 2. By extension, the most significant part of something other than a data byte: "Spare me the whole saga, just give me the high bit." See also meta bit, hobbit, dread high-bit disease, and compare the mainstream slang 'bottom line'.

### 1.918 high moby

high moby: /hi:' mohb'ee/ n. The high half of a 512K PDP-10's physical address space; the other half was of course the low moby. This usage has been generalized in a way that has outlasted the PDP-10; for example, at the 1990 Washington D.C. Area Science Fiction Conclave (Disclave), when a miscommunication resulted in two separate wakes being held in commemoration of the shutdown of MIT's last ITS machines, the one on the upper floor was dubbed the 'high moby' and the other the 'low moby'. All parties involved grokked this instantly. See moby.

### 1.919 highly

highly: [scientific computation] adv. The preferred modifier for overstating an understatement. As in: 'highly nonoptimal', the worst possible way to do something; 'highly nontrivial', either impossible or requiring a major research project; 'highly nonlinear', completely erratic and unpredictable; 'highly nontechnical', drivel written for lusers, oversimplified to the point of being misleading or incorrect (compare drool-proof paper). In other computing cultures, postfixing of in the extreme might be preferred.

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## 1.920 hing

hing: // [IRC] n. Fortuitous typo for 'hint', now in wide intentional use among players of initgame. Compare newsgroup, filk.

## 1.921 hirsute

hirsute: adj. Occasionally used humorously as a synonym for hairy.

## 1.922 HLL

HLL: /H-L-L/ n. [High-Level Language (as opposed to assembler)] Found primarily in email and news rather than speech. Rarely, the variants 'VHLL' and 'MLL' are found. VHLL stands for 'Very-High-Level Language' and is used to describe a bondage-and-discipline language that the speaker happens to like; Prolog and Backus's FP are often called VHLLs. 'MLL' stands for 'Medium-Level Language' and is sometimes used half-jokingly to describe C, alluding to its 'structured-assembler' image. See also languages of choice.

## 1.923 hobbit

hobbit: n. 1. The High Order Bit of a byte; same as the meta bit or high bit. 2. The non-ITS name of vad@ai.mit.edu (\*Hobbit\*), master of lasers.

## 1.924 hog

hog: n., vt. 1. Favored term to describe programs or hardware that seem to eat far more than their share of a system's resources, esp. those which noticeably degrade interactive response. \*Not\* used of programs that are simply extremely large or complex or that are merely painfully slow themselves (see pig, run like a). More often than not encountered in qualified forms, e.g., 'memory hog', 'core hog', 'hog the processor', 'hog the disk'. "A controller that never gives up the I/O bus gets killed after the bus-hog timer expires." 2. Also said of \*people\* who use more than their fair share of resources (particularly disk, where it seems that 10% of the people use 90% of the disk, no matter how big the disk is or how many people use it). Of course, once disk hogs fill up one filesystem, they

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typically find some other new one to infect, claiming to the sysadmin that they have an important new project to complete.

## 1.925 holy wars

holy wars: [from USENET, but may predate it] n. flame wars over religious issues. The paper by Danny Cohen that popularized the terms big-endian and little-endian in connection with the LSB-first/MSB-first controversy was entitled "On Holy Wars and a Plea for Peace". Other perennial Holy Wars have included EMACS vs. vi, my personal computer vs. everyone else's personal computer, ITS vs. UNIX, UNIX vs. VMS, BSD UNIX vs. USG UNIX, C vs. Pascal, C vs. FORTRAN, etc., ad nauseam. The characteristic that distinguishes holy wars from normal technical disputes is that in a holy wars most of the participants spend their time trying to pass off personal value choices and cultural attachments as objective technical evaluations. See also theology.

## 1.926 home box

home box: n. A hacker's personal machine, especially one he or she owns. "Yeah? Well, \*my\* home box runs a full 4.2 BSD, so there!"

## 1.927 home machine

home machine: n. 1. Syn. home box. 2. The machine that receives your email. These senses might be distinct, for example, for a hacker who owns one computer at home, but reads email at work.

## 1.928 hook

hook: n. A software or hardware feature included in order to simplify later additions or changes by a user. For example, a simple program that prints numbers might always print them in base 10, but a more flexible version would let a variable determine what base to use; setting the variable to 5 would make the program print numbers in base 5. The variable is a simple hook. An even more flexible program might examine the variable and treat a value of 16 or less as the base to use, but treat any other number as the address of a user-supplied routine for printing a number. This is

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a hairy but powerful hook; one can then write a routine to print numbers as Roman numerals, say, or as Hebrew characters, and plug it into the program through the hook. Often the difference between a good program and a superb one is that the latter has useful hooks in judiciously chosen places. Both may do the original job about equally well, but the one with the hooks is much more flexible for future expansion of capabilities (EMACS, for example, is *\*all\** hooks). The term 'user exit' is synonymous but much more formal and less hackish.

## 1.929 hop

hop: 1. n. One file transmission in a series required to get a file from point A to point B on a store-and-forward network. On such networks (including UUCPNET and FidoNet), an important inter-machine metric is the number of hops in the shortest path between them, which can be more significant than their geographical separation. See bang path. 2. v. To log in to a remote machine, esp. via rlogin or telnet. "I'll hop over to foovax to FTP that."

## 1.930 hose

hose: 1. vt. To make non-functional or greatly degraded in performance. "That big ray-tracing program really hoses the system." See hosed. 2. n. A narrow channel through which data flows under pressure. Generally denotes data paths that represent performance bottlenecks. 3. n. Cabling, especially thick Ethernet cable. This is sometimes called 'bit hose' or 'hosery' (play on 'hosiery') or 'etherhose'. See also washing machine.

## 1.931 hosed

hosed: adj. Same as down. Used primarily by UNIX hackers. Humorous: also implies a condition thought to be relatively easy to reverse. Probably derived from the Canadian slang 'hoser' popularized by the Bob and Doug Mackenzie skits on SCTV, but this usage predated SCTV by years in hackerdom (it was certainly already live at CMU in the 1970s). See hose. It is also widely used of people in the mainstream sense of 'in an extremely unfortunate situation'.

Once upon a time, a Cray that had been experiencing periodic difficulties crashed, and it was announced to have been hosed. It was discovered that the crash was due to the disconnection of some coolant hoses. The problem was corrected, and users were then

assured that everything was OK because the system had been rehosed.  
See also dehose.

### 1.932 hot spot

hot spot: n. 1. [primarily used by C/UNIX programmers, but spreading] It is received wisdom that in most programs, less than 10% of the code eats 90% of the execution time; if one were to graph instruction visits versus code addresses, one would typically see a few huge spikes amidst a lot of low-level noise. Such spikes are called 'hot spots' and are good candidates for heavy optimization or hand-hacking. The term is especially used of tight loops and recursions in the code's central algorithm, as opposed to (say) initial set-up costs or large but infrequent I/O operations. See tune, bum, hand-hacking. 2. The active location of a cursor on a bit-map display. "Put the mouse's hot spot on the 'ON' widget and click the left button." 3. A screen region that is sensitive to mouse clicks, which trigger some action. Hypertext help screens are an example, in which a hot spot exists in the vicinity of any word for which additional material is available. 4. In a massively parallel computer with shared memory, the one location that all 10,000 processors are trying to read or write at once (perhaps because they are all doing a busy-wait on the same lock). 5. More generally, any place in a hardware design that turns into a performance bottleneck due to resource contention.

### 1.933 house wizard

house wizard: [prob. from ad-agency tradetalk, 'house freak']  
n. A hacker occupying a technical-specialist, R&D, or systems position at a commercial shop. A really effective house wizard can have influence out of all proportion to his/her ostensible rank and still not have to wear a suit. Used esp. of UNIX wizards. The term 'house guru' is equivalent.

### 1.934 HP-SUX

HP-SUX: /H-P suhks/ n. Unflattering hackerism for HP-UX, Hewlett-Packard's UNIX port, which features some truly unique bogosities in the filesystem internals and elsewhere (these occasionally create portability problems). HP-UX is often referred to as 'hockey-pux' inside HP, and one respondent claims that the proper pronunciation is /H-P ukkkhhhh/ as though one were about to spit. Another such alternate spelling and pronunciation is "H-PUX" /H-puhks/. Hackers at HP/Apollo (the former Apollo Computers which was swallowed by HP in 1989) have been heard to complain that

Mr. Packard should have pushed to have his name first, if for no other reason than the greater eloquence of the resulting acronym. Compare AIDX, buglix. See also Nominal Semidestructor, Telerat, Open DeathTrap, ScumOS, sun-stools.

### 1.935 huff

**huff:** v. To compress data using a Huffman code. Various programs that use such methods have been called 'HUFF' or some variant thereof. Oppose puff. Compare crunch, compress.

### 1.936 humma

**humma:** // excl. A filler word used on various 'chat' and 'talk' programs when you had nothing to say but felt that it was important to say something. The word apparently originated (at least with this definition) on the MECC Timeshare System (MTS, a now-defunct educational time-sharing system running in Minnesota during the 1970s and the early 1980s) but was later sighted on early UNIX systems.

### 1.937 Humor, Hacker

**Humor, Hacker::** n. A distinctive style of shared intellectual humor found among hackers, having the following marked characteristics:

1. Fascination with form-vs.-content jokes, paradoxes, and humor having to do with confusion of metalevels (see meta). One way to make a hacker laugh: hold a red index card in front of him/her with "GREEN" written on it, or vice-versa (note, however, that this is funny only the first time).
  2. Elaborate deadpan parodies of large intellectual constructs, such as specifications (see write-only memory), standards documents, language descriptions (see INTERCAL), and even entire scientific theories (see quantum bogodynamics, computron).
  3. Jokes that involve screwily precise reasoning from bizarre, ludicrous, or just grossly counter-intuitive premises.
  4. Fascination with puns and wordplay.
  5. A fondness for apparently mindless humor with subversive currents of intelligence in it --- for example, old Warner Brothers and Rocky & Bullwinkle cartoons, the Marx brothers, the early
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B-52s, and Monty Python's Flying Circus. Humor that combines this trait with elements of high camp and slapstick is especially favored.

6. References to the symbol-object antinomies and associated ideas in Zen Buddhism and (less often) Taoism. See has the X nature, Discordianism, zen, ha ha only serious, AI koans.

See also filk, retrocomputing, and Appendix B. If you have an itchy feeling that all 6 of these traits are really aspects of one thing that is incredibly difficult to talk about exactly, you are (a) correct and (b) responding like a hacker. These traits are also recognizable (though in a less marked form) throughout science-fiction fandom.

### 1.938 hung

hung: [from 'hung up'] adj. Equivalent to wedged, but more common at UNIX/C sites. Not generally used of people. Syn. with locked up, wedged; compare hosed. See also hang. A hung state is distinguished from crashed or down, where the program or system is also unusable but because it is not running rather than because it is waiting for something. However, the recovery from both situations is often the same.

### 1.939 hungry puppy

hungry puppy: n. Syn. slopsucker.

### 1.940 hungus

hungus: /huhng'g\*s/ [perhaps related to slang 'humongous'] adj. Large, unwieldy, usually unmanageable. "TCP is a hungus piece of code." "This is a hungus set of modifications."

### 1.941 hyperspace

hyperspace: /hi:'per-spays/ n. A memory location that is \*far\* away from where the program counter should be pointing, often inaccessible because it is not even mapped in. "Another core dump --- looks like the program jumped off to hyperspace somehow." (Compare jump off into never-never land.) This usage is from the SF notion of a spaceship jumping 'into

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hyperspace', that is, taking a shortcut through higher-dimensional space --- in other words, bypassing this universe. The variant 'east hyperspace' is recorded among CMU and Bliss hackers.

### 1.942 hysterical reasons

hysterical reasons: (also 'hysterical raisins') n. A variant on the stock phrase "for historical reasons", indicating specifically that something must be done in some stupid way for backwards compatibility, and moreover that the feature it must be compatible with was the result of a bad design in the first place. "All IBM PC video adapters have to support MDA text mode for hysterical reasons." Compare bug-for-bug compatible.

### 1.943 I didn't change anything!

I didn't change anything!: interj. An aggrieved cry often heard as bugs manifest during a regression test. The canonical reply to this assertion is "Then it works just the same as it did before, doesn't it?" See also one-line fix. This is also heard from applications programmers trying to blame an obvious applications problem on an unrelated systems software change, for example a divide-by-0 fault after terminals were added to a network. Usually, their statement is found to be false. Upon close questioning, they will admit some major restructuring of the program that shouldn't have broken anything, in their opinion, but which actually hosed the code completely.

### 1.944 I see no X here.

I see no X here.: Hackers (and the interactive computer games they write) traditionally favor this slightly marked usage over other possible equivalents such as "There's no X here!" or "X is missing." or "Where's the X?". This goes back to the original PDP-10 ADVENT, which would respond in this wise if you asked it to do something involving an object not present at your location in the game.

### 1.945 IBM

IBM: /I-B-M/ Inferior But Marketable; It's Better Manually; Insidious Black Magic; It's Been Malfunctioning; Incontinent Bowel Movement; and a near-infinite number of even less complimentary

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expansions, including 'International Business Machines'. See TLA. These abbreviations illustrate the considerable antipathy most hackers have long felt toward the 'industry leader' (see fear and loathing).

What galls hackers about most IBM machines above the PC level isn't so much that they are underpowered and overpriced (though that does count against them), but that the designs are incredibly archaic, crufty, and elephantine ... and you can't \*fix\* them --- source code is locked up tight, and programming tools are expensive, hard to find, and bletcherous to use once you've found them. With the release of the UNIX-based RIOS family this may have begun to change --- but then, we thought that when the PC-RT came out, too.

In the spirit of universal peace and brotherhood, this lexicon now includes a number of entries attributed to 'IBM'; these derive from some rampantly unofficial jargon lists circulated within IBM's own beleaguered hacker underground.

## 1.946 IBM discount

IBM discount: n. A price increase. Outside IBM, this derives from the common perception that IBM products are generally overpriced (see clone); inside, it is said to spring from a belief that large numbers of IBM employees living in an area cause prices to rise.

## 1.947 ICBM address

ICBM address: n. (Also 'missile address') The form used to register a site with the USENET mapping project includes a blank for longitude and latitude, preferably to seconds-of-arc accuracy. This is actually used for generating geographically-correct maps of USENET links on a plotter; however, it has become traditional to refer to this as one's 'ICBM address' or 'missile address', and many people include it in their sig block with that name. (A real missile address would include target altitude.)

## 1.948 ice

ice: [coined by USENETter Tom Maddox, popularized by William Gibson's cyberpunk SF novels: a contrived acronym for 'Intrusion Countermeasure Electronics'] Security software (in Gibson's novels, software that responds to intrusion by attempting to literally kill the intruder). Also, 'icebreaker': a program designed for cracking security on a system.

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Neither term is in serious use yet as of mid-1993, but many hackers find the metaphor attractive, and each may develop a denotation in the future. In the meantime, the speculative usage could be confused with 'ICE', an acronym for "in-circuit emulator".

## 1.949 idempotent

**idempotent:** [from mathematical techspeak] adj. Acting as if used only once, even if used multiple times. This term is often used with respect to C header files, which contain common definitions and declarations to be included by several source files. If a header file is ever included twice during the same compilation (perhaps due to nested #include files), compilation errors can result unless the header file has protected itself against multiple inclusion; a header file so protected is said to be idempotent. The term can also be used to describe an initialization subroutine that is arranged to perform some critical action exactly once, even if the routine is called several times.

## 1.950 If you want X, you know where to find it.

**If you want X, you know where to find it.:** There is a legend that Dennis Ritchie, inventor of C, once responded to demands for features resembling those of what at the time was a much more popular language by observing "If you want PL/I, you know where to find it." Ever since, this has been hackish standard form for fending off requests to alter a new design to mimic some older (and, by implication, inferior and baroque) one. The case X = Pascal manifests semi-regularly on USENET's comp.lang.c newsgroup. Indeed, the case X = X has been reported in discussions of graphics software (see X).

## 1.951 ifdef out

**ifdef out:** /if'def owt/ v. Syn. for condition out, specific to C.

## 1.952 ill-behaved

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ill-behaved: adj. 1. [numerical analysis] Said of an algorithm or computational method that tends to blow up because of accumulated roundoff error or poor convergence properties. 2. Software that bypasses the defined OS interfaces to do things (like screen, keyboard, and disk I/O) itself, often in a way that depends on the hardware of the machine it is running on or which is nonportable or incompatible with other pieces of software. In the IBM PC/MS-DOS world, there is a folk theorem (nearly true) to the effect that (owing to gross inadequacies and performance penalties in the OS interface) all interesting applications are ill-behaved. See also bare metal. Oppose well-behaved, compare PC-ism. See mess-dos.

### 1.953 IMHO

IMHO: // [from SF fandom via USENET; abbreviation for 'In My Humble Opinion'] "IMHO, mixed-case C names should be avoided, as mistyping something in the wrong case can cause hard-to-detect errors --- and they look too Pascalish anyhow." Also seen in variant forms such as IMNSHO (In My Not-So-Humble Opinion) and IMAO (In My Arrogant Opinion).

### 1.954 Imminent Death Of The Net Predicted!

Imminent Death Of The Net Predicted!: [USENET] prov. Since USENET first got off the ground in 1980--81, it has grown exponentially, approximately doubling in size every year. On the other hand, most people feel the signal-to-noise ratio of USENET has dropped steadily. These trends led, as far back as mid-1983, to predictions of the imminent collapse (or death) of the net. Ten years and numerous doublings later, enough of these gloomy prognostications have been confounded that the phrase "Imminent Death Of The Net Predicted!" has become a running joke, hauled out any time someone grumbles about the S/N ratio or the huge and steadily increasing volume, or the possible loss of a key node or link, or the potential for lawsuits when ignoramuses post copyrighted material, etc., etc., etc.

### 1.955 in the extreme

in the extreme: adj. A preferred superlative suffix for many hackish terms. See, for example, 'obscure in the extreme' under obscure, and compare highly.

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## 1.956 inc

inc: /ink/ v. Verbal (and only rarely written) shorthand for increment, i.e. 'increase by one'. Especially used by assembly programmers, as many assembly languages have an 'inc' mnemonic. Antonym: dec.

## 1.957 incantation

incantation: n. Any particularly arbitrary or obscure command that one must mutter at a system to attain a desired result. Not used of passwords or other explicit security features. Especially used of tricks that are so poorly documented that they must be learned from a wizard. "This compiler normally locates initialized data in the data segment, but if you mutter the right incantation they will be forced into text space."

## 1.958 include

include: vt. [USENET] 1. To duplicate a portion (or whole) of another's message (typically with attribution to the source) in a reply or followup, for clarifying the context of one's response. See the discussion of inclusion styles under "Hacker Writing Style". 2. [from C] '#include <disclaimer.h>' has appeared in sig blocks to refer to a notional 'standard disclaimer file'.

## 1.959 include war

include war: n. Excessive multi-leveled including within a discussion thread, a practice that tends to annoy readers. In a forum with high-traffic newsgroups, such as USENET, this can lead to flames and the urge to start a kill file.

## 1.960 indent style

indent style: [C programmers] n. The rules one uses to indent code in a readable fashion. There are four major C indent styles, described below; all have the aim of making it easier for the reader to visually track the scope of control constructs. The significant variable is the placement of '{' and '}' with respect to the statement(s) they enclose and to the guard or controlling statement ('if', 'else', 'for',

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'while', or 'do') on the block, if any.

'K&R style' --- Named after Kernighan & Ritchie, because the examples in K&R are formatted this way. Also called 'kernel style' because the UNIX kernel is written in it, and the 'One True Brace Style' (abbrev. 1TBS) by its partisans. The basic indent shown here is eight spaces (or one tab) per level; four spaces are occasionally seen, but are much less common.

```
if (cond) {  
    <body>  
}
```

'Allman style' --- Named for Eric Allman, a Berkeley hacker who wrote a lot of the BSD utilities in it (it is sometimes called 'BSD style'). Resembles normal indent style in Pascal and Algol. Basic indent per level shown here is eight spaces, but four spaces are just as common (esp. in C++ code).

```
if (cond)  
{  
    <body>  
}
```

'Whitesmiths style' --- popularized by the examples that came with Whitesmiths C, an early commercial C compiler. Basic indent per level shown here is eight spaces, but four spaces are occasionally seen.

```
if (cond)  
{  
    <body>  
}
```

'GNU style' --- Used throughout GNU EMACS and the Free Software Foundation code, and just about nowhere else. Indents are always four spaces per level, with '{' and '}' halfway between the outer and inner indent levels.

```
if (cond)  
{  
    <body>  
}
```

Surveys have shown the Allman and Whitesmiths styles to be the most common, with about equal mind shares. K&R/1TBS used to be nearly universal, but is now much less common (the opening brace tends to get lost against the right paren of the guard part in an 'if' or 'while', which is a Bad Thing). Defenders of 1TBS argue that any putative gain in readability is less important than their style's relative economy with vertical space, which enables one to see more code on one's screen at once. Doubtless these issues will continue to be the subject of holy wars.

## 1.961 index

index: n. See coefficient of X.

## 1.962 infant mortality

infant mortality: n. It is common lore among hackers (and in the electronics industry at large; this term is possibly techspeak by now) that the chances of sudden hardware failure drop off exponentially with a machine's time since first use (that is, until the relatively distant time at which enough mechanical wear in I/O devices and thermal-cycling stress in components has accumulated for the machine to start going senile). Up to half of all chip and wire failures happen within a new system's first few weeks; such failures are often referred to as 'infant mortality' problems (or, occasionally, as 'sudden infant death syndrome'). See bathtub curve, burn-in period.

## 1.963 infinite

infinite: adj. Consisting of a large number of objects; extreme. Used very loosely as in: "This program produces infinite garbage." "He is an infinite loser." The word most likely to follow 'infinite', though, is hair. (It has been pointed out that fractals are an excellent example of infinite hair.) These uses are abuses of the word's mathematical meaning. The term 'semi-infinite', denoting an immoderately large amount of some resource, is also heard. "This compiler is taking a semi-infinite amount of time to optimize my program." See also semi.

## 1.964 infinite loop

infinite loop: n. One that never terminates (that is, the machine spins or buzzes forever and goes catatonic). There is a standard joke that has been made about each generation's exemplar of the ultra-fast machine: "The Cray-3 is so fast it can execute an infinite loop in under 2 seconds!"

## 1.965 Infinite-Monkey Theorem

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Infinite-Monkey Theorem: n. "If you put an infinite number of monkeys at typewriters, eventually one will bash out the script for Hamlet." (One may also hypothesize a small number of monkeys and a very long period of time.) This theorem asserts nothing about the intelligence of the one random monkey that eventually comes up with the script (and note that the mob will also type out all the possible *\*incorrect\** versions of Hamlet). It may be referred to semi-seriously when justifying a brute force method; the implication is that, with enough resources thrown at it, any technical challenge becomes a one-banana problem.

This theorem was first popularized by the astronomer Sir Arthur Eddington. It became part of the idiom of through the classic short story "Inflexible Logic" by Russell Maloney, and many younger hackers know it through a reference in Douglas Adams's "Hitchhiker's Guide to the Galaxy".

## 1.966 infinity

infinity: n. 1. The largest value that can be represented in a particular type of variable (register, memory location, data type, whatever). 2. 'minus infinity': The smallest such value, not necessarily or even usually the simple negation of plus infinity. In N-bit twos-complement arithmetic, infinity is  $2^{(N-1)} - 1$  but minus infinity is  $-(2^{(N-1)})$ , not  $-(2^{(N-1)} - 1)$ . Note also that this is different from "time T equals minus infinity", which is closer to a mathematician's usage of infinity.

## 1.967 initgame

initgame: /in-it'gaym/ [IRC] n. An IRC version of the venerable trivia game "20 questions", in which one user changes his nick to the initials of a famous person or other named entity, and the others on the channel ask yes or no questions, with the one to guess the person getting to be "it" next. As a courtesy, the one picking the initials starts by providing a 4-letter hint of the form sex, nationality, life-status, reality-status. For example, MAAR means "Male, American, Alive, Real" (as opposed to "fictional"). Initgame can be surprisingly addictive. See also hing.

## 1.968 insanely great

insanely great: adj. [Mac community, from Steve Jobs; also BSD UNIX people via Bill Joy] Something so incredibly elegant that it is

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imaginable only to someone possessing the most puissant of hacker-natures.

## 1.969 INTERCAL

INTERCAL: /in't\*r-kal/ [said by the authors to stand for 'Compiler Language With No Pronounceable Acronym'] n. A computer language designed by Don Woods and James Lyons in 1972. INTERCAL is purposely different from all other computer languages in all ways but one; it is purely a written language, being totally unspeakable. An excerpt from the INTERCAL Reference Manual will make the style of the language clear:

It is a well-known and oft-demonstrated fact that a person whose work is incomprehensible is held in high esteem. For example, if one were to state that the simplest way to store a value of 65536 in a 32-bit INTERCAL variable is:

```
DO :1 <- #0$#256
```

any sensible programmer would say that that was absurd. Since this is indeed the simplest method, the programmer would be made to look foolish in front of his boss, who would of course have happened to turn up, as bosses are wont to do. The effect would be no less devastating for the programmer having been correct.

INTERCAL has many other peculiar features designed to make it even more unspeakable. The Woods-Lyons implementation was actually used by many (well, at least several) people at Princeton. The language has been recently reimplemented as C-INTERCAL and is consequently enjoying an unprecedented level of unpopularity; there is even an alt.lang.intercal newsgroup devoted to the study and ... appreciation of the language on USENET.

## 1.970 interesting

interesting: adj. In hacker parlance, this word has strong connotations of 'annoying', or 'difficult', or both. Hackers relish a challenge, and enjoy wringing all the irony possible out of the ancient Chinese curse "May you live in interesting times". Oppose trivial, uninteresting.

## 1.971 Internet address

Internet address:: n. 1. [techspeak] An absolute network address of the form foo@bar.baz, where foo is a user name, bar is a sitename, and baz is a 'domain' name, possibly including

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periods itself. Contrast with bang path; see also network, the and network address. All Internet machines and most UUCP sites can now resolve these addresses, thanks to a large amount of behind-the-scenes magic and PD software written since 1980 or so. See also bang path, domainist. 2. More loosely, any network address reachable through Internet; this includes bang path addresses and some internal corporate and government networks.

Reading Internet addresses is something of an art. Here are the four most important top-level functional Internet domains followed by a selection of geographical domains:

com	commercial organizations
edu	educational institutions
gov	U.S. government civilian sites
mil	U.S. military sites

Note that most of the sites in the com and edu domains are in the U.S. or Canada.

us	sites in the U.S. outside the functional domains
su	sites in the ex-Soviet Union (see kremvax).
uk	sites in the United Kingdom

Within the us domain, there are subdomains for the fifty states, each generally with a name identical to the state's postal abbreviation. Within the uk domain, there is an ac subdomain for academic sites and a co domain for commercial ones. Other top-level domains may be divided up in similar ways.

## 1.972 interrupt

interrupt: 1. [techspeak] n. On a computer, an event that interrupts normal processing and temporarily diverts flow-of-control through an "interrupt handler" routine. See also trap. 2. interj. A request for attention from a hacker. Often explicitly spoken. "Interrupt --- have you seen Joe recently?" See priority interrupt. 3. Under MS-DOS, nearly synonymous with 'system call', because the OS and BIOS routines are both called using the INT instruction (see interrupt list, the) and because programmers so often have to bypass the OS (going directly to a BIOS interrupt) to get reasonable performance.

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### 1.973 interrupt list, the

interrupt list, the:: [MS-DOS] n. The list of all known software interrupt calls (both documented and undocumented) for IBM PCs and compatibles, maintained and made available for free redistribution by Ralf Brown <ralf@cs.cmu.edu>. As of late 1992, it had grown to approximately two megabytes in length.

### 1.974 interrupts locked out

interrupts locked out: adj. When someone is ignoring you. In a restaurant, after several fruitless attempts to get the waitress's attention, a hacker might well observe "She must have interrupts locked out". The synonym 'interrupts disabled' is also common. Variations abound; "to have one's interrupt mask bit set" and "interrupts masked out" are also heard. See also spl.

### 1.975 IRC

IRC: /I-R-C/ [Internet Relay Chat] n. A worldwide "party line" network that allows one to converse with others in real time. IRC is structured as a network of Internet servers, each of which accepts connections from client programs, one per user. The IRC community and the USENET and MUD communities overlap to some extent, including both hackers and regular folks who have discovered the wonders of computer networks. Some USENET jargon has been adopted on IRC, as have some conventions such as emoticons. There is also a vigorous native jargon, represented in this lexicon by entries marked '[IRC]'. See also talk mode.

### 1.976 iron

iron: n. Hardware, especially older and larger hardware of mainframe class with big metal cabinets housing relatively low-density electronics (but the term is also used of modern supercomputers). Often in the phrase big iron. Oppose silicon. See also dinosaur.

### 1.977 Iron Age

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Iron Age: n. In the history of computing, 1961--1971 --- the formative era of commercial mainframe technology, when ferrite-core dinosaurs ruled the earth. The Iron Age began, ironically enough, with the delivery of the first minicomputer (the PDP-1) and ended with the introduction of the first commercial microprocessor (the Intel 4004) in 1971. See also Stone Age; compare elder days.

## 1.978 iron box

iron box: [UNIX/Internet] n. A special environment set up to trap a cracker logging in over remote connections long enough to be traced. May include a modified shell restricting the cracker's movements in unobvious ways, and 'bait' files designed to keep him interested and logged on. See also back door, firewall machine, Venus flytrap, and Clifford Stoll's account in "The Cuckoo's Egg" of how he made and used one (see the Bibliography in appendix C). Compare padded cell.

## 1.979 ironmonger

ironmonger: [IBM] n. A hardware specialist (derogatory). Compare sandbender, polygon pusher.

## 1.980 ITS

ITS:: /I-T-S/ n. 1. Incompatible Time-sharing System, an influential but highly idiosyncratic operating system written for PDP-6s and PDP-10s at MIT and long used at the MIT AI Lab. Much AI-hacker jargon derives from ITS folklore, and to have been 'an ITS hacker' qualifies one instantly as an old-timer of the most venerable sort. ITS pioneered many important innovations, including transparent file sharing between machines and terminal-independent I/O. After about 1982, most actual work was shifted to newer machines, with the remaining ITS boxes run essentially as a hobby and service to the hacker community. The shutdown of the lab's last ITS machine in May 1990 marked the end of an era and sent old-time hackers into mourning nationwide (see high moby). The Royal Institute of Technology in Sweden is maintaining one 'live' ITS site at its computer museum (right next to the only TOPS-10 system still on the Internet), so ITS is still alleged to hold the record for OS in longest continuous use (however, WAITS is a credible rival for this palm). See Appendix A. 2. A mythical image of operating-system perfection worshiped by a bizarre, fervent retro-cult of old-time hackers and

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ex-users (see troglodyte, sense 2). ITS worshipers manage somehow to continue believing that an OS maintained by assembly-language hand-hacking that supported only monospace 6-character filenames in one directory per account remains superior to today's state of commercial art (their venom against UNIX is particularly intense). See also holy wars, Weenix.

### 1.981 IWBNI

IWBNI: // [abbreviation] 'It Would Be Nice If'. Compare WIBNI.

### 1.982 IYFEG

IYFEG: // [USENET] Abbreviation for 'Insert Your Favorite Ethnic Group'. Used as a meta-name when telling ethnic jokes on the net to avoid offending anyone. See JEDR.

### 1.983 J. Random

J. Random: /J rand'm/ n. [generalized from J. Random Hacker] Arbitrary; ordinary; any one; any old. 'J. Random' is often prefixed to a noun to make a name out of it. It means roughly 'some particular' or 'any specific one'. "Would you let J. Random Loser marry your daughter?" The most common uses are 'J. Random Hacker', 'J. Random Loser', and 'J. Random Nerd' ("Should J. Random Loser be allowed to gun down other people?"), but it can be used simply as an elaborate version of random in any sense.

### 1.984 J. Random Hacker

J. Random Hacker: [MIT] /J rand'm hak'r/ n. A mythical figure like the Unknown Soldier; the archetypal hacker nerd. See random, Suzie COBOL. This may originally have been inspired by 'J. Fred Muggs', a show-biz chimpanzee whose name was a household word back in the early days of TMRC, and was probably influenced by 'J. Presper Eckert' (one of the co-inventors of the electronic computer).

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## 1.985 jack in

jack in: v. To log on to a machine or connect to a network or BBS, esp. for purposes of entering a virtual reality simulation such as a MUD or IRC (leaving is "jacking out"). This term derives from cyberpunk SF, in which it was used for the act of plugging an electrode set into neural sockets in order to interface the brain directly to a virtual reality. It is primarily used by MUD and IRC fans and younger hackers on BBS systems.

## 1.986 jaggies

jaggies: /jag'eez/ n. The 'stairstep' effect observable when an edge (esp. a linear edge of very shallow or steep slope) is rendered on a pixel device (as opposed to a vector display).

## 1.987 JCL

JCL: /J-C-L/ n. 1. IBM's supremely rude Job Control Language. JCL is the script language used to control the execution of programs in IBM's batch systems. JCL has a very fascist syntax, and some versions will, for example, barf if two spaces appear where it expects one. Most programmers confronted with JCL simply copy a working file (or card deck), changing the file names. Someone who actually understands and generates unique JCL is regarded with the mixed respect one gives to someone who memorizes the phone book. It is reported that hackers at IBM itself sometimes sing "Who's the breeder of the crud that mangles you and me? I-B-M, J-C-L, M-o-u-s-e" to the tune of the "Mickey Mouse Club" theme to express their opinion of the beast. 2. A comparative for any very rude software that a hacker is expected to use. "That's as bad as JCL." As with COBOL, JCL is often used as an archetype of ugliness even by those who haven't experienced it. See also IBM, fear and loathing.

## 1.988 JEDR

JEDR: // n. Synonymous with IYFEG. At one time, people in the USENET newsgroup rec.humor.funny tended to use 'JEDR' instead of IYFEG or '<ethnic>'; this stemmed from a public attempt to suppress the group once made by a loser with initials JEDR after he was offended by an ethnic joke posted there. (The practice was retconned by the expanding these initials as 'Joke Ethnic/Denomination/Race'.) After much sound and fury JEDR

faded away; this term appears to be doing likewise. JEDR's only permanent effect on the net.culture was to discredit 'sensitivity' arguments for censorship so thoroughly that more recent attempts to raise them have met with immediate and near-universal rejection.

## 1.989 JFCL

JFCL: /jif'kl/, /jaf'kl/, /j\*-fi'kl/ vt., obs. (alt. 'jfcl') To cancel or annul something. "Why don't you jfcl that out?" The fastest do-nothing instruction on older models of the PDP-10 happened to be JFCL, which stands for "Jump if Flag set and then CLeaR the flag"; this does something useful, but is a very fast no-operation if no flag is specified. Geoff Goodfellow, one of the jargon-1 co-authors, had JFCL on the license plate of his BMW for years. Usage: rare except among old-time PDP-10 hackers.

## 1.990 jiffy

jiffy: n. 1. The duration of one tick of the system clock on the computer (see tick). Often one AC cycle time (1/60 second in the U.S. and Canada, 1/50 most other places), but more recently 1/100 sec has become common. "The swapper runs every 6 jiffies" means that the virtual memory management routine is executed once for every 6 ticks of the clock, or about ten times a second. 2. Confusingly, the term is sometimes also used for a 1-millisecond wall time interval. Even more confusingly, physicists semi-jokingly use 'jiffy' to mean the time required for light to travel one foot in a vacuum, which turns out to be close to one \*nanosecond\*. 3. Indeterminate time from a few seconds to forever. "I'll do it in a jiffy" means certainly not now and possibly never. This is a bit contrary to the more widespread use of the word. Oppose nano. See also Real Soon Now.

## 1.991 job security

job security: n. When some piece of code is written in a particularly obscure fashion, and no good reason (such as time or space optimization) can be discovered, it is often said that the programmer was attempting to increase his job security (i.e., by making himself indispensable for maintenance). This sour joke seldom has to be said in full; if two hackers are looking over some code together and one points at a section and says "job security", the other one may just nod.

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## 1.992 jock

jock: n. 1. A programmer who is characterized by large and somewhat brute-force programs. See brute force. 2. When modified by another noun, describes a specialist in some particular computing area. The compounds 'compiler jock' and 'systems jock' seem to be the best-established examples.

## 1.993 joe code

joe code: /joh' kohd'/ n. 1. Code that is overly tense and unmaintainable. "Perl may be a handy program, but if you look at the source, it's complete joe code." 2. Badly written, possibly buggy code.

Correspondents wishing to remain anonymous have fingered a particular Joe at the Lawrence Berkeley Laboratory and observed that usage has drifted slightly; the original sobriquet 'Joe code' was intended in sense 1.

## 1.994 jolix

jolix: n. /joh'liks/ n.,adj. 386BSD, the freeware port of the BSD Net/2 release to the Intel i386 architecture by Bill Jolitz and friends. Used to differentiate from BSDI's port based on the same source tape, which is called BSD/386. See BSD.

## 1.995 JR[LN]

JR[LN]: /J-R-L/, /J-R-N/ n. The names JRL and JRN were sometimes used as example names when discussing a kind of user ID used under TOPS-10 and WAITS; they were understood to be the initials of (fictitious) programmers named 'J. Random Loser' and 'J. Random Nerd' (see J. Random). For example, if one said "To log in, type log one comma jay are en" (that is, "log 1,JRN"), the listener would have understood that he should use his own computer ID in place of 'JRN'.

## 1.996 JRST



JRST: /jerst/ [based on the PDP-10 jump instruction] v., obs. To suddenly change subjects, with no intention of returning to the previous topic. Usage: rather rare except among PDP-10 diehards, and considered silly. See also AOS.

## 1.997 juggling eggs

juggling eggs: vi. Keeping a lot of state in your head while modifying a program. "Don't bother me now, I'm juggling eggs", means that an interrupt is likely to result in the program's being scrambled. In the classic first-contact SF novel "The Mote in God's Eye", by Larry Niven and Jerry Pournelle, an alien describes a very difficult task by saying "We juggle priceless eggs in variable gravity." See also hack mode.

## 1.998 jump off into never-never land

jump off into never-never land: [from J. M. Barrie's "Peter Pan"] v. Same as branch to Fishkill, but more common in technical cultures associated with non-IBM computers that use the term 'jump' rather than 'branch'. Compare hyperspace.

## 1.999 jupiter

jupiter: [IRC] vt. To kill an IRC robot or user and then take its place by adopting its nick so that it cannot reconnect. Named after a particular IRC user who did this to NickServ, the robot in charge of preventing people from inadvertently using a nick claimed by another user.

## 1.1000 K

K: /K/ [from kilo-] n. A kilobyte. Used both as a spoken word and a written suffix (like meg and gig for megabyte and gigabyte). See quantifiers.

## 1.1001 K&R

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K&R: [Kernighan and Ritchie] n. Brian Kernighan and Dennis Ritchie's book "The C Programming Language", esp. the classic and influential first edition (Prentice-Hall 1978; ISBN 0-113-110163-3). Syn. White Book, Old Testament. See also New Testament.

## 1.1002 kahuna

kahuna: /k\*-hoo'n\*/ [IBM: from the Hawaiian title for a shaman] n. Synonym for wizard, guru.

## 1.1003 kamikaze packet

kamikaze packet: n. The 'official' jargon for what is more commonly called a Christmas tree packet. RFC-1025, "TCP and IP Bake Off" says:

10 points for correctly being able to process a "Kamikaze" packet (AKA nastygram, christmas tree packet, lamp test segment, et al.). That is, correctly handle a segment with the maximum combination of features at once (e.g., a SYN URG PUSH FIN segment with options and data).

See also Chernobyl packet.

## 1.1004 kangaroo code

kangaroo code: n. Syn. spaghetti code.

## 1.1005 ken

ken: /ken/ n. 1. [UNIX] Ken Thompson, principal inventor of UNIX. In the early days he used to hand-cut distribution tapes, often with a note that read "Love, ken". Old-timers still use his first name (sometimes uncapitalized, because it's a login name and mail address) in third-person reference; it is widely understood (on USENET, in particular) that without a last name 'Ken' refers only to Ken Thompson. Similarly, Dennis without last name means Dennis Ritchie (and he is often known as dmr). See also demigod, UNIX. 2. A flaming user. This was originated by the Software Support group at Symbolics because the two greatest flamers in the user community were both named Ken.

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## 1.1006 kgbvax

kgbvax: /K-G-B'vaks/ n. See kremvax.

## 1.1007 KIBO

KIBO: /ki:'boh/ 1. [acronym] Knowledge In, Bullshit Out. A summary of what happens whenever valid data is passed through an organization (or person) that deliberately or accidentally disregards or ignores its significance. Consider, for example, what an advertising campaign can do with a product's actual specifications. Compare GIGO; see also SNAFU principle.  
2. James Parry <kibo@world.std.com>, a USENETter infamous for various surrealist net.pranks and an uncanny, machine-assisted knack for joining any thread in which his nom de guerre is mentioned.

## 1.1008 kiboze

kiboze: [USENET] v. To grep the USENET news for a string, especially with the intention of posting a follow-up. This activity was popularised by Kibo (see KIBO, sense 2).

## 1.1009 kick

kick: [IRC] v. To cause somebody to be removed from a IRC channel, an option only available to CHOPs. This is an extreme measure, often used to combat extreme flamage or flooding, but sometimes used at the chop's whim. Compare gun.

## 1.1010 kill file

kill file: [USENET] n. (alt. 'KILL file') Per-user file(s) used by some USENET reading programs (originally Larry Wall's 'rn(1)') to discard summarily (without presenting for reading) articles matching some particularly uninteresting (or unwanted) patterns of subject, author, or other header lines. Thus to add a person (or subject) to one's kill file is to arrange for that person to be ignored by one's newsreader in future. By extension, it may be used for a decision to ignore the person or subject in other media. See also plonk.

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## 1.1011 killer micro

killer micro: [popularized by Eugene Brooks] n. A microprocessor-based machine that infringes on mini, mainframe, or supercomputer performance turf. Often heard in "No one will survive the attack of the killer micros!", the battle cry of the downsizers. Used esp. of RISC architectures.

The popularity of the phrase 'attack of the killer micros' is doubtless reinforced by the movie title "Attack Of The Killer Tomatoes" (one of the canonical examples of so-bad-it's-wonderful among hackers). This has even more flavor now that killer micros have gone on the offensive not just individually (in workstations) but in hordes (within massively parallel computers).

## 1.1012 killer poke

killer poke: n. A recipe for inducing hardware damage on a machine via insertion of invalid values (see poke) into a memory-mapped control register; used esp. of various fairly well-known tricks on bitty boxes without hardware memory management (such as the IBM PC and Commodore PET) that can overload and trash analog electronics in the monitor. See also HCF.

## 1.1013 kilo-

kilo-: [SI] pref. See quantifiers.

## 1.1014 KIPS

KIPS: /kips/ [abbreviation, by analogy with MIPS using K] n. Thousands (\*not\* 1024s) of Instructions Per Second. Usage: rare.

## 1.1015 KISS Principle

KISS Principle: /kis' prin'si-pl/ n. "Keep It Simple, Stupid". A maxim often invoked when discussing design to fend off creeping featurism and control development complexity. Possibly related to the marketroid maxim on sales presentations, "Keep It Short and Simple".

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## 1.1016 kit

kit: [USENET; poss. fr. DEC slang for a full software distribution, as opposed to a patch or upgrade] n. A source software distribution that has been packaged in such a way that it can (theoretically) be unpacked and installed according to a series of steps using only standard UNIX tools, and entirely documented by some reasonable chain of references from the top-level README file. The more general term distribution may imply that special tools or more stringent conditions on the host environment are required.

## 1.1017 klone

klone: /klohn/ n. See clone, sense 4.

## 1.1018 kludge

kludge: /klooj/ or /kluhj/ n. Common (but incorrect) variant of kluge, q.v.

## 1.1019 kluge

kluge: /klooj/ [from the German 'klug', clever] 1. n. A Rube Goldberg (or Heath Robinson) device, whether in hardware or software. (A long-ago "Datamation" article by Jackson Granholme said: "An ill-assorted collection of poorly matching parts, forming a distressing whole.") 2. n. A clever programming trick intended to solve a particular nasty case in an expedient, if not clear, manner. Often used to repair bugs. Often involves ad-hockery and verges on being a crock. In fact, the TMRC Dictionary defined 'kludge' as "a crock that works". 3. n. Something that works for the wrong reason. 4. vt. To insert a kluge into a program. "I've kluged this routine to get around that weird bug, but there's probably a better way." 5. [WPI] n. A feature that is implemented in a rude manner.

Nowadays this term is often encountered in the variant spelling 'kludge'. Reports from old farts are consistent that 'kluge' was the original spelling, reported around computers as far back as the mid-1950s and, at that time, used exclusively of \*hardware\* kluges. In 1947, the "New York Folklore Quarterly" reported a classic shaggy-dog story 'Murgatroyd the Kluge Maker' then current in the Armed Forces, in which a 'kluge' was a complex and puzzling artifact with a trivial function. Other sources report that 'kluge' was common Navy slang in the WWII era

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for any piece of electronics that worked well on shore but consistently failed at sea.

However, there is reason to believe this slang use may be a decade older. Several respondents have connected it to the brand name of a device called a "Kluge paper feeder" dating back at least to 1935, an adjunct to mechanical printing presses. The Kluge feeder was designed before small, cheap electric motors and control electronics; it relied on a fiendishly complex assortment of cams, belts, and linkages to both power and synchronize all its operations from one motive driveshaft. It was accordingly temperamental, subject to frequent breakdowns, and devilishly difficult to repair --- but oh, so clever! One traditional folk etymology of 'kluge' makes it the name of a design engineer; in fact, 'Kluge' is a surname in German, and the designer of the Kluge feeder may well have been the man behind this myth.

TMRC and the MIT hacker culture of the early '60s seems to have developed in a milieu that remembered and still used some WWII military slang (see also foobar). It seems likely that 'kluge' came to MIT via alumni of the many military electronics projects that had been located in Cambridge (many in MIT's venerable Building 20, in which TMRC is also located) during the war.

The variant 'kludge' was apparently popularized by the Datamation article mentioned above; it was titled "How to Design a Kludge" (February 1962, pp. 30, 31). Some people who encountered the word first in print or on-line jumped to the reasonable but incorrect conclusion that the word should be pronounced /kluhj/ (rhyming with 'sludge'). The result of this tangled history is a mess; in 1993, many (perhaps even most) hackers pronounce the word correctly as /klooj/ but spell it incorrectly as 'kludge' (compare the pronunciation drift of mung). Some observers consider this appropriate in view of its meaning.

## 1.1020 kluge around

kluge around: vt. To avoid a bug or difficult condition by inserting a kluge. Compare workaround.

## 1.1021 kluge up

kluge up: vt. To lash together a quick hack to perform a task; this is milder than cruft together and has some of the connotations of hack up (note, however, that the construction 'kluge on' corresponding to hack on is never used). "I've kluged up this routine to dump the buffer contents to a safe place."

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## 1.1022 Knights of the Lambda Calculus

Knights of the Lambda Calculus: n. A semi-mythical organization of wizardly LISP and Scheme hackers. The name refers to a mathematical formalism invented by Alonzo Church, with which LISP is intimately connected. There is no enrollment list and the criteria for induction are unclear, but one well-known LISPer has been known to give out buttons and, in general, the \*members\* know who they are....

## 1.1023 Knuth

Knuth: /knooth/ [Donald E. Knuth's "The Art of Computer Programming"] n. Mythically, the reference that answers all questions about data structures or algorithms. A safe answer when you do not know: "I think you can find that in Knuth." Contrast literature, the. See also bible.

## 1.1024 kremvax

kremvax: /krem-vaks/ [from the then large number of USENET VAXen with names of the form foovax] n. Originally, a fictitious USENET site at the Kremlin, announced on April 1, 1984 in a posting ostensibly originated there by Soviet leader Konstantin Chernenko. The posting was actually forged by Piet Beertema as an April Fool's joke. Other fictitious sites mentioned in the hoax were moskvax and kgbvax. This was probably the funniest of the many April Fool's forgeries perpetrated on USENET (which has negligible security against them), because the notion that USENET might ever penetrate the Iron Curtain seemed so totally absurd at the time.

In fact, it was only six years later that the first genuine site in Moscow, demos.su, joined USENET. Some readers needed convincing that the postings from it weren't just another prank. Vadim Antonov, senior programmer at Demos and the major poster from there up to mid-1991, was quite aware of all this, referred to it frequently in his own postings, and at one point twitted some credulous readers by blandly asserting that he \*was\* a hoax!

Eventually he even arranged to have the domain's gateway site \*named\* kremvax, thus neatly turning fiction into truth and demonstrating that the hackish sense of humor transcends cultural barriers. [Mr. Antonov also contributed the Russian-language material for this lexicon. --- ESR]

In an even more ironic historical footnote, kremvax became an electronic center of the anti-communist resistance during the bungled hard-line coup of August 1991. During those three days the

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Soviet UUCP network centered on kremvax became the only trustworthy news source for many places within the USSR. Though the sysops were concentrating on internal communications, cross-border postings included immediate transliterations of Boris Yeltsin's decrees condemning the coup and eyewitness reports of the demonstrations in Moscow's streets. In those hours, years of speculation that totalitarianism would prove unable to maintain its grip on politically-loaded information in the age of computer networking were proved devastatingly accurate --- and the original kremvax joke became a reality as Yeltsin and the new Russian revolutionaries of 'glasnost' and 'perestroika' made kremvax one of the timeliest means of their outreach to the West.

### 1.1025 kyrka

kyrka: /shir'k\*/ [Swedish] n. See feature key.

### 1.1026 lace card

lace card: n. obs. A punched card with all holes punched (also called a 'whoopee card' or 'ventilator card'). Card readers tended to jam when they got to one of these, as the resulting card had too little structural strength to avoid buckling inside the mechanism. Card punches could also jam trying to produce these things owing to power-supply problems. When some practical joker fed a lace card through the reader, you needed to clear the jam with a 'card knife' --- which you used on the joker first.

### 1.1027 language lawyer

language lawyer: n. A person, usually an experienced or senior software engineer, who is intimately familiar with many or most of the numerous restrictions and features (both useful and esoteric) applicable to one or more computer programming languages. A language lawyer is distinguished by the ability to show you the five sentences scattered through a 200-plus-page manual that together imply the answer to your question "if only you had thought to look there". Compare wizard, legal, legalese.



## 1.1028 languages of choice

languages of choice: n. C and LISP. Nearly every hacker knows one of these, and most good ones are fluent in both. Smalltalk and Prolog are also popular in small but influential communities.

There is also a rapidly dwindling category of older hackers with FORTRAN, or even assembler, as their language of choice. They often prefer to be known as Real Programmers, and other hackers consider them a bit odd (see "The Story of Mel, a Real Programmer" in Appendix A). Assembler is generally no longer considered interesting or appropriate for anything but HLL implementation, glue, and a few time-critical and hardware-specific uses in systems programs. FORTRAN occupies a shrinking niche in scientific programming.

Most hackers tend to frown on languages like Pascal and Ada, which don't give them the near-total freedom considered necessary for hacking (see bondage-and-discipline language), and to regard everything even remotely connected with COBOL or other traditional card walloper languages as a total and unmitigated loss.

## 1.1029 larval stage

larval stage: n. Describes a period of monomaniacal concentration on coding apparently passed through by all fledgling hackers. Common symptoms include the perpetration of more than one 36-hour hacking run in a given week; neglect of all other activities including usual basics like food, sleep, and personal hygiene; and a chronic case of advanced bleary-eye. Can last from 6 months to 2 years, the apparent median being around 18 months. A few so afflicted never resume a more 'normal' life, but the ordeal seems to be necessary to produce really wizardly (as opposed to merely competent) programmers. See also wannabee. A less protracted and intense version of larval stage (typically lasting about a month) may recur when one is learning a new OS or programming language.

## 1.1030 lase

lase: /layz/ vt. To print a given document via a laser printer. "OK, let's lase that sucker and see if all those graphics-macro calls did the right things."

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### 1.1031 laser chicken

laser chicken: n. Kung Pao Chicken, a standard Chinese dish containing chicken, peanuts, and hot red peppers in a spicy pepper-oil sauce. Many hackers call it 'laser chicken' for two reasons: It can zap you just like a laser, and the sauce has a red color reminiscent of some laser beams.

In a variation on this theme, it is reported that some Australian hackers have redesignated the common dish 'lemon chicken' as 'Chernobyl Chicken'. The name is derived from the color of the sauce, which is considered bright enough to glow in the dark (as, mythically, do some of the inhabitants of Chernobyl).

### 1.1032 Lasherism

Lasherism: [Harvard] n. A program that solves a standard problem (such as the Eight Queens puzzle or implementing the life algorithm) in a deliberately nonstandard way. Distinguished from a crock or kluge by the fact that the programmer did it on purpose as a mental exercise. Such constructions are quite popular in exercises such as the Obfuscated C contest, and occasionally in retrocomputing. Lew Lasher was a student at Harvard around 1980 who became notorious for such behavior.

### 1.1033 laundromat

laundromat: n. Syn. disk farm; see washing machine.

### 1.1034 LDB

LDB: /l\*'d\*b/ [from the PDP-10 instruction set] vt. To extract from the middle. "LDB me a slice of cake, please." This usage has been kept alive by Common LISP's function of the same name. Considered silly. See also DPB.

### 1.1035 leaf site

leaf site: n. A machine that merely originates and reads USENET news or mail, and does not relay any third-party traffic. Often uttered in a critical tone; when the ratio of leaf sites to backbone, rib, and other relay sites gets too high, the network tends to develop bottlenecks. Compare backbone site, rib

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site.

## 1.1036 leak

**leak:** n. With qualifier, one of a class of resource-management bugs that occur when resources are not freed properly after operations on them are finished, so they effectively disappear (leak out). This leads to eventual exhaustion as new allocation requests come in. memory leak and fd leak have their own entries; one might also refer, to, say, a 'window handle leak' in a window system.

## 1.1037 leaky heap

**leaky heap:** [Cambridge] n. An arena with a memory leak.

## 1.1038 leapfrog attack

**leapfrog attack:** n. Use of userid and password information obtained illicitly from one host (e.g., downloading a file of account IDs and passwords, tapping TELNET, etc.) to compromise another host. Also, the act of TELNETting through one or more hosts in order to confuse a trace (a standard cracker procedure).

## 1.1039 legal

**legal:** adj. Loosely used to mean 'in accordance with all the relevant rules', esp. in connection with some set of constraints defined by software. "The older += alternate for += is no longer legal syntax in ANSI C." "This parser processes each line of legal input the moment it sees the trailing linefeed." Hackers often model their work as a sort of game played with the environment in which the objective is to maneuver through the thicket of 'natural laws' to achieve a desired objective. Their use of 'legal' is flavored as much by this game-playing sense as by the more conventional one having to do with courts and lawyers. Compare language lawyer, legalese.

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## 1.1040 legalese

legalese: n. Dense, pedantic verbiage in a language description, product specification, or interface standard; text that seems designed to obfuscate and requires a language lawyer to parse it. Though hackers are not afraid of high information density and complexity in language (indeed, they rather enjoy both), they share a deep and abiding loathing for legalese; they associate it with deception, suits, and situations in which hackers generally get the short end of the stick.

## 1.1041 LER

LER: /L-E-R/ [TMRC, from 'Light-Emitting Diode'] n. A light-emitting resistor (that is, one in the process of burning up). Ohm's law was broken. See also SED.

## 1.1042 LERP

LERP: /lerp/ vi., n. Quasi-acronym for Linear Interpolation, used as a verb or noun for the operation. "Bresenham's algorithm lerps incrementally between the two endpoints of the line."

## 1.1043 let the smoke out

let the smoke out: v. To fry hardware (see fried). See magic smoke for a discussion of the underlying mythology.

## 1.1044 letterbomb

letterbomb: 1. n. A piece of email containing live data intended to do nefarious things to the recipient's machine or terminal. It is possible, for example, to send letterbombs that will lock up some specific kinds of terminals when they are viewed, so thoroughly that the user must cycle power (see cycle, sense 3) to unwedge them. Under UNIX, a letterbomb can also try to get part of its contents interpreted as a shell command to the mailer. The results of this could range from silly to tragic. See also Trojan horse; compare nastygram. 2. Loosely, a mailbomb.

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## 1.1045 lexer

lexer: /lek'sr/ n. Common hacker shorthand for 'lexical analyzer', the input-tokenizing stage in the parser for a language (the part that breaks it into word-like pieces). "Some C lexers get confused by the old-style compound ops like '=-'."

## 1.1046 lexiphage

lexiphage: /lek'si-fayj'/ n. A notorious word chomper on ITS. See bagbiter. This program would draw on a selected victim's bitmapped terminal the words "THE BAG" in ornate letters, followed a pair of jaws biting pieces of it off.

## 1.1047 life

life: n. 1. A cellular-automata game invented by John Horton Conway and first introduced publicly by Martin Gardner ("Scientific American", October 1970); the game's popularity had to wait a few years for computers on which it could reasonably be played, as it's no fun to simulate the cells by hand. Many hackers pass through a stage of fascination with it, and hackers at various places contributed heavily to the mathematical analysis of this game (most notably Bill Gosper at MIT, who even implemented life in TECO!; see Gosperism). When a hacker mentions 'life', he is much more likely to mean this game than the magazine, the breakfast cereal, or the human state of existence. 2. The opposite of USENET. As in "Get a life!"

## 1.1048 Life is hard

Life is hard: [XEROX PARC] prov. This phrase has two possible interpretations: (1) "While your suggestion may have some merit, I will behave as though I hadn't heard it." (2) "While your suggestion has obvious merit, equally obvious circumstances prevent it from being seriously considered." The charm of the phrase lies precisely in this subtle but important ambiguity.

## 1.1049 light pipe

light pipe: n. Fiber optic cable. Oppose copper.

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## 1.1050 lightweight

lightweight: adj. Opposite of heavyweight; usually found in combining forms such as 'lightweight process'.

## 1.1051 like kicking dead whales down the beach

like kicking dead whales down the beach: adj. Describes a slow, difficult, and disgusting process. First popularized by a famous quote about the difficulty of getting work done under one of IBM's mainframe OSes. "Well, you *could* write a C compiler in COBOL, but it would be like kicking dead whales down the beach." See also fear and loathing.

## 1.1052 like nailing jelly to a tree

like nailing jelly to a tree: adj. Used to describe a task thought to be impossible, esp. one in which the difficulty arises from poor specification or inherent slipperiness in the problem domain. "Trying to display the 'prettiest' arrangement of nodes and arcs that diagrams a given graph is like nailing jelly to a tree, because nobody's sure what 'prettiest' means algorithmically."

## 1.1053 line 666

line 666: [from Christian eschatological myth] n. The notional line of source at which a program fails for obscure reasons, implying either that *somebody* is out to get it (when you are the programmer), or that it richly deserves to be so gotten (when you are not). "It works when I trace through it, but seems to crash on line 666 when I run it." "What happens is that whenever a large batch comes through, mmdf dies on the Line of the Beast. Probably some twit hardcoded a buffer size."

## 1.1054 line eater, the

line eater, the: [USENET] n. 1. A bug in some now-obsolete versions of the netnews software that used to eat up to BUFSIZ bytes of the article text. The bug was triggered by having the text of the article start with a space or tab. This bug was quickly personified as a mythical creature called the 'line eater', and postings often included a dummy line of 'line eater food'. Ironically, line eater 'food' not beginning with a space or

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tab wasn't actually eaten, since the bug was avoided; but if there *\*was\** a space or tab before it, then the line eater would eat the food *\*and\** the beginning of the text it was supposed to be protecting. The practice of 'sacrificing to the line eater' continued for some time after the bug had been nailed to the wall, and is still humorously referred to. The bug itself is still (in mid-1991) occasionally reported to be lurking in some mail-to-netnews gateways. 2. See NSA line eater.

## 1.1055 line noise

line noise: n. 1. [techspeak] Spurious characters due to electrical noise in a communications link, especially an RS-232 serial connection. Line noise may be induced by poor connections, interference or crosstalk from other circuits, electrical storms, cosmic rays, or (notionally) birds crapping on the phone wires. 2. Any chunk of data in a file or elsewhere that looks like the results of line noise in sense 1. 3. Text that is theoretically a readable text or program source but employs syntax so bizarre that it looks like line noise in senses 1 or 2. Yes, there are languages this ugly. The canonical example is TECO; it is often claimed that "TECO's input syntax is indistinguishable from line noise." Other non-WYSIWYG editors, such as Multics 'qed' and Unix 'ed', in the hands of a real hacker, also qualify easily, as do deliberately obfuscated languages such as INTERCAL.

## 1.1056 line starve

line starve: [MIT] 1. vi. To feed paper through a printer the wrong way by one line (most printers can't do this). On a display terminal, to move the cursor up to the previous line of the screen. "To print 'X squared', you just output 'X', line starve, '2', line feed." (The line starve causes the '2' to appear on the line above the 'X', and the line feed gets back to the original line.) 2. n. A character (or character sequence) that causes a terminal to perform this action. ASCII 0011010, also called SUB or control-Z, was one common line-starve character in the days before microcomputers and the X3.64 terminal standard. Unlike 'line feed', 'line starve' is *\*not\** standard ASCII terminology. Even among hackers it is considered a bit silly. 3. [proposed] A sequence such as \c (used in System V echo, as well as nroff and troff) that suppresses a newline or other character(s) that would normally be emitted.

## 1.1057 link farm

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link farm: [UNIX] n. A directory tree that contains many links to files in a master directory tree of files. Link farms save space when one is maintaining several nearly identical copies of the same source tree --- for example, when the only difference is architecture-dependent object files. "Let's freeze the source and then rebuild the FROBOZZ-3 and FROBOZZ-4 link farms." Link farms may also be used to get around restrictions on the number of '-I' (include-file directory) arguments on older C preprocessors. However, they can also get completely out of hand, becoming the filesystem equivalent of spaghetti code.

### 1.1058 link-dead

link-dead: [MUD] adj. Said of a MUD character who has frozen in place because of a dropped Internet connection.

### 1.1059 lint

lint: [from UNIX's 'lint(1)', named for the bits of fluff it supposedly picks from programs] 1. vt. To examine a program closely for style, language usage, and portability problems, esp. if in C, esp. if via use of automated analysis tools, most esp. if the UNIX utility 'lint(1)' is used. This term used to be restricted to use of 'lint(1)' itself, but (judging by references on USENET) it has become a shorthand for desk check at some non-UNIX shops, even in languages other than C. Also as v. delint. 2. n. Excess verbiage in a document, as in "This draft has too much lint".

### 1.1060 lion food

lion food: [IBM] n. Middle management or HQ staff (or, by extension, administrative drones in general). From an old joke about two lions who, escaping from the zoo, split up to increase their chances but agree to meet after 2 months. When they finally meet, one is skinny and the other overweight. The thin one says: "How did you manage? I ate a human just once and they turned out a small army to chase me --- guns, nets, it was terrible. Since then I've been reduced to eating mice, insects, even grass." The fat one replies: "Well, \*I\* hid near an IBM office and ate a manager a day. And nobody even noticed!"



## 1.1061 Lions Book

Lions Book: n. "Source Code and Commentary on UNIX level 6", by John Lions. The two parts of this book contained (1) the entire source listing of the UNIX Version 6 kernel, and (2) a commentary on the source discussing the algorithms. These were circulated internally at the University of New South Wales beginning 1976--77, and were, for years after, the *\*only\** detailed kernel documentation available to anyone outside Bell Labs. Because Western Electric wished to maintain trade secret status on the kernel, the Lions book was never formally published and was only supposed to be distributed to affiliates of source licensees (it is still possible to get a Bell Labs reprint of the book by sending a copy of a V6 source license to the right person at Bellcore, but *\*real\** insiders have the UNSW edition). In spite of this, it soon spread by samizdat to a good many of the early UNIX hackers.

## 1.1062 LISP

LISP: [from 'LISt Processing language', but mythically from 'Lots of Irritating Superfluous Parentheses'] n. AI's mother tongue, a language based on the ideas of (a) variable-length lists and trees as fundamental data types, and (b) the interpretation of code as data and vice-versa. Invented by John McCarthy at MIT in the late 1950s, it is actually older than any other HLL still in use except FORTRAN. Accordingly, it has undergone considerable adaptive radiation over the years; modern variants are quite different in detail from the original LISP 1.5. The dominant HLL among hackers until the early 1980s, LISP now shares the throne with C. See languages of choice.

All LISP functions and programs are expressions that return values; this, together with the high memory utilization of LISPs, gave rise to Alan Perlis's famous quip (itself a take on an Oscar Wilde quote) that "LISP programmers know the value of everything and the cost of nothing".

One significant application for LISP has been as a proof by example that most newer languages, such as COBOL and Ada, are full of unnecessary crocks. When the Right Thing has already been done once, there is no justification for bogosity in newer languages.

## 1.1063 literature, the

literature, the: n. Computer-science journals and other publications, vaguely gestured at to answer a question that the speaker believes is trivial. Thus, one might answer an annoying question by saying "It's in the literature." Oppose

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Knuth, which has no connotation of triviality.

## 1.1064 lithium lick

**lithium lick:** n. [NeXT] n. Steve Jobs. Employees who have gotten too much attention from their esteemed founder are said to have 'lithium lick' when they begin to show signs of Jobsian fervor and repeat the most recent catch phrases in normal conversation --- for example, "It just works, right out of the box!"

## 1.1065 little-endian

**little-endian:** adj. Describes a computer architecture in which, within a given 16- or 32-bit word, bytes at lower addresses have lower significance (the word is stored 'little-end-first'). The PDP-11 and VAX families of computers and Intel microprocessors and a lot of communications and networking hardware are little-endian. See big-endian, middle-endian, NUXI problem. The term is sometimes used to describe the ordering of units other than bytes; most often, bits within a byte.

## 1.1066 live data

**live data:** n. 1. Data that is written to be interpreted and takes over program flow when triggered by some un-obvious operation, such as viewing it. One use of such hacks is to break security. For example, some smart terminals have commands that allow one to download strings to program keys; this can be used to write live data that, when listed to the terminal, infects it with a security-breaking virus that is triggered the next time a hapless user strikes that key. For another, there are some well-known bugs in vi that allow certain texts to send arbitrary commands back to the machine when they are simply viewed. 2. In C code, data that includes pointers to function hooks (executable code). 3. An object, such as a trampoline, that is constructed on the fly by a program and intended to be executed as code. 4. Actual real-world data, as opposed to 'test data'. For example, "I think I have the record deletion module finished." "Have you tried it out on live data?" This usage usually carries the connotation that live data is more fragile and must not be corrupted, or bad things will happen. So a more appropriate response to the above claim might be: "Well, make sure it works perfectly before we throw live data at it." The implication here is that record deletion is something pretty significant, and a haywire record-deletion module running amok on live data would probably cause great harm.

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## 1.1067 Live Free Or Die!

Live Free Or Die!: imp. 1. The state motto of New Hampshire, which appears on that state's automobile license plates. 2. A slogan associated with UNIX in the romantic days when UNIX aficionados saw themselves as a tiny, beleaguered underground tilting against the windmills of industry. The "free" referred specifically to freedom from the fascist design philosophies and crufty misfeatures common on commercial operating systems. Armando Stettner, one of the early UNIX developers, used to give out fake license plates bearing this motto under a large UNIX, all in New Hampshire colors of green and white. These are now valued collector's items.

## 1.1068 livelock

livelock: /li:v'lok/ n. A situation in which some critical stage of a task is unable to finish because its clients perpetually create more work for it to do after they have been serviced but before it can clear its queue. Differs from deadlock in that the process is not blocked or waiting for anything, but has a virtually infinite amount of work to do and can never catch up.

## 1.1069 liveware

liveware: /li:v'weir/ n. 1. Synonym for wetware. Less common. 2. [Cambridge] Vermin. "Waiter, there's some liveware in my salad..."

## 1.1070 lobotomy

lobotomy: n. 1. What a hacker subjected to formal management training is said to have undergone. At IBM and elsewhere this term is used by both hackers and low-level management; the latter doubtless intend it as a joke. 2. The act of removing the processor from a microcomputer in order to replace or upgrade it. Some very cheap clone systems are sold in 'lobotomized' form --- everything but the brain.

## 1.1071 locals, the

locals, the: pl.n. The users on one's local network (as opposed, say, to people one reaches via public Internet or UUCP connects). The marked thing about this usage is how little it has to do with real-space distance. "I have to do some tweaking on this mail utility before releasing it to the locals."

### 1.1072 locked and loaded

locked and loaded: [from military slang for an M-16 rifle with magazine inserted and prepared for firing] adj. Said of a removable disk volume properly prepared for use --- that is, locked into the drive and with the heads loaded. Ironically, because their heads are 'loaded' whenever the power is up, this description is never used of Winchester drives (which are named after a rifle).

### 1.1073 locked up

locked up: adj. Syn. for hung, wedged.

### 1.1074 logic bomb

logic bomb: n. Code surreptitiously inserted into an application or OS that causes it to perform some destructive or security-compromising activity whenever specified conditions are met. Compare back door.

### 1.1075 logical

logical: [from the technical term 'logical device', wherein a physical device is referred to by an arbitrary 'logical' name] adj. Having the role of. If a person (say, Les Earnest at SAIL) who had long held a certain post left and were replaced, the replacement would for a while be known as the 'logical' Les Earnest. (This does not imply any judgment on the replacement.) Compare virtual.

At Stanford, 'logical' compass directions denote a coordinate system in which 'logical north' is toward San Francisco, 'logical west' is toward the ocean, etc., even though logical north varies between physical (true) north near San Francisco and physical west near San Jose. (The best rule of thumb here is that, by definition, El Camino Real always runs logical north-and-south.) In giving directions, one might say: "To get to Rincon Tarasco

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restaurant, get onto El Camino Bignum going logical north." Using the word 'logical' helps to prevent the recipient from worrying about that the fact that the sun is setting almost directly in front of him. The concept is reinforced by North American highways which are almost, but not quite, consistently labeled with logical rather than physical directions. A similar situation exists at MIT: Route 128 (famous for the electronics industry that has grown up along it) is a 3-quarters circle surrounding Boston at a radius of 10 miles, terminating near the coastline at each end. It would be most precise to describe the two directions along this highway as 'clockwise' and 'counterclockwise', but the road signs all say "north" and "south", respectively. A hacker might describe these directions as 'logical north' and 'logical south', to indicate that they are conventional directions not corresponding to the usual denotation for those words. (If you went logical south along the entire length of route 128, you would start out going northwest, curve around to the south, and finish headed due east, passing along one infamous stretch of pavement that is simultaneously route 128 south and Interstate 93 north, and is signed as such!)

## 1.1076 loop through

loop through: vt. To process each element of a list of things. "Hold on, I've got to loop through my paper mail." Derives from the computer-language notion of an iterative loop; compare 'cdr down' (under cdr), which is less common among C and UNIX programmers. ITS hackers used to say 'IRP over' after an obscure pseudo-op in the MIDAS PDP-10 assembler.

## 1.1077 loose bytes

loose bytes: n. Commonwealth hackish term for the padding bytes or shims many compilers insert between members of a record or structure to cope with alignment requirements imposed by the machine architecture.

## 1.1078 lord high fixer

lord high fixer: [primarily British, from Gilbert & Sullivan's 'lord high executioner'] n. The person in an organization who knows the most about some aspect of a system. See wizard.

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## 1.1079 lose

lose: [MIT] vi. 1. To fail. A program loses when it encounters an exceptional condition or fails to work in the expected manner. 2. To be exceptionally unesthetic or crocky. 3. Of people, to be obnoxious or unusually stupid (as opposed to ignorant). See also deserves to lose. 4. n. Refers to something that is losing, especially in the phrases "That's a lose!" and "What a lose!"

## 1.1080 lose lose

lose lose: interj. A reply to or comment on an undesirable situation. "I accidentally deleted all my files!" "Lose, lose."

## 1.1081 loser

loser: n. An unexpectedly bad situation, program, programmer, or person. Someone who habitually loses. (Even winners can lose occasionally.) Someone who knows not and knows not that he knows not. Emphatic forms are 'real loser', 'total loser', and 'complete loser' (but not \*\*'moby loser', which would be a contradiction in terms). See luser.

## 1.1082 losing

losing: adj. Said of anything that is or causes a lose or lossage.

## 1.1083 loss

loss: n. Something (not a person) that loses; a situation in which something is losing. Emphatic forms include 'moby loss', and 'total loss', 'complete loss'. Common interjections are "What a loss!" and "What a moby loss!" Note that 'moby loss' is OK even though \*\*'moby loser' is not used; applied to an abstract noun, moby is simply a magnifier, whereas when applied to a person it implies substance and has positive connotations. Compare lossage.

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## 1.1084 lossage

lossage: /los'\*j/ n. The result of a bug or malfunction. This is a mass or collective noun. "What a loss!" and "What lossage!" are nearly synonymous. The former is slightly more particular to the speaker's present circumstances; the latter implies a continuing lose of which the speaker is currently a victim. Thus (for example) a temporary hardware failure is a loss, but bugs in an important tool (like a compiler) are serious lossage.

## 1.1085 lost in the noise

lost in the noise: adj. Syn. lost in the underflow. This term is from signal processing, where signals of very small amplitude cannot be separated from low-intensity noise in the system. Though popular among hackers, it is not confined to hackerdom; physicists, engineers, astronomers, and statisticians all use it.

## 1.1086 lost in the underflow

lost in the underflow: adj. Too small to be worth considering; more specifically, small beyond the limits of accuracy or measurement. This is a reference to 'floating underflow', a condition that can occur when a floating-point arithmetic processor tries to handle quantities smaller than its limit of magnitude. It is also a pun on 'undertow' (a kind of fast, cold current that sometimes runs just offshore and can be dangerous to swimmers). "Well, sure, photon pressure from the stadium lights alters the path of a thrown baseball, but that effect gets lost in the underflow." Compare epsilon, epsilon squared; see also overflow bit.

## 1.1087 lots of MIPS but no I/O

lots of MIPS but no I/O: adj. Used to describe a person who is technically brilliant but can't seem to communicate with human beings effectively. Technically it describes a machine that has lots of processing power but is bottlenecked on input-output (in 1991, the IBM Rios, a.k.a. RS/6000, is a notorious recent example).

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## 1.1088 low-bandwidth

low-bandwidth: [from communication theory] adj. Used to indicate a talk that, although not content-free, was not terribly informative. "That was a low-bandwidth talk, but what can you expect for an audience of suits!" Compare zero-content, bandwidth, math-out.

## 1.1089 LPT

LPT: /L-P-T/ or /lip'it/ or /lip-it'/ n. Line printer, of course. Rare under UNIX, more common among hackers who grew up with ITS, MS-DOS, CP/M and other operating systems that were strongly influenced by early DEC conventions.

## 1.1090 Lubarsky's Law of Cybernetic Entomology

Lubarsky's Law of Cybernetic Entomology: prov. "There is *\*always\** one more bug."

## 1.1091 lunatic fringe

lunatic fringe: [IBM] n. Customers who can be relied upon to accept release 1 versions of software.

## 1.1092 lurker

lurker: n. One of the 'silent majority' in a electronic forum; one who posts occasionally or not at all but is known to read the group's postings regularly. This term is not pejorative and indeed is casually used reflexively: "Oh, I'm just lurking." Often used in 'the lurkers', the hypothetical audience for the group's flamage-emitting regulars.

## 1.1093 luser

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**luser:** /loo'zr/ n. A user; esp. one who is also a loser. (luser and loser are pronounced identically.) This word was coined around 1975 at MIT. Under ITS, when you first walked up to a terminal at MIT and typed Control-Z to get the computer's attention, it printed out some status information, including how many people were already using the computer; it might print "14 users", for example. Someone thought it would be a great joke to patch the system to print "14 losers" instead. There ensued a great controversy, as some of the users didn't particularly want to be called losers to their faces every time they used the computer. For a while several hackers struggled covertly, each changing the message behind the back of the others; any time you logged into the computer it was even money whether it would say "users" or "losers". Finally, someone tried the compromise "lusers", and it stuck. Later one of the ITS machines supported 'luser' as a request-for-help command. ITS died the death in mid-1990, except as a museum piece; the usage lives on, however, and the term 'luser' is often seen in program comments.

## 1.1094 M

**M:** [SI] pref. (on units) suff. (on numbers) See quantifiers.

## 1.1095 macdink

**macdink:** /mak'dink/ [from the Apple Macintosh, which is said to encourage such behavior] vt. To make many incremental and unnecessary cosmetic changes to a program or file. Often the subject of the macdinking would be better off without them. "When I left at 11 P.M. last night, he was still macdinking the slides for his presentation." See also fritterware, window shopping.

## 1.1096 machinable

**machinable:** adj. Machine-readable. Having the softcopy nature.

## 1.1097 machoflops

**machoflops:** /mach'oh-flops/ [pun on 'megaflops', a coinage for 'millions of Floating-point Operations Per Second'] n. Refers to artificially inflated performance figures often quoted by computer manufacturers. Real applications are lucky to get half the quoted speed. See Your mileage may vary, benchmark.

## 1.1098 Macintoy

**Macintoy:** /mak'in-toy/ n. The Apple Macintosh, considered as a toy. Less pejorative than Macintrash.

## 1.1099 Macintrash

**Macintrash:** /mak'in-trash'/ n. The Apple Macintosh, as described by a hacker who doesn't appreciate being kept away from the \*real computer\* by the interface. The term maggotbox has been reported in regular use in the Research Triangle area of North Carolina. Compare Macintoy. See also beige toaster, WIMP environment, point-and-drool interface, drool-proof paper, user-friendly.

## 1.1100 macro

**macro:** /mak'roh/ [techspeak] n. A name (possibly followed by a formal arg list) that is equated to a text or symbolic expression to which it is to be expanded (possibly with the substitution of actual arguments) by a macro expander. This definition can be found in any technical dictionary; what those won't tell you is how the hackish connotations of the term have changed over time.

The term 'macro' originated in early assemblers, which encouraged the use of macros as a structuring and information-hiding device. During the early 1970s, macro assemblers became ubiquitous, and sometimes quite as powerful and expensive as HLLs, only to fall from favor as improving compiler technology marginalized assembler programming (see languages of choice). Nowadays the term is most often used in connection with the C preprocessor, LISP, or one of several special-purpose languages built around a macro-expansion facility (such as TeX or UNIX's [nt]roff suite).

Indeed, the meaning has drifted enough that the collective 'macros' is now sometimes used for code in any special-purpose application control language (whether or not the language is actually translated by text expansion), and for macro-like entities such as the 'keyboard macros' supported in some text editors

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(and PC TSR or Macintosh INIT/CDEV keyboard enhancers).

### 1.1101 macro-

macro-: pref. Large. Opposite of micro-. In the mainstream and among other technical cultures (for example, medical people) this competes with the prefix mega-, but hackers tend to restrict the latter to quantification.

### 1.1102 macrology

macrology: /mak-rol'\*-jee/ n. 1. Set of usually complex or crufty macros, e.g., as part of a large system written in LISP, TECO, or (less commonly) assembler. 2. The art and science involved in comprehending a macrology in sense 1. Sometimes studying the macrology of a system is not unlike archeology, ecology, or theology, hence the sound-alike construction. See also boxology.

### 1.1103 macrotape

macrotape: /mak'roh-tayp/ n. An industry-standard reel of tape, as opposed to a microtape. See also round tape.

### 1.1104 maggotbox

maggotbox: /mag'\*t-boks/ n. See Macintrash. This is even more derogatory.

### 1.1105 magic

magic: adj. 1. As yet unexplained, or too complicated to explain; compare automagically and (Arthur C.) Clarke's Third Law: "Any sufficiently advanced technology is indistinguishable from magic." "TTY echoing is controlled by a large number of magic bits." "This routine magically computes the parity of an 8-bit byte in three instructions." 2. Characteristic of something that works although no one really understands why (this is especially called black magic). 3. [Stanford] A feature not generally publicized that allows something otherwise impossible, or a feature

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formerly in that category but now unveiled. Compare black magic, wizardly, deep magic, heavy wizardry.

For more about hackish 'magic', see A Story About 'Magic' (in Appendix A).

## 1.1106 magic cookie

magic cookie: [UNIX] n. 1. Something passed between routines or programs that enables the receiver to perform some operation; a capability ticket or opaque identifier. Especially used of small data objects that contain data encoded in a strange or intrinsically machine-dependent way. E.g., on non-UNIX OSes with a non-byte-stream model of files, the result of 'ftell(3)' may be a magic cookie rather than a byte offset; it can be passed to 'fseek(3)', but not operated on in any meaningful way. The phrase 'it hands you a magic cookie' means it returns a result whose contents are not defined but which can be passed back to the same or some other program later. 2. An in-band code for changing graphic rendition (e.g., inverse video or underlining) or performing other control functions (see also cookie). Some older terminals would leave a blank on the screen corresponding to mode-change magic cookies; this was also called a glitch (or occasionally a 'turd'; compare mouse droppings). See also cookie.

## 1.1107 magic number

magic number: [UNIX/C] n. 1. In source code, some non-obvious constant whose value is significant to the operation of a program and that is inserted inconspicuously in-line (hardcoded), rather than expanded in by a symbol set by a commented '#define'. Magic numbers in this sense are bad style. 2. A number that encodes critical information used in an algorithm in some opaque way. The classic examples of these are the numbers used in hash or CRC functions, or the coefficients in a linear congruential generator for pseudo-random numbers. This sense actually predates and was ancestral to the more common sense 1. 3. Special data located at the beginning of a binary data file to indicate its type to a utility. Under UNIX, the system and various applications programs (especially the linker) distinguish between types of executable file by looking for a magic number. Once upon a time, these magic numbers were PDP-11 branch instructions that skipped over header data to the start of executable code; 0407, for example, was octal for 'branch 16 bytes relative'. Nowadays only a wizard knows the spells to create magic numbers. How do you choose a fresh magic number of your own? Simple --- you pick one at random. See? It's magic!

\*The\* magic number, on the other hand, is 7+/-2. See

"The magical number seven, plus or minus two: some limits on our capacity for processing information" by George Miller, in the "Psychological Review" 63:81-97 (1956). This classic paper established the number of distinct items (such as numeric digits) that humans can hold in short-term memory. Among other things, this strongly influenced the interface design of the phone system.

## 1.1108 magic smoke

magic smoke: n. A substance trapped inside IC packages that enables them to function (also called 'blue smoke'; this is similar to the archaic 'phlogiston' hypothesis about combustion). Its existence is demonstrated by what happens when a chip burns up --- the magic smoke gets let out, so it doesn't work any more. See smoke test, let the smoke out.

USENETter Jay Maynard tells the following story: "Once, while hacking on a dedicated Z80 system, I was testing code by blowing EPROMs and plugging them in the system, then seeing what happened. One time, I plugged one in backwards. I only discovered that *after* I realized that Intel didn't put power-on lights under the quartz windows on the tops of their EPROMs --- the die was glowing white-hot. Amazingly, the EPROM worked fine after I erased it, filled it full of zeros, then erased it again. For all I know, it's still in service. Of course, this is because the magic smoke didn't get let out." Compare the original phrasing of Murphy's Law.

## 1.1109 mailbomb

mailbomb: (also mail bomb) [USENET] 1. v. To send, or urge others to send, massive amounts of email to a single system or person, esp. with intent to crash or spam the recipient's system. Sometimes done in retaliation for a perceived serious offense. Mailbombing is itself widely regarded as a serious offense --- it can disrupt email traffic or other facilities for innocent users on the victim's system, and in extreme cases, even at upstream sites. 2. n. An automatic procedure with a similar effect. 3. n. The mail sent. Compare letterbomb, nastygram.

## 1.1110 mailing list

mailing list: n. (often shortened in context to 'list') 1. An email address that is an alias (or macro, though that word is never used in this connection) for many other email addresses. Some mailing lists are simple 'reflectors', redirecting mail sent

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to them to the list of recipients. Others are filtered by humans or programs of varying degrees of sophistication; lists filtered by humans are said to be 'moderated'. 2. The people who receive your email when you send it to such an address.

Mailing lists are one of the primary forms of hacker interaction, along with USENET. They predate USENET, having originated with the first UUCP and ARPANET connections. They are often used for private information-sharing on topics that would be too specialized for or inappropriate to public USENET groups. Though some of these maintain almost purely technical content (such as the Internet Engineering Task Force mailing list), others (like the 'sf-lovers' list maintained for many years by Saul Jaffe) are recreational, and many are purely social. Perhaps the most infamous of the social lists was the eccentric bandykin distribution; its latter-day progeny, lectroids and tanstaaf1, still include a number of the oddest and most interesting people in hackerdom.

Mailing lists are easy to create and (unlike USENET) don't tie up a significant amount of machine resources (until they get very large, at which point they can become interesting torture tests for mail software). Thus, they are often created temporarily by working groups, the members of which can then collaborate on a project without ever needing to meet face-to-face. Much of the material in this lexicon was criticized and polished on just such a mailing list (called 'jargon-friends'), which included all the co-authors of Steele-1983.

### 1.1111 main loop

main loop: n. The top-level control flow construct in an input- or event-driven program, the one which receives and acts or dispatches on the program's input. See also driver.

### 1.1112 mainframe

mainframe: n. Term originally referring to the cabinet containing the central processor unit or 'main frame' of a room-filling Stone Age batch machine. After the emergence of smaller 'minicomputer' designs in the early 1970s, the traditional big iron machines were described as 'mainframe computers' and eventually just as mainframes. The term carries the connotation of a machine designed for batch rather than interactive use, though possibly with an interactive timesharing operating system retrofitted onto it; it is especially used of machines built by IBM, Unisys, and the other great dinosaurs surviving from computing's Stone Age.

It has been common wisdom among hackers since the late 1980s that

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the mainframe architectural tradition is essentially dead (outside of the tiny market for number-crunching supercomputers (see cray)), having been swamped by the recent huge advances in IC technology and low-cost personal computing. As of 1993, corporate America is just beginning to figure this out --- the wave of failures, takeovers, and mergers among traditional mainframe makers have certainly provided sufficient omens (see dinosaurs mating).

### 1.1113 management

management: n. 1. Corporate power elites distinguished primarily by their distance from actual productive work and their chronic failure to manage (see also suit). Spoken derisively, as in "*\*Management\** decided that ...". 2. Mythically, a vast bureaucracy responsible for all the world's minor irritations. Hackers' satirical public notices are often signed 'The Mgt'; this derives from the "Illuminatus" novels (see the Bibliography in Appendix C).

### 1.1114 mandelbug

mandelbug: /man'del-buhg/ [from the Mandelbrot set] n. A bug whose underlying causes are so complex and obscure as to make its behavior appear chaotic or even non-deterministic. This term implies that the speaker thinks it is a Bohr bug, rather than a heisenbug. See also schroedinbug.

### 1.1115 manged

manged: /mahnjd/ [probably from the French 'manger' or Italian 'mangiare', to eat; perhaps influenced by English n. 'mange', 'mangy'] adj. Refers to anything that is mangled or damaged, usually beyond repair. "The disk was manged after the electrical storm." Compare mung.

### 1.1116 mangle

mangle: vt. Used similarly to mung or scribble, but more violent in its connotations; something that is mangled has been irreversibly and totally trashed.

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## 1.1117 mangler

mangler: [DEC] n. A manager. Compare mango; see also management. Note that system mangler is somewhat different in connotation.

## 1.1118 mango

mango: /mang'go/ [orig. in-house jargon at Symbolics] n. A manager. Compare mangler. See also devo and doco.

## 1.1119 manularity

manularity: /man'yoo-la'ri-tee/ [prob. fr. techspeak 'manual' + 'granularity'] n. A notional measure of the manual labor required for some task, particularly one of the sort that automation is supposed to eliminate. "Composing English on paper has much higher manularity than using a text editor, especially in the revising stage." Hackers tend to consider manularity a symptom of primitive methods; in fact, a true hacker confronted with an apparent requirement to do a computing task by hand will inevitably seize the opportunity to build another tool (see toolsmith).

## 1.1120 marbles

marbles: [from mainstream "lost all his/her marbles"] pl.n. The minimum needed to build your way further up some hierarchy of tools or abstractions. After a bad system crash, you need to determine if the machine has enough marbles to come up on its own, or enough marbles to allow a rebuild from backups, or if you need to rebuild from scratch. "This compiler doesn't even have enough marbles to compile hello, world."

## 1.1121 marginal

marginal: adj. 1. Extremely small. "A marginal increase in core can decrease GC time drastically." In everyday terms, this means that it is a lot easier to clean off your desk if you have a spare place to put some of the junk while you sort through it. 2. Of extremely small merit. "This proposed new feature seems rather marginal to me." 3. Of extremely small probability of winning. "The power supply was rather marginal

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anyway; no wonder it fried."

## 1.1122 Marginal Hacks

Marginal Hacks: n. Margaret Jacks Hall, a building into which the Stanford AI Lab was moved near the beginning of the 1980s (from the D. C. Power Lab).

## 1.1123 marginally

marginally: adv. Slightly. "The ravs here are only marginally better than at Small Eating Place." See epsilon.

## 1.1124 marketroid

marketroid: /mar'k\*-troyd/ alt. 'marketing slime', 'marketeer', 'marketing droid', 'marketdroid'. n. A member of a company's marketing department, esp. one who promises users that the next version of a product will have features that are not actually scheduled for inclusion, are extremely difficult to implement, and/or are in violation of the laws of physics; and/or one who describes existing features (and misfeatures) in ebullient, buzzword-laden adspeak. Derogatory. Compare droid.

## 1.1125 Mars

Mars: n. A legendary tragic failure, the archetypal Hacker Dream Gone Wrong. Mars was the code name for a family of PDP-10 compatible computers built by Systems Concepts (now, The SC Group): the multi-processor SC-30M, the small uniprocessor SC-25M, and the never-built superprocessor SC-40M. These machines were marvels of engineering design; although not much slower than the unique Foonly F-1, they were physically smaller and consumed less power than the much slower DEC KS10 or Foonly F-2, F-3, or F-4 machines. They were also completely compatible with the DEC KL10, and ran all KL10 binaries (including the operating system) with no modifications at about 2--3 times faster than a KL10.

When DEC cancelled the Jupiter project in 1983, Systems Concepts should have made a bundle selling their machine into shops with a lot of software investment in PDP-10s, and in fact their spring 1984 announcement generated a great deal of excitement in the PDP-10 world. TOPS-10 was running on the Mars by the summer of

1984, and TOPS-20 by early fall. Unfortunately, the hackers running Systems Concepts were much better at designing machines than at mass producing or selling them; the company allowed itself to be sidetracked by a bout of perfectionism into continually improving the design, and lost credibility as delivery dates continued to slip. They also overpriced the product ridiculously; they believed they were competing with the KL10 and VAX 8600 and failed to reckon with the likes of Sun Microsystems and other hungry startups building workstations with power comparable to the KL10 at a fraction of the price. By the time SC shipped the first SC-30M to Stanford in late 1985, most customers had already made the traumatic decision to abandon the PDP-10, usually for VMS or UNIX boxes. Most of the Mars computers built ended up being purchased by CompuServe.

This tale and the related saga of Foonly hold a lesson for hackers: if you want to play in the Real World, you need to learn Real World moves.

### 1.1126 martian

**martian:** n. A packet sent on a TCP/IP network with a source address of the test loopback interface [127.0.0.1]. This means that it will come back labeled with a source address that is clearly not of this earth. "The domain server is getting lots of packets from Mars. Does that gateway have a martian filter?"

### 1.1127 massage

**massage:** vt. Vague term used to describe 'smooth' transformations of a data set into a different form, esp. transformations that do not lose information. Connotes less pain than munch or crunch. "He wrote a program that massages X bitmap files into GIF format." Compare slurp.

### 1.1128 math-out

**math-out:** [poss. from 'white-out' (the blizzard variety)] n. A paper or presentation so encrusted with mathematical or other formal notation as to be incomprehensible. This may be a device for concealing the fact that it is actually content-free. See also numbers, social science number.

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## 1.1129 Matrix

Matrix: [FidoNet] n. 1. What the Opus BBS software and sysops call FidoNet. 2. Fanciful term for a cyberspace expected to emerge from current networking experiments (see network, the). 3. The totality of present-day computer networks.

## 1.1130 maximum Maytag mode

maximum Maytag mode: What a washing machine or, by extension, any hard disk is in when it's being used so heavily that it's shaking like an old Maytag with an unbalanced load. If prolonged for any length of time, can lead to disks becoming walking drives.

## 1.1131 Mbogo, Dr. Fred

Mbogo, Dr. Fred: /\*m-boh'goh, dok'tr fred/ [Stanford] n. The archetypal man you don't want to see about a problem, esp. an incompetent professional; a shyster. "Do you know a good eye doctor?" "Sure, try Mbogo Eye Care and Professional Dry Cleaning." The name comes from synergy between bogus and the original Dr. Mbogo, a witch doctor who was Gomez Addams' physician on the old "Addams Family" TV show. Compare Bloggs Family, the, see also fred.

## 1.1132 meatware

meatware: n. Synonym for wetware. Less common.

## 1.1133 meeces

meeces: /mees'\*z/ [TMRC] n. Occasional furry visitors who are not urchins. [That is, mice. This may no longer be in live use; it clearly derives from the refrain of the early-1960s cartoon character Mr. Jinx: "I hate meeces to \*pieces\*!" --- ESR]

## 1.1134 meg

meg: /meg/ n. See quantifiers.

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### 1.1135 mega-

mega-: /me'g\*/ [SI] pref. See quantifiers.

### 1.1136 megapenny

megapenny: /meg'\*-pen'ee/ n. \$10,000 (1 cent \* 10<sup>6</sup>).  
Used semi-humorously as a unit in comparing computer cost and performance figures.

### 1.1137 MEGO

MEGO: /me'goh/ or /mee'goh/ ['My Eyes Glaze Over', often 'Mine Eyes Glazeth (sic) Over', attributed to the futurologist Herman Kahn] Also 'MEGO factor'. 1. n. A handwave intended to confuse the listener and hopefully induce agreement because the listener does not want to admit to not understanding what is going on. MEGO is usually directed at senior management by engineers and contains a high proportion of TLAs. 2. excl. An appropriate response to MEGO tactics. 3. Among non-hackers, often refers not to behavior that causes the eyes to glaze, but to the eye-glazing reaction itself, which may be triggered by the mere threat of technical detail as effectively as by an actual excess of it.

### 1.1138 meltdown, network

meltdown, network: n. See network meltdown.

### 1.1139 meme

meme: /meem/ [coined by analogy with 'gene', by Richard Dawkins] n. An idea considered as a replicator, esp. with the connotation that memes parasitize people into propagating them much as viruses do. Used esp. in the phrase 'meme complex' denoting a group of mutually supporting memes that form an organized belief system, such as a religion. This lexicon is an (epidemiological) vector of the 'hacker subculture' meme complex; each entry might be considered a meme. However, 'meme' is often misused to mean 'meme complex'. Use of the term connotes acceptance of the idea that in humans (and presumably other tool- and language-using sophonts) cultural evolution by selection of adaptive ideas has superseded biological evolution by selection of hereditary traits. Hackers find this idea congenial for tolerably

obvious reasons.

### 1.1140 meme plague

meme plague: n. The spread of a successful but pernicious meme, esp. one that parasitizes the victims into giving their all to propagate it. Astrology, BASIC, and the other guy's religion are often considered to be examples. This usage is given point by the historical fact that 'joiner' ideologies like Naziism or various forms of millennarian Christianity have exhibited plague-like cycles of exponential growth followed by collapses to small reservoir populations.

### 1.1141 memetics

memetics: /me-met'iks/ [from meme] The study of memes. As of mid-1993, this is still an extremely informal and speculative endeavor, though the first steps towards at least statistical rigor have been made by H. Keith Henson and others. Memetics is a popular topic for speculation among hackers, who like to see themselves as the architects of the new information ecologies in which memes live and replicate.

### 1.1142 memory farts

memory farts: n. The flatulent sounds that some DOS box BIOSes (most notably AMI's) make when checking memory on bootup.

### 1.1143 memory leak

memory leak: n. An error in a program's dynamic-store allocation logic that causes it to fail to reclaim discarded memory, leading to eventual collapse due to memory exhaustion. Also (esp. at CMU) called core leak. These problems were severe on older machines with small, fixed-size address spaces, and special "leak detection" tools were commonly written to root them out. With the advent of virtual memory, it is unfortunately easier to be sloppy about wasting a bit of memory (although when you run out of memory on a VM machine, it means you've got a \*real\* leak!). See aliasing bug, fandango on core, smash the stack, precedence lossage, overrun screw, leaky heap, leak.

## 1.1144 memory smash

memory smash: [XEROX PARC] n. Writing through a pointer that doesn't point to what you think it does. This occasionally reduces your machine to a rubble of bits. Note that this is subtly different from (and more general than) related terms such as a memory leak or fandango on core because it doesn't imply an allocation error or overrun condition.

## 1.1145 menuitis

menuitis: /men'yoo-i:'tis/ n. Notional disease suffered by software with an obsessively simple-minded menu interface and no escape. Hackers find this intensely irritating and much prefer the flexibility of command-line or language-style interfaces, especially those customizable via macros or a special-purpose language in which one can encode useful hacks. See user-obsequious, drool-proof paper, WIMP environment, for the rest of us.

## 1.1146 mess-dos

mess-dos: /mes-dos/ n. Derisory term for MS-DOS. Often followed by the ritual banishing "Just say No!" See MS-DOS. Most hackers (even many MS-DOS hackers) loathe MS-DOS for its single-tasking nature, its limits on application size, its nasty primitive interface, and its ties to IBMness (see fear and loathing). Also 'mess-loss', 'messy-dos', 'mess-dog', 'mess-dross', 'mush-dos', and various combinations thereof. In Ireland and the U.K. it is even sometimes called 'Domestos' after a brand of toilet cleanser.

## 1.1147 meta

meta: /me't\*/ or /may't\*/ or (Commonwealth) /mee't\*/ [from analytic philosophy] adj., pref. One level of description up. A metasyntactic variable is a variable in notation used to describe syntax, and meta-language is language used to describe language. This is difficult to explain briefly, but much hacker humor turns on deliberate confusion between meta-levels. See Humor, Hacker.

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## 1.1148 meta bit

meta bit: n. The top bit of an 8-bit character, which is on in character values 128--255. Also called high bit, alt bit, or hobbit. Some terminals and consoles (see space-cadet keyboard) have a META shift key. Others (including, \*mirabile dictu\*, keyboards on IBM PC-class machines) have an ALT key. See also bucky bits.

Historical note: although in modern usage shaped by a universe of 8-bit bytes the meta bit is invariably hex 80 (octal 0200), things were different on earlier machines with 36-bit words and 9-bit bytes. The MIT and Stanford keyboards (see space-cadet keyboard) generated hex 100 (octal 400) from their meta keys.

## 1.1149 metasyntactic variable

metasyntactic variable: n. A name used in examples and understood to stand for whatever thing is under discussion, or any random member of a class of things under discussion. The word foo is the canonical example. To avoid confusion, hackers never (well, hardly ever) use 'foo' or other words like it as permanent names for anything. In filenames, a common convention is that any filename beginning with a metasyntactic-variable name is a scratch file that may be deleted at any time.

To some extent, the list of one's preferred metasyntactic variables is a cultural signature. They occur both in series (used for related groups of variables or objects) and as singletons. Here are a few common signatures:

```
foo, bar, baz, quux, quuux, quuuux...:
    MIT/Stanford usage, now found everywhere (thanks largely to early
    versions of this lexicon!). At MIT (but not at Stanford), baz
    dropped out of use for a while in the 1970s and '80s. A common
    recent mutation of this sequence inserts qux before
    quux.
bazola, ztesch:
    Stanford (from mid-'70s on).
foo, bar, thud, grunt:
    This series was popular at CMU. Other CMU-associated variables
    include gorp.
foo, bar, fum:
    This series is reported to be common at XEROX PARC.
fred, barney:
    See the entry for fred. These tend to be Britishisms.
toto, titi, tata, tutu:
    Standard series of metasyntactic variables among francophones.
corge, gault, flarp:
    Popular at Rutgers University and among GOSMACS hackers.
zxc, spqr, wombat:
    Cambridge University (England).
shme
```

Berkeley, GeoWorks, Ingres. Pronounced /shme/ with a short /e/.  
foo, bar, zot  
Helsinki University of Technology, Finland.  
blarg, wibble  
New Zealand

Of all these, only 'foo' and 'bar' are universal (and baz nearly so). The compounds foobar and 'foobaz' also enjoy very wide currency.

Some jargon terms are also used as metasyntactic names; barf and mumble, for example. See also Commonwealth Hackish for discussion of numerous metasyntactic variables found in Great Britain and the Commonwealth.

## 1.1150 MFTL

MFTL: /M-F-T-L/ [abbreviation: 'My Favorite Toy Language'] 1. adj. Describes a talk on a programming language design that is heavy on the syntax (with lots of BNF), sometimes even talks about semantics (e.g., type systems), but rarely, if ever, has any content (see content-free). More broadly applied to talks --- even when the topic is not a programming language --- in which the subject matter is gone into in unnecessary and meticulous detail at the sacrifice of any conceptual content. "Well, it was a typical MFTL talk". 2. n. Describes a language about which the developers are passionate (often to the point of prosyletic zeal) but no one else cares about. Applied to the language by those outside the originating group. "He cornered me about type resolution in his MFTL."

The first great goal in the mind of the designer of an MFTL is usually to write a compiler for it, then bootstrap the design away from contamination by lesser languages by writing a compiler for it in itself. Thus, the standard put-down question at an MFTL talk is "Has it been used for anything besides its own compiler?". On the other hand, a language that \*cannot\* be used to write its own compiler is beneath contempt. See break-even point.

(On a related note, Doug McIlroy once proposed a test of the generality and utility of a language and the operating system under which it is compiled: "Is the output of a FORTRAN program acceptable as input to the FORTRAN compiler?" In other words, can you write programs that write programs? (See toolsmith.) Alarming numbers of (language, OS) pairs fail this test, particularly when the language is FORTRAN; aficionados are quick to point out that UNIX (even using FORTRAN) passes it handily. That the test could ever be failed is only surprising to those who have had the good fortune to have worked only under modern systems which lack OS-supported and -imposed "file types".)



## 1.1151 mickey

mickey: n. The resolution unit of mouse movement. It has been suggested that the 'disney' will become a benchmark unit for animation graphics performance.

## 1.1152 mickey mouse program

mickey mouse program: n. North American equivalent of a noddy (that is, trivial) program. Doesn't necessarily have the belittling connotations of mainstream slang "Oh, that's just mickey mouse stuff!"; sometimes trivial programs can be very useful.

## 1.1153 micro-

micro-: pref. 1. Very small; this is the root of its use as a quantifier prefix. 2. A quantifier prefix, calling for multiplication by  $10^{-6}$  (see quantifiers). Neither of these uses is peculiar to hackers, but hackers tend to fling them both around rather more freely than is countenanced in standard English. It is recorded, for example, that one CS professor used to characterize the standard length of his lectures as a microcentury --- that is, about 52.6 minutes (see also attoparsec, nanoacre, and especially microfortnight). 3. Personal or human-scale --- that is, capable of being maintained or comprehended or manipulated by one human being. This sense is generalized from 'microcomputer', and is esp. used in contrast with 'macro-' (the corresponding Greek prefix meaning 'large'). 4. Local as opposed to global (or macro-). Thus a hacker might say that buying a smaller car to reduce pollution only solves a microproblem; the macroproblem of getting to work might be better solved by using mass transit, moving to within walking distance, or (best of all) telecommuting.

## 1.1154 MicroDroid

MicroDroid: [USENET] n. A Microsoft employee, esp. one who posts to various operating-system advocacy newsgroups. MicroDroids post follow-ups to any messages critical of Microsoft's operating systems, and often end up sounding like visiting Mormon missionaries.

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## 1.1155 microfloppies

microfloppies: n. 3.5-inch floppies, as opposed to 5.25-inch vanilla or mini-floppies and the now-obsolete 8-inch variety. This term may be headed for obsolescence as 5.25-inchers pass out of use, only to be revived if anybody floats a sub-3-inch floppy standard. See stiffy, minifloppies.

## 1.1156 microfortnight

microfortnight: n. 1/1000000 of the fundamental unit of time in the Furlong/Firkin/Fortnight system of measurement; 1.2096 sec. (A furlong is 1/8th of a mile; a firkin is 1/4th of a barrel; the mass unit of the system is taken to be a firkin of water). The VMS operating system has a lot of tuning parameters that you can set with the SYSGEN utility, and one of these is TIMEPROMPTWAIT, the time the system will wait for an operator to set the correct date and time at boot if it realizes that the current value is bogus. This time is specified in microfortnights!

Multiple uses of the millifortnight (about 20 minutes) and nanofortnight have also been reported.

## 1.1157 microLenat

microLenat: /mi:ˈkroh-lenˈ-ɪ/ n. The unit of bogosity, written uL; the consensus is that this is the largest unit practical for everyday use. The microLenat, originally invented by David Jefferson, was promulgated as an attack against noted computer scientist Doug Lenat by a tenured graduate student at CMU. Doug had failed the student on an important exam for giving only "AI is bogus" as his answer to the questions. The slur is generally considered unmerited, but it has become a running gag nevertheless. Some of Doug's friends argue that *\*of course\** a microLenat is bogus, since it is only one millionth of a Lenat. Others have suggested that the unit should be redesignated after the grad student, as the microReid.

## 1.1158 microReid

microReid: /mi:ˈkroh-reed/ n. See bogosity.

## 1.1159 Microsloth Windows

Microsloth Windows: /mi:'kroh-sloth' win'dohz/ n. Hackerism for 'Microsoft Windows', a windowing system for the IBM-PC which is so limited by bug-for-bug compatibility with mess-dos that it is agonizingly slow on anything less than a fast 486. Also just called 'Windoze', with the implication that you can fall asleep waiting for it to do anything; the latter term is extremely common on USENET. Compare X, sun-stools.

## 1.1160 microtape

microtape: /mi:'kroh-tayp/ n. Occasionally used to mean a DECTape, as opposed to a macrotape. A DECTape is a small reel, about 4 inches in diameter, of magnetic tape about an inch wide. Unlike those for today's macrocassettes, microcassette drivers allowed random access to the data, and therefore could be used to support file systems and even for swapping (this was generally done purely for hack value, as they were far too slow for practical use). In their heyday they were used in pretty much the same ways one would now use a floppy disk: as a small, portable way to save and transport files and programs. Apparently the term 'microcassette' was actually the official term used within DEC for these tapes until someone coined the word 'DECTape', which, of course, sounded sexier to the marketroids; another version of the story holds that someone discovered a conflict with another company's 'microcassette' trademark.

## 1.1161 middle-endian

middle-endian: adj. Not big-endian or little-endian. Used of perverse byte orders such as 3-4-1-2 or 2-1-4-3, occasionally found in the packed-decimal formats of minicomputer manufacturers who shall remain nameless. See NUXI problem.

## 1.1162 milliLampson

milliLampson: /mil'\*-lamp'sn/ n. A unit of talking speed, abbreviated mL. Most people run about 200 milliLampsons. The eponymous Butler Lampson (a CS theorist and systems implementor highly regarded among hackers) goes at 1000. A few people speak faster. This unit is sometimes used to compare the (sometimes widely disparate) rates at which people can generate ideas and actually emit them in speech. For example, noted computer architect C. Gordon Bell (designer of the PDP-11) is said, with some awe, to think at about 1200 mL but only talk at about 300; he

is frequently reduced to fragments of sentences as his mouth tries to keep up with his speeding brain.

### 1.1163 minifloppies

minifloppies: n. 5.25-inch vanilla floppy disks, as opposed to 3.5-inch or microfloppies and the now-obsolescent 8-inch variety. At one time, this term was a trademark of Shugart Associates for their SA-400 minifloppy drive. Nobody paid any attention. See stiffy.

### 1.1164 MIPS

MIPS: /mips/ [abbreviation] n. 1. A measure of computing speed; formally, 'Million Instructions Per Second' (that's  $10^6$  per second, not  $2^{(20)!}$ ); often rendered by hackers as 'Meaningless Indication of Processor Speed' or in other unflattering ways. This joke expresses a nearly universal attitude about the value of most benchmark claims, said attitude being one of the great cultural divides between hackers and marketroids. The singular is sometimes '1 MIP' even though this is clearly etymologically wrong. See also KIPS and GIPS. 2. Computers, especially large computers, considered abstractly as sources of computrons. "This is just a workstation; the heavy MIPS are hidden in the basement." 3. The corporate name of a particular RISC-chip company; among other things, they designed the processor chips used in DEC's 3100 workstation series. 4. Acronym for 'Meaningless Information per Second' (a joke, prob. from sense 1).

### 1.1165 misbug

misbug: /mis-buhg/ [MIT] n. An unintended property of a program that turns out to be useful; something that should have been a bug but turns out to be a feature. Usage: rare. Compare green lightning. See miswart.

### 1.1166 misfeature

misfeature: /mis-fee'chr/ or /mis'fee'chr/ n. A feature that eventually causes lossage, possibly because it is not adequate for a new situation that has evolved. Since it results from a deliberate and properly implemented feature, a misfeature is not a

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bug. Nor is it a simple unforeseen side effect; the term implies that the feature in question was carefully planned, but its long-term consequences were not accurately or adequately predicted (which is quite different from not having thought ahead at all). A misfeature can be a particularly stubborn problem to resolve, because fixing it usually involves a substantial philosophical change to the structure of the system involved.

Many misfeatures (especially in user-interface design) arise because the designers/implementors mistake their personal tastes for laws of nature. Often a former feature becomes a misfeature because trade-offs were made whose parameters subsequently change (possibly only in the judgment of the implementors). "Well, yeah, it is kind of a misfeature that file names are limited to six characters, but the original implementors wanted to save directory space and we're stuck with it for now."

### **1.1167 Missed'em-five**

Missed'em-five: n. Pejorative hackerism for AT&T System V UNIX, generally used by BSD partisans in a bigoted mood. (The synonym 'SysVile' is also encountered.) See software bloat, Berzerkeley.

### **1.1168 missile address**

missile address: n. See ICBM address.

### **1.1169 miswart**

miswart: /mis-wort/ [from wart by analogy with misbug] n.

A feature that superficially appears to be a wart but has been determined to be the Right Thing. For example, in some versions of the EMACS text editor, the 'transpose characters' command exchanges the character under the cursor with the one before it on the screen, \*except\* when the cursor is at the end of a line, in which case the two characters before the cursor are exchanged. While this behavior is perhaps surprising, and certainly inconsistent, it has been found through extensive experimentation to be what most users want. This feature is a miswart.

### **1.1170 moby**

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moby: /moh'bee/ [MIT: seems to have been in use among model railroad fans years ago. Derived from Melville's "Moby Dick" (some say from 'Moby Pickle').] 1. adj. Large, immense, complex, impressive. "A Saturn V rocket is a truly moby frob." "Some MIT undergrads pulled off a moby hack at the Harvard-Yale game." (See "The Meaning of 'Hack'"). 2. n. obs. The maximum address space of a machine (see below). For a 680[234]0 or VAX or most modern 32-bit architectures, it is 4,294,967,296 8-bit bytes (4 gigabytes). 3. A title of address (never of third-person reference), usually used to show admiration, respect, and/or friendliness to a competent hacker. "Greetings, moby Dave. How's that address-book thing for the Mac going?" 4. adj. In backgammon, doubles on the dice, as in 'moby sixes', 'moby ones', etc. Compare this with bignum (sense 3): double sixes are both bignums and moby sixes, but moby ones are not bignums (the use of 'moby' to describe double ones is sarcastic). Standard emphatic forms: 'Moby foo', 'moby win', 'moby loss'. 'Foby moo': a spoonerism due to Richard Greenblatt. 5. The largest available unit of something which is available in discrete increments. Thus, ordering a "moby Coke" at the local fast-food joint is not just a request for a large Coke, it's an explicit request for the largest size they sell.

This term entered hackerdom with the Fabritek 256K memory added to the MIT AI PDP-6 machine, which was considered unimaginably huge when it was installed in the 1960s (at a time when a more typical memory size for a timesharing system was 72 kilobytes). Thus, a moby is classically 256K 36-bit words, the size of a PDP-6 or PDP-10 moby. Back when address registers were narrow the term was more generally useful, because when a computer had virtual memory mapping, it might actually have more physical memory attached to it than any one program could access directly. One could then say "This computer has 6 mobies" meaning that the ratio of physical memory to address space is 6, without having to say specifically how much memory there actually is. That in turn implied that the computer could timeshare six 'full-sized' programs without having to swap programs between memory and disk.

Nowadays the low cost of processor logic means that address spaces are usually larger than the most physical memory you can cram onto a machine, so most systems have much \*less\* than one theoretical 'native' moby of core. Also, more modern memory-management techniques (esp. paging) make the 'moby count' less significant. However, there is one series of widely-used chips for which the term could stand to be revived --- the Intel 8088 and 80286 with their incredibly brain-damaged segmented-memory designs. On these, a 'moby' would be the 1-megabyte address span of a segment/offset pair (by coincidence, a PDP-10 moby was exactly 1 megabyte of 9-bit bytes).

## 1.1171 mockingbird

mockingbird: n. Software that intercepts communications

(especially login transactions) between users and hosts and provides system-like responses to the users while saving their responses (especially account IDs and passwords). A special case of Trojan Horse.

## 1.1172 mod

mod: vt.,n. 1. Short for 'modify' or 'modification'. Very commonly used --- in fact the full terms are considered markers that one is being formal. The plural 'mods' is used esp. with reference to bug fixes or minor design changes in hardware or software, most esp. with respect to patch sets or a diff. 2. Short for modulo but used \*only\* for its techspeak sense.

## 1.1173 mode

mode: n. A general state, usually used with an adjective describing the state. Use of the word 'mode' rather than 'state' implies that the state is extended over time, and probably also that some activity characteristic of that state is being carried out. "No time to hack; I'm in thesis mode." In its jargon sense, 'mode' is most often attributed to people, though it is sometimes applied to programs and inanimate objects. In particular, see hack mode, day mode, night mode, demo mode, fireworks mode, and yoyo mode; also talk mode.

One also often hears the verbs 'enable' and 'disable' used in connection with jargon modes. Thus, for example, a sillier way of saying "I'm going to crash" is "I'm going to enable crash mode now". One might also hear a request to "disable flame mode, please".

In a usage much closer to techspeak, a mode is a special state that certain user interfaces must pass into in order to perform certain functions. For example, in order to insert characters into a document in the UNIX editor 'vi', one must type the "i" key, which invokes the "Insert" command. The effect of this command is to put vi into "insert mode", in which typing the "i" key has a quite different effect (to wit, it inserts an "i" into the document). One must then hit another special key, "ESC", in order to leave "insert mode". Nowadays, modeful interfaces are generally considered losing but survive in quite a few widely used tools built in less enlightened times.

## 1.1174 mode bit

mode bit: n. A flag, usually in hardware, that selects between two (usually quite different) modes of operation. The connotations are different from flag bit in that mode bits are mainly written during a boot or set-up phase, are seldom explicitly read, and seldom change over the lifetime of an ordinary program. The classic example was the EBCDIC-vs.-ASCII bit (#12) of the Program Status Word of the IBM 360. Another was the bit on a PDP-12 that controlled whether it ran the PDP-8 or the LINC instruction set.

### 1.1175 modulo

modulo: /mod'yu-loh/ prep. Except for. An overgeneralization of mathematical terminology; one can consider saying that 4 equals 22 except for the 9s ( $4 = 22 \bmod 9$ ). "Well, LISP seems to work okay now, modulo that GC bug." "I feel fine today modulo a slight headache."

### 1.1176 molly-guard

molly-guard: /mol'ee-gard/ [University of Illinois] n. A shield to prevent tripping of some Big Red Switch by clumsy or ignorant hands. Originally used of the plexiglass covers improvised for the BRS on an IBM 4341 after a programmer's toddler daughter (named Molly) frobbed it twice in one day. Later generalized to covers over stop/reset switches on disk drives and networking equipment.

### 1.1177 Mongolian Hordes technique

Mongolian Hordes technique: [poss. from the Sixties counterculture expression 'Mongolian clusterfuck' for a public orgy] n. Development by gang bang. Implies that large numbers of inexperienced programmers are being put on a job better performed by a few skilled ones. Also called 'Chinese Army technique'; see also Brooks's Law.

### 1.1178 monkey up

monkey up: vt. To hack together hardware for a particular task, especially a one-shot job. Connotes an extremely cruffy and consciously temporary solution. Compare hack up, kluge up, cruft together.

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## 1.1179 monkey, scratch

monkey, scratch: n. See scratch monkey.

## 1.1180 monstrosity

monstrosity: 1. n. A ridiculously elephantine program or system, esp. one that is buggy or only marginally functional.  
2. The quality of being monstrous (see 'Overgeneralization' in the discussion of jargonification). See also baroque.

## 1.1181 monty

monty: /mon'tee/ [US Geological Survey] n. A program with a ludicrously complex user interface written to perform extremely trivial tasks. An example would be a menu-driven, button clicking, pulldown, pop-up windows program for listing directories. The original monty was an infamous weather-reporting program, Monty the Amazing Weather Man, written at the USGS. Monty had a widget-packed X-window interface with over 200 buttons; and all monty actually \*did\* was FTP files off the network.

## 1.1182 Moof

Moof: /moof/ [MAC users] 1. n. A semi-legendary creature, also called the 'dogcow', that lurks in the depths of the Macintosh Technical Notes Hypercard stack V3.1; specifically, the full story of the dogcow is told in technical note #31 (the particular Moof illustrated is properly named 'Clarus'). Option-shift-click will cause it to emit a characteristic 'Moof!' or '!fooM' sound.  
\*Getting\* to tech note 31 is the hard part; to discover how to do that, one must needs examine the stack script with a hackerly eye. Clue: rot13 is involved. A dogcow also appears if you choose 'Page Setup...' with a LaserWriter selected and click on the 'Options' button. 2. adj. Used to flag software that's a hack, something untested and on the edge. On one Apple CD-ROM, certain folders such as "Tools & Apps (Moof!)" and "Development Platforms (Moof!)", are so marked to indicate that they contain software not fully tested or sanctioned by the powers that be. When you open these folders you cross the boundary into hackerland.

### 1.1183 Moore's Law

Moore's Law: /morz law/ prov. The observation that the logic density of silicon integrated circuits has closely followed the curve (bits per square inch) =  $2^{(t - 1962)}$  where  $t$  is time in years; that is, the amount of information storable on a given amount of silicon has roughly doubled every year since the technology was invented. See also Parkinson's Law of Data.

### 1.1184 moose call

moose call: n. See whalesong.

### 1.1185 moria

moria: /mor'ee-\*/ n. Like nethack and rogue, one of the large PD Dungeons-and-Dragons-like simulation games, available for a wide range of machines and operating systems. The name is from Tolkien's Mines of Moria; compare elder days, elvish. The game is extremely addictive and a major consumer of time better used for hacking.

### 1.1186 MOTAS

MOTAS: /moh-tahz/ [USENET: Member Of The Appropriate Sex, after MOTOS and MOTSS] n. A potential or (less often) actual sex partner. See also SO.

### 1.1187 MOTOS

MOTOS: /moh-tohs/ [acronym from the 1970 U.S. census forms via USENET: Member Of The Opposite Sex] n. A potential or (less often) actual sex partner. See MOTAS, MOTSS, SO. Less common than MOTSS or MOTAS, which have largely displaced it.

### 1.1188 MOTSS

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MOTSS: /mots/ or /M-O-T-S-S/ [from the 1970 U.S. census forms via USENET] n. Member Of The Same Sex, esp. one considered as a possible sexual partner. The gay-issues newsgroup on USENET is called soc.motss. See MOTOS and MOTAS, which derive from it. See also SO.

### **1.1189 mouse ahead**

mouse ahead: vi. Point-and-click analog of 'type ahead'. To manipulate a computer's pointing device (almost always a mouse in this usage, but not necessarily) and its selection or command buttons before a computer program is ready to accept such input, in anticipation of the program accepting the input. Handling this properly is rare, but it can help make a WIMP environment much more usable, assuming the users are familiar with the behavior of the user interface.

### **1.1190 mouse around**

mouse around: vi. To explore public portions of a large system, esp. a network such as Internet via FTP or TELNET, looking for interesting stuff to snarf.

### **1.1191 mouse belt**

mouse belt: n. See rat belt.

### **1.1192 mouse droppings**

mouse droppings: [MS-DOS] n. Pixels (usually single) that are not properly restored when the mouse pointer moves away from a particular location on the screen, producing the appearance that the mouse pointer has left droppings behind. The major causes for this problem are programs that write to the screen memory corresponding to the mouse pointer's current location without hiding the mouse pointer first, and mouse drivers that do not quite support the graphics mode in use.

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### 1.1193 mouse elbow

mouse elbow: n. A tennis-elbow-like fatigue syndrome resulting from excessive use of a WIMP environment. Similarly, 'mouse shoulder'; GLS reports that he used to get this a lot before he taught himself to be ambimoustrous.

### 1.1194 mouso

mouso: /mow'soh/ n. [by analogy with 'typo'] An error in mouse usage resulting in an inappropriate selection or graphic garbage on the screen. Compare thinko, braino.

### 1.1195 MS-DOS

MS-DOS:: /M-S-dos/ [MicroSoft Disk Operating System] n. A clone of CP/M for the 8088 crufted together in 6 weeks by hacker Tim Paterson, who is said to have regretted it ever since. Numerous features, including vaguely UNIX-like but rather broken support for subdirectories, I/O redirection, and pipelines, were hacked into 2.0 and subsequent versions; as a result, there are two or more incompatible versions of many system calls, and MS-DOS programmers can never agree on basic things like what character to use as an option switch or whether to be case-sensitive. The resulting mess is now the highest-unit-volume OS in history. Often known simply as DOS, which annoys people familiar with other similarly abbreviated operating systems (the name goes back to the mid-1960s, when it was attached to IBM's first disk operating system for the 360). The name further annoys those who know what the term operating system does (or ought to) connote; DOS is more properly a set of relatively simple interrupt services. Some people like to pronounce DOS like "dose", as in "I don't work on dose, man!", or to compare it to a dose of brain-damaging drugs (a slogan button in wide circulation among hackers exhorts: "MS-DOS: Just say No!"). See mess-dos, ill-behaved.

### 1.1196 mu

mu: /moo/ The correct answer to the classic trick question "Have you stopped beating your wife yet?". Assuming that you have no wife or you have never beaten your wife, the answer "yes" is wrong because it implies that you used to beat your wife and then stopped, but "no" is worse because it suggests that you have one and are still beating her. According to various Discordians and Douglas Hofstadter the correct answer is usually "mu", a Japanese word alleged to mean "Your question cannot be answered

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because it depends on incorrect assumptions". Hackers tend to be sensitive to logical inadequacies in language, and many have adopted this suggestion with enthusiasm. The word 'mu' is actually from Chinese, meaning 'nothing'; it is used in mainstream Japanese in that sense, but native speakers do not recognize the Discordian question-denying use. It almost certainly derives from overgeneralization of the answer in the following well-known Rinzei Zen teaching riddle:

A monk asked Joshu, "Does a dog have the Buddha nature?"  
Joshu retorted, "Mu!"

See also has the X nature, AI Koans, and Douglas Hofstadter's "Godel, Escher, Bach: An Eternal Golden Braid" (pointer in the Bibliography in Appendix C).

## 1.1197 MUD

MUD: /muhd/ [acronym, Multi-User Dungeon; alt. Multi-User Dimension] 1. n. A class of virtual reality experiments accessible via the Internet. These are real-time chat forums with structure; they have multiple 'locations' like an adventure game, and may include combat, traps, puzzles, magic, a simple economic system, and the capability for characters to build more structure onto the database that represents the existing world. 2. vi. To play a MUD. The acronym MUD is often lowercased and/or verbed; thus, one may speak of 'going mudding', etc.

Historically, MUDs (and their more recent progeny with names of MU-form) derive from a hack by Richard Bartle and Roy Trubshaw on the University of Essex's DEC-10 in the early 1980s; descendants of that game still exist today and are sometimes generically called BartleMUDs. There is a widespread myth (repeated, unfortunately, by earlier versions of this lexicon) that the name MUD was trademarked to the commercial MUD run by Bartle on British Telecom (the motto: "You haven't \*lived\* 'til you've \*died\* on MUD!"); however, this is false --- Richard Bartle explicitly placed 'MUD' in PD in 1985. BT was upset at this, as they had already printed trademark claims on some maps and posters, which were released and created the myth.

Students on the European academic networks quickly improved on the MUD concept, spawning several new MUDs (VAXMUD, AberMUD, LPMUD). Many of these had associated bulletin-board systems for social interaction. Because these had an image as 'research' they often survived administrative hostility to BBSs in general. This, together with the fact that USENET feeds have been spotty and difficult to get in the U.K., made the MUDs major foci of hackish social interaction there.

AberMUD and other variants crossed the Atlantic around 1988 and quickly gained popularity in the U.S.; they became nuclei for large hacker communities with only loose ties to traditional hackerdom (some observers see parallels with the growth of USENET in the

early 1980s). The second wave of MUDs (TinyMUD and variants) tended to emphasize social interaction, puzzles, and cooperative world-building as opposed to combat and competition. In 1991, over 50% of MUD sites are of a third major variety, LPMUD, which synthesizes the combat/puzzle aspects of AberMUD and older systems with the extensibility of TinyMud. The trend toward greater programmability and flexibility will doubtless continue.

The state of the art in MUD design is still moving very rapidly, with new simulation designs appearing (seemingly) every month. There is now (early 1991) a move afoot to deprecate the term MUD itself, as newer designs exhibit an exploding variety of names corresponding to the different simulation styles being explored. See also bonk/oif, FOD, link-dead, mudhead, talk mode.

### 1.1198 muddie

muddie: n. Syn. mudhead. More common in Great Britain, possibly because system administrators there like to mutter "bloody muddies" when annoyed at the species.

### 1.1199 mudhead

mudhead: n. Commonly used to refer to a MUD player who eats, sleeps, and breathes MUD. Mudheads have been known to fail their degrees, drop out, etc., with the consolation, however, that they made wizard level. When encountered in person, on a MUD, or in a chat system, all a mudhead will talk about is three topics: the tactic, character, or wizard that is supposedly always unfairly stopping him/her from becoming a wizard or beating a favorite MUD; why the specific game he/she has experience with is so much better than any other; and the MUD he or she is writing or going to write because his/her design ideas are so much better than in any existing MUD. See also wannabee.

To the anthropologically literate, this term may recall the Zuni/Hopi legend of the mudheads or 'koyemshi', mythical half-formed children of an unnatural union. Figures representing them act as clowns in Zuni sacred ceremonies.

### 1.1200 multician

multician: /muhl-ti'shn/ [coined at Honeywell, ca. 1970] n. Competent user of Multics. Perhaps oddly, no one has ever promoted the analogous 'Unician'.

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## 1.1201 Multics

Multics:: /muhl'tiks/ n. [from "MULTiplexed Information and Computing Service"] An early (late 1960s) timesharing operating system co-designed by a consortium including MIT, GE, and Bell Laboratories. Multics was very innovative for its time --- among other things, it introduced the idea of treating all devices uniformly as special files. All the members but GE eventually pulled out after determining that second-system effect had bloated Multics to the point of practical unusability (the 'lean' predecessor in question was CTSS). Honeywell commercialized Multics after buying out GE's computer group, but it was never very successful (among other things, on some versions one was commonly required to enter a password to log out). One of the developers left in the lurch by the project's breakup was Ken Thompson, a circumstance which led directly to the birth of UNIX. For this and other reasons, aspects of the Multics design remain a topic of occasional debate among hackers. See also brain-damaged and GCOS.

## 1.1202 multitask

multitask: n. Often used of humans in the same meaning it has for computers, to describe a person doing several things at once (but see thrash). The term 'multiplex', from communications technology (meaning to handle more than one channel at the same time), is used similarly.

## 1.1203 mumblage

mumblage: /muhm'bl+j/ n. The topic of one's mumbling (see mumble). "All that mumblage" is used like "all that stuff" when it is not quite clear how the subject of discussion works, or like "all that crap" when 'mumble' is being used as an implicit replacement for pejoratives.

## 1.1204 mumble

mumble: interj. 1. Said when the correct response is too complicated to enunciate, or the speaker has not thought it out. Often prefaces a longer answer, or indicates a general reluctance to get into a long discussion. "Don't you think that we could improve LISP performance by using a hybrid reference-count transaction garbage collector, if the cache is big enough and there are some extra cache bits for the microcode to use?" "Well, mumble ... I'll have to think about it." 2. [MIT] Expression

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of not-quite-articulated agreement, often used as an informal vote of consensus in a meeting: "So, shall we dike out the COBOL emulation?" "Mumble!" 3. Sometimes used as an expression of disagreement (distinguished from sense 2 by tone of voice and other cues). "I think we should buy a VAX." "Mumble!" Common variant: 'mumble frotz' (see frotz; interestingly, one does not say 'mumble frobnitz' even though 'frotz' is short for 'frobnitz'). 4. Yet another metasyntactic variable, like foo. 5. When used as a question ("Mumble?") means "I didn't understand you". 6. Sometimes used in 'public' contexts on-line as a placefiller for things one is barred from giving details about. For example, a poster with pre-released hardware in his machine might say "Yup, my machine now has an extra 16M of memory, thanks to the card I'm testing for Mumbleco." 7. A conversational wild card used to designate something one doesn't want to bother spelling out, but which can be glarked from context. Compare blurgle. 8. [XEROX PARC] A colloquialism used to suggest that further discussion would be fruitless.

## 1.1205 munch

munch: [often confused with mung, q.v.] vt. To transform information in a serial fashion, often requiring large amounts of computation. To trace down a data structure. Related to crunch and nearly synonymous with grovel, but connotes less pain.

## 1.1206 munching

munching: n. Exploration of security holes of someone else's computer for thrills, notoriety, or to annoy the system manager. Compare cracker. See also hacked off.

## 1.1207 munching squares

munching squares: n. A display hack dating back to the PDP-1 (ca. 1962, reportedly discovered by Jackson Wright), which employs a trivial computation (repeatedly plotting the graph  $Y = X \text{ XOR } T$  for successive values of  $T$  --- see HAKMEM items 146--148) to produce an impressive display of moving and growing squares that devour the screen. The initial value of  $T$  is treated as a parameter, which, when well-chosen, can produce amazing effects. Some of these, later (re)discovered on the LISP machine, have been christened 'munching triangles' (try AND for XOR and toggling points instead of plotting them), 'munching w's', and 'munching mazes'. More generally, suppose a graphics program produces an impressive and ever-changing display of some basic form, foo, on a display terminal, and does it using a relatively simple program;



then the program (or the resulting display) is likely to be referred to as 'munching foos'. [This is a good example of the use of the word foo as a metasyntactic variable.]

## 1.1208 munchkin

munchkin: /muhnch'kin/ [from the squeaky-voiced little people in L. Frank Baum's "The Wizard of Oz"] n. A teenage-or-younger micro enthusiast hacking BASIC or something else equally constricted. A term of mild derision --- munchkins are annoying but some grow up to be hackers after passing through a larval stage. The term urchin is also used. See also wannabee, bitty box.

## 1.1209 mundane

mundane: [from SF fandom] n. 1. A person who is not in science fiction fandom. 2. A person who is not in the computer industry. In this sense, most often an adjectival modifier as in "in my mundane life...." See also Real World.

## 1.1210 mung

mung: /muhng/ [in 1960 at MIT, 'Mash Until No Good'; sometime after that the derivation from the recursive acronym 'Mung Until No Good' became standard] vt. 1. To make changes to a file, esp. large-scale and irrevocable changes. See BLT. 2. To destroy, usually accidentally, occasionally maliciously. The system only mungs things maliciously; this is a consequence of Finagle's Law. See scribble, mangle, trash, nuke. Reports from USENET suggest that the pronunciation /muhnj/ is now usual in speech, but the spelling 'mung' is still common in program comments (compare the widespread confusion over the proper spelling of kluge). 3. The kind of beans of which the sprouts are used in Chinese food. (That's their real name! Mung beans! Really!)

Like many early hacker terms, this one seems to have originated at TMRC; it was already in use there in 1958. Peter Samson (compiler of the original TMRC lexicon) thinks it may originally have been onomatopoeic for the sound of a relay spring (contact) being twanged. However, it is known that during the World Wars, 'mung' was army slang for the ersatz creamed chipped beef better known as 'SOS'.

## 1.1211 munge

**munge:** /muhnj/ vt. 1. [derogatory] To imperfectly transform information. 2. A comprehensive rewrite of a routine, data structure or the whole program.

This term is often confused with mung and may derive from it, or possibly vice-versa.

## 1.1212 Murphy's Law

**Murphy's Law:** prov. The correct, \*original\* Murphy's Law reads: "If there are two or more ways to do something, and one of those ways can result in a catastrophe, then someone will do it." This is a principle of defensive design, cited here because it is usually given in mutant forms less descriptive of the challenges of design for lusers. For example, you don't make a two-pin plug symmetrical and then label it 'THIS WAY UP'; if it matters which way it is plugged in, then you make the design asymmetrical (see also the anecdote under magic smoke).

Edward A. Murphy, Jr. was one of the engineers on the rocket-sled experiments that were done by the U.S. Air Force in 1949 to test human acceleration tolerances (USAF project MX981). One experiment involved a set of 16 accelerometers mounted to different parts of the subject's body. There were two ways each sensor could be glued to its mount, and somebody methodically installed all 16 the wrong way around. Murphy then made the original form of his pronouncement, which the test subject (Major John Paul Stapp) quoted at a news conference a few days later.

Within months 'Murphy's Law' had spread to various technical cultures connected to aerospace engineering. Before too many years had gone by variants had passed into the popular imagination, changing as they went. Most of these are variants on "Anything that can go wrong, will"; this is sometimes referred to as Finagle's Law. The memetic drift apparent in these mutants clearly demonstrates Murphy's Law acting on itself!

## 1.1213 music

**music::** n. A common extracurricular interest of hackers (compare science-fiction fandom, oriental food; see also filk). Hackish folklore has long claimed that musical and programming abilities are closely related, and there has been at least one large-scale statistical study that supports this. Hackers, as a rule, like music and often develop musical appreciation in unusual and interesting directions. Folk music is very big in hacker circles; so is electronic music, and the sort of elaborate instrumental jazz/rock that used to be called

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'progressive' and isn't recorded much any more. The hacker's musical range tends to be wide; many can listen with equal appreciation to (say) Talking Heads, Yes, Gentle Giant, Pat Metheny, Scott Joplin, Tangerine Dream, King Sunny Ade, The Pretenders, or the Brandenburg Concerti. It is also apparently true that hackerdom includes a much higher concentration of talented amateur musicians than one would expect from a similar-sized control group of mundane types.

## 1.1214 mutter

mutter: vt. To quietly enter a command not meant for the ears, eyes, or fingers of ordinary mortals. Often used in 'mutter an incantation'. See also wizard.

## 1.1215 N

N: /N/ quant. 1. A large and indeterminate number of objects: "There were N bugs in that crock!" Also used in its original sense of a variable name: "This crock has N bugs, as N goes to infinity." (The true number of bugs is always at least  $N + 1$ ; see Lubarsky's Law of Cybernetic Entomology.) 2. A variable whose value is inherited from the current context. For example, when a meal is being ordered at a restaurant, N may be understood to mean however many people there are at the table. From the remark "We'd like to order N wonton soups and a family dinner for  $N - 1$ " you can deduce that one person at the table wants to eat only soup, even though you don't know how many people there are (see great-wall). 3. 'Nth': adj. The ordinal counterpart of N, senses 1 and 2. "Now for the Nth and last time..." In the specific context "Nth-year grad student", N is generally assumed to be at least 4, and is usually 5 or more (see tenured graduate student). See also random numbers, two-to-the-N.

## 1.1216 nadger

nadger: /nad'jr/ [Great Britain] v. Of software or hardware (not people), to twiddle some object in a hidden manner, generally so that it conforms better to some format. For instance, string printing routines on 8-bit processors often take the string text from the instruction stream, thus a print call looks like 'jsr print:"Hello world"'. The print routine has to 'nadger' the saved instruction pointer so that the processor doesn't try to execute the text as instructions when the subroutine returns.

## 1.1217 nagware

nagware: /nag'weir/ [USENET] n. The variety of shareware that displays a large screen at the beginning or end reminding you to register, typically requiring some sort of keystroke to continue so that you can't use the software in batch mode. Compare crippleware.

## 1.1218 nailed to the wall

nailed to the wall: [like a trophy] adj. Said of a bug finally eliminated after protracted, and even heroic, effort.

## 1.1219 nailing jelly

nailing jelly: vi. See like nailing jelly to a tree.

## 1.1220 naive

naive: adj. Untutored in the perversities of some particular program or system; one who still tries to do things in an intuitive way, rather than the right way (in really good designs these coincide, but most designs aren't 'really good' in the appropriate sense). This trait is completely unrelated to general maturity or competence, or even competence at any other specific program. It is a sad commentary on the primitive state of computing that the natural opposite of this term is often claimed to be 'experienced user' but is really more like 'cynical user'.

## 1.1221 naive user

naive user: n. A luser. Tends to imply someone who is ignorant mainly owing to inexperience. When this is applied to someone who \*has\* experience, there is a definite implication of stupidity.

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## 1.1222 NAK

NAK: /nak/ [from the ASCII mnemonic for 0010101] interj.

1. On-line joke answer to ACK?: "I'm not here."
2. On-line answer to a request for chat: "I'm not available."
3. Used to politely interrupt someone to tell them you don't understand their point or that they have suddenly stopped making sense. See ACK, sense 3. "And then, after we recode the project in COBOL...." "Nak, Nak, Nak! I thought I heard you say COBOL!"

## 1.1223 nano

nano: /nan'oh/ [CMU: from 'nanosecond'] n. A brief period of time. "Be with you in a nano" means you really will be free shortly, i.e., implies what mainstream people mean by "in a jiffy" (whereas the hackish use of 'jiffy' is quite different --- see jiffy).

## 1.1224 nano-

nano-: [SI: the next quantifier below micro-; meaning \*  $10^{(-9)}$ ] pref. Smaller than micro-, and used in the same rather loose and connotative way. Thus, one has nanotechnology (coined by hacker K. Eric Drexler) by analogy with 'microtechnology'; and a few machine architectures have a 'nanocode' level below 'microcode'. Tom Duff at Bell Labs has also pointed out that "Pi seconds is a nanocentury". See also quantifiers, pico-, nanoacre, nanobot, nanocomputer, nanofortnight.

## 1.1225 nanoacre

nanoacre: /nan'oh-ay'kr/ n. A unit (about 2 mm square) of real estate on a VLSI chip. The term gets its giggle value from the fact that VLSI nanoacres have costs in the same range as real acres once one figures in design and fabrication-setup costs.

## 1.1226 nanobot

nanobot: /nan'oh-bot/ n. A robot of microscopic proportions, presumably built by means of nanotechnology. As yet, only used informally (and speculatively!). Also called a 'nanoagent'.

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## 1.1227 nanocomputer

nanocomputer: /nan'oh-k\*m-pyoo'tr/ n. A computer with molecular-sized switching elements. Designs for mechanical nanocomputers which use single-molecule sliding rods for their logic have been proposed. The controller for a nanobot would be a nanocomputer.

## 1.1228 nanofortnight

nanofortnight: [Adelaide University] n. 1 fortnight \*  $10^{-9}$ , or about 1.2 msec. This unit was used largely by students doing undergraduate practicals. See microfortnight, attoparsec, and micro-.

## 1.1229 nanotechnology

nanotechnology:: /nan'-oh-tek-no'l\*-jee/ n. A hypothetical fabrication technology in which objects are designed and built with the individual specification and placement of each separate atom. The first unequivocal nanofabrication experiments took place in 1990, for example with the deposition of individual xenon atoms on a nickel substrate to spell the logo of a certain very large computer company. Nanotechnology has been a hot topic in the hacker subculture ever since the term was coined by K. Eric Drexler in his book "Engines of Creation", where he predicted that nanotechnology could give rise to replicating assemblers, permitting an exponential growth of productivity and personal wealth. See also blue goo, gray goo, nanobot.

## 1.1230 nasal demons

nasal demons: n. Recognized shorthand on the USENET group comp.std.c for any unexpected behavior of a C compiler on encountering an undefined construct. During a discussion on that group in early 1992, a regular remarked "When the compiler encounters [a given undefined construct] it is legal for it to make demons fly out of your nose" (the implication is that the compiler may choose any arbitrarily bizarre way to interpret the code without violating the ANSI C standard). Someone else followed up with a reference to "nasal demons", which quickly became established.

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## 1.1231 nastygram

nastygram: /nas'tee-gram/ n. 1. A protocol packet or item of email (the latter is also called a letterbomb) that takes advantage of misfeatures or security holes on the target system to do untoward things. 2. Disapproving mail, esp. from a net.god, pursuant to a violation of netiquette or a complaint about failure to correct some mail- or news-transmission problem. Compare shitogram, mailbomb. 3. A status report from an unhappy, and probably picky, customer. "What'd Corporate say in today's nastygram?" 4. [deprecated] An error reply by mail from a daemon; in particular, a bounce message.

## 1.1232 Nathan Hale

Nathan Hale: n. An asterisk (see also splat, ASCII). Oh, you want an etymology? Notionally, from "I regret that I have only one asterisk for my country!", a misquote of the famous remark uttered by Nathan Hale just before he was hanged. Hale was a (failed) spy for the rebels in the American War of Independence.

## 1.1233 nature

nature: n. See has the X nature.

## 1.1234 neat hack

neat hack: n. 1. A clever technique. 2. A brilliant practical joke, where neatness is correlated with cleverness, harmlessness, and surprise value. Example: the Caltech Rose Bowl card display switch (see "The Meaning of 'Hack'", appendix A). See also hack.

## 1.1235 neats vs. scruffies

neats vs. scruffies: n. The label used to refer to one of the continuing holy wars in AI research. This conflict tangles together two separate issues. One is the relationship between human reasoning and AI; 'neats' tend to try to build systems that 'reason' in some way identifiably similar to the way humans report themselves as doing, while 'scruffies' profess not to care whether an algorithm resembles human reasoning in the least as

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long as it works. More importantly, neats tend to believe that logic is king, while scruffies favor looser, more ad-hoc methods driven by empirical knowledge. To a neat, scruffy methods appear promiscuous, successful only by accident, and not productive of insights about how intelligence actually works; to a scruffy, neat methods appear to be hung up on formalism and irrelevant to the hard-to-capture 'common sense' of living intelligences.

### 1.1236 neep-neep

neep-neep: /neep neep/ [onomatopoeic, from New York SF fandom]  
n. One who is fascinated by computers. Less specific than hacker, as it need not imply more skill than is required to boot games on a PC. The derived noun 'neeping' applies specifically to the long conversations about computers that tend to develop in the corners at most SF-convention parties (the term 'neepery' is also in wide use). Fandom has a related proverb to the effect that "Hacking is a conversational black hole!".

### 1.1237 neophilia

neophilia: /nee'oh-fil'-ee-\*/ n. The trait of being excited and pleased by novelty. Common among most hackers, SF fans, and members of several other connected leading-edge subcultures, including the pro-technology 'Whole Earth' wing of the ecology movement, space activists, many members of Mensa, and the Discordian/neo-pagan underground. All these groups overlap heavily and (where evidence is available) seem to share characteristic hacker tropisms for science fiction, music, and oriental food. The opposite tendency is 'neophobia'.

### 1.1238 net.-

net.-: /net dot/ pref. [USENET] Prefix used to describe people and events related to USENET. From the time before the Great Renaming, when most non-local newsgroups had names beginning 'net.'. Includes net.gods, 'net.goddesses' (various charismatic net.women with circles of on-line admirers), 'net.lurkers' (see lurker), 'net.person', 'net.parties' (a synonym for boink, sense 2), and many similar constructs. See also net.police.

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## 1.1239 net.god

net.god: /net god/ n. Accolade referring to anyone who satisfies some combination of the following conditions: has been visible on USENET for more than 5 years, ran one of the original backbone sites, moderated an important newsgroup, wrote news software, or knows Gene, Mark, Rick, Mel, Henry, Chuq, and Greg personally. See demigod. Net.goddesses such as Rissa or the Slime Sisters have (so far) been distinguished more by personality than by authority.

## 1.1240 net.personality

net.personality: /net per'sn-al'-\*-tee/ n. Someone who has made a name for him or herself on USENET, through either longevity or attention-getting posts, but doesn't meet the other requirements of net.godhood.

## 1.1241 net.police

net.police: /net-p\*-lees'/ n. (var. 'net.cops') Those USENET readers who feel it is their responsibility to pounce on and flame any posting which they regard as offensive or in violation of their understanding of netiquette. Generally used sarcastically or pejoratively. Also spelled 'net police'. See also net.-, code police.

## 1.1242 NetBOLLIX

NetBOLLIX: [from bollix: to bungle] n. IBM's NetBIOS, an extremely brain-damaged network protocol that, like Blue Glue, is used at commercial shops that don't know any better.

## 1.1243 netburp

netburp: [IRC] n. When netlag gets really bad, and delays between servers exceed a certain threshold, the IRC network effectively becomes partitioned for a period of time, and large numbers of people seem to be signing off at the same time and then signing back on again when things get better. An instance of this is called a 'netburp' (or, sometimes, netsplit).

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## 1.1244 netdead

netdead: [IRC] n. The state of someone who signs off IRC, perhaps during a netburp, and doesn't sign back on until later. In the interim, he is "dead to the net".

## 1.1245 nethack

nethack: /net'hak/ [UNIX] n. A dungeon game similar to rogue but more elaborate, distributed in C source over USENET and very popular at UNIX sites and on PC-class machines (nethack is probably the most widely distributed of the freeware dungeon games). The earliest versions, written by Jay Fenlason and later considerably enhanced by Andries Brouwer, were simply called 'hack'. The name changed when maintenance was taken over by a group of hackers originally organized by Mike Stephenson; the current contact address (as of mid-1993) is nethack-bugs@linc.cis.upenn.edu.

## 1.1246 netiquette

netiquette: /net'ee-ket/ or /net'i-ket/ [portmanteau from "network etiquette"] n. The conventions of politeness recognized on USENET, such as avoidance of cross-posting to inappropriate groups and refraining from commercial pluggery outside the biz groups.

## 1.1247 netlag

netlag: [IRC, MUD] n. A condition that occurs when the delays in the IRC network or on a MUD become severe enough that servers briefly lose and then reestablish contact, causing messages to be delivered in bursts, often with delays of up to a minute. (Note that this term has nothing to do with mainstream "jet lag", a condition which hackers tend not to be much bothered by.)

## 1.1248 netnews

netnews: /net'n[y]ooz/ n. 1. The software that makes USENET run. 2. The content of USENET. "I read netnews right after my mail most mornings."

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## 1.1249 netrock

netrock: /net'rok/ [IBM] n. A flame; used esp. on VNET, IBM's internal corporate network.

## 1.1250 netsplit

netsplit: n. Syn. netburp.

## 1.1251 netter

netter: n. 1. Loosely, anyone with a network address. 2. More specifically, a USENET regular. Most often found in the plural. "If you post *\*that\** in a technical group, you're going to be flamed by angry netters for the rest of time!"

## 1.1252 network address

network address: n. (also 'net address') As used by hackers, means an address on 'the' network (see network, the; this is almost always a bang path or Internet address). Such an address is essential if one wants to be taken seriously by hackers; in particular, persons or organizations that claim to understand, work with, sell to, or recruit from among hackers but *\*don't\** display net addresses are quietly presumed to be clueless poseurs and mentally flushed (see flush, sense 4). Hackers often put their net addresses on their business cards and wear them prominently in contexts where they expect to meet other hackers face-to-face (see also science-fiction fandom). This is mostly functional, but is also a signal that one identifies with hackerdom (like lodge pins among Masons or tie-dyed T-shirts among Grateful Dead fans). Net addresses are often used in email text as a more concise substitute for personal names; indeed, hackers may come to know each other quite well by network names without ever learning each others' 'legal' monikers. See also sitename, domainist.

## 1.1253 network meltdown

network meltdown: n. A state of complete network overload; the network equivalent of thrashing. This may be induced by a Chernobyl packet. See also broadcast storm, kamikaze packet.

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## 1.1254 network, the

network, the: n. 1. The union of all the major noncommercial, academic, and hacker-oriented networks, such as Internet, the old ARPANET, NSFnet, BITNET, and the virtual UUCP and USENET 'networks', plus the corporate in-house networks and commercial time-sharing services (such as CompuServe) that gateway to them. A site is generally considered 'on the network' if it can be reached through some combination of Internet-style (@-sign) and UUCP (bang-path) addresses. See bang path, Internet address, network address. 2. A fictional conspiracy of libertarian hacker-subversives and anti-authoritarian monkeywrenchers described in Robert Anton Wilson's novel "Schrödinger's Cat", to which many hackers have subsequently decided they belong (this is an example of ha ha only serious).

In sense 1, 'network' is often abbreviated to 'net'. "Are you on the net?" is a frequent question when hackers first meet face to face, and "See you on the net!" is a frequent goodbye.

## 1.1255 New Jersey

New Jersey: [primarily Stanford/Silicon Valley] adj. Brain-damaged or of poor design. This refers to the allegedly wretched quality of such software as C, C++, and UNIX (which originated at Bell Labs in Murray Hill, New Jersey). "This compiler bites the bag, but what can you expect from a compiler designed in New Jersey?" Compare Berkeley Quality Software. See also UNIX conspiracy.

## 1.1256 New Testament

New Testament: n. [C programmers] The second edition of K&R's "The C Programming Language" (Prentice-Hall, 1988; ISBN 0-13-110362-8), describing ANSI Standard C. See K&R.

## 1.1257 newbie

newbie: /n[y]oo'bee/ n. [orig. from British public-school and military slang variant of 'new boy'] A USENET neophyte. This term surfaced in the newsgroup talk.bizarre but is now in wide use. Criteria for being considered a newbie vary wildly; a person can be called a newbie in one newsgroup while remaining a respected regular in another. The label 'newbie' is sometimes applied as a serious insult to a person who has been around USENET for a long time but who carefully hides all evidence

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of having a clue. See BIFF.

## 1.1258 newgroup wars

newgroup wars: /n[y]oo'groop worz/ [USENET] n. The salvos of dueling 'newgroup' and 'rmgroup' messages sometimes exchanged by persons on opposite sides of a dispute over whether a newsgroup should be created net-wide, or (even more frequently) whether an obsolete one should be removed. These usually settle out within a week or two as it becomes clear whether the group has a natural constituency (usually, it doesn't). At times, especially in the completely anarchic alt hierarchy, the names of newsgroups themselves become a form of comment or humor; e.g., the spinoff of alt.swedish.chef.bork.bork.bork from alt.tv.muppets in early 1990, or any number of specialized abuse groups named after particularly notorious flammers, e.g., alt.weemba.

## 1.1259 newline

newline: /n[y]oo'li:n/ n. 1. [techspeak, primarily UNIX] The ASCII LF character (0001010), used under UNIX as a text line terminator. A Bell-Labs-ism rather than a Berkeleyism; interestingly (and unusually for UNIX jargon), it is said to have originally been an IBM usage. (Though the term 'newline' appears in ASCII standards, it never caught on in the general computing world before UNIX). 2. More generally, any magic character, character sequence, or operation (like Pascal's writeln procedure) required to terminate a text record or separate lines. See crlf, terpri.

## 1.1260 NeWS

NeWS: /nee'wis/, /n[y]oo'is/ or /n[y]ooz/ [acronym; the 'Network Window System'] n. The road not taken in window systems, an elegant PostScript-based environment that would almost certainly have won the standards war with X if it hadn't been proprietary to Sun Microsystems. There is a lesson here that too many software vendors haven't yet heeded. Many hackers insist on the two-syllable pronunciations above as a way of distinguishing NeWS from news (the netnews software).

## 1.1261 news

news: n. See netnews.

## 1.1262 newsfroup

newsfroup: // [USENET] n. Silly synonym for newsgroup, originally a typo but now in regular use on USENET's talk.bizarre and other lunatic-fringe groups. Compare hing, grilf, and filk.

## 1.1263 newsgroup

newsgroup: [USENET] n. One of USENET's huge collection of topic groups or fora. Usenet groups can be 'unmoderated' (anyone can post) or 'moderated' (submissions are automatically directed to a moderator, who edits or filters and then posts the results). Some newsgroups have parallel mailing lists for Internet people with no netnews access, with postings to the group automatically propagated to the list and vice versa. Some moderated groups (especially those which are actually gatewayed Internet mailing lists) are distributed as 'digests', with groups of postings periodically collected into a single large posting with an index.

Among the best-known are comp.lang.c (the C-language forum), comp.arch (on computer architectures), comp.unix.wizards (for UNIX wizards), rec.arts.sf-lovers (for science-fiction fans), and talk.politics.misc (miscellaneous political discussions and flamage).

## 1.1264 nick

nick: [IRC] n. Short for nickname. On IRC, every user must pick a nick, which is sometimes the same as the user's real name or login name, but is often more fanciful. Compare handle.

## 1.1265 nickle

nickle: /ni'kl/ [from 'nickel', common name for the U.S. 5-cent coin] n. A nybble + 1; 5 bits. Reported among developers for Mattel's GI 1600 (the Intellivision games processor), a chip with 16-bit-wide RAM but 10-bit-wide ROM. See

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also deckle.

## 1.1266 night mode

night mode: n. See phase (of people).

## 1.1267 Nightmare File System

Nightmare File System: n. Pejorative hackerism for Sun's Network File System (NFS). In any nontrivial network of Suns where there is a lot of NFS cross-mounting, when one Sun goes down, the others often freeze up. Some machine tries to access the down one, and (getting no response) repeats indefinitely. This causes it to appear dead to some messages (what is actually happening is that it is locked up in what should have been a brief excursion to a higher spl level). Then another machine tries to reach either the down machine or the pseudo-down machine, and itself becomes pseudo-down. The first machine to discover the down one is now trying both to access the down one and to respond to the pseudo-down one, so it is even harder to reach. This situation snowballs very quickly, and soon the entire network of machines is frozen --- worst of all, the user can't even abort the file access that started the problem! Many of NFS's problems are excused by partisans as being an inevitable result of its statelessness, which is held to be a great feature (critics, of course, call it a great misfeature). (ITS partisans are apt to cite this as proof of UNIX's alleged bogosity; ITS had a working NFS-like shared file system with none of these problems in the early 1970s.) See also broadcast storm.

## 1.1268 NIL

NIL: /nil/ No. Used in reply to a question, particularly one asked using the '-P' convention. Most hackers assume this derives simply from LISP terminology for 'false' (see also T), but NIL as a negative reply was well-established among radio hams decades before the advent of LISP. The historical connection between early hackerdom and the ham radio world was strong enough that this may have been an influence.

## 1.1269 Ninety-Ninety Rule

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Ninety-Ninety Rule: n. "The first 90% of the code accounts for the first 90% of the development time. The remaining 10% of the code accounts for the other 90% of the development time." Attributed to Tom Cargill of Bell Labs, and popularized by Jon Bentley's September 1985 "Bumper-Sticker Computer Science" column in "Communications of the ACM". It was there called the "Rule of Credibility", a name which seems not to have stuck.

## 1.1270 NMI

NMI: /N-M-I/ n. Non-Maskable Interrupt. An IRQ 7 on the PDP-11 or 680[01234]0; the NMI line on an 80[1234]86. In contrast with a priority interrupt (which might be ignored, although that is unlikely), an NMI is *\*never\** ignored.

## 1.1271 no-op

no-op: /noh'op/ alt. NOP /nop/ [no operation] n. 1. (also v.) A machine instruction that does nothing (sometimes used in assembler-level programming as filler for data or patch areas, or to overwrite code to be removed in binaries). See also JFCL. 2. A person who contributes nothing to a project, or has nothing going on upstairs, or both. As in "He's a no-op." 3. Any operation or sequence of operations with no effect, such as circling the block without finding a parking space, or putting money into a vending machine and having it fall immediately into the coin-return box, or asking someone for help and being told to go away. "Oh, well, that was a no-op." Hot-and-sour soup (see great-wall) that is insufficiently either is 'no-op soup'; so is wonton soup if everybody else is having hot-and-sour.

## 1.1272 noddy

noddy: /nod'ee/ [UK: from the children's books] adj. 1. Small and un-useful, but demonstrating a point. Noddy programs are often written by people learning a new language or system. The archetypal noddy program is hello, world. Noddy code may be used to demonstrate a feature or bug of a compiler. May be used of real hardware or software to imply that it isn't worth using. "This editor's a bit noddy." 2. A program that is more or less instant to produce. In this use, the term does not necessarily connote uselessness, but describes a hack sufficiently trivial that it can be written and debugged while carrying on (and during the space of) a normal conversation. "I'll just throw together a noddy awk script to dump all the first fields." In North America this might be called a mickey mouse program. See



toy program.

### 1.1273 NOMEX underwear

NOMEX underwear: /noh'meks uhn'-der-weir/ [USENET] n. Syn. asbestos longjohns, used mostly in auto-related mailing lists and newsgroups. NOMEX underwear is an actual product available on the racing equipment market, used as a fire resistance measure and required in some racing series.

### 1.1274 Nominal Semidestructor

Nominal Semidestructor: n. Soundalike slang for 'National Semiconductor', found among other places in the 4.3BSD networking sources. During the late 1970s to mid-1980s this company marketed a series of microprocessors including the NS16000 and NS32000 and several variants. At one point early in the great microprocessor race, the specs on these chips made them look like serious competition for the rising Intel 80x86 and Motorola 680x0 series. Unfortunately, the actual parts were notoriously flaky and never implemented the full instruction set promised in their literature, apparently because the company couldn't get any of the mask steppings to work as designed. They eventually sank without trace, joining the Zilog Z8000 and a few even more obscure also-rans in the graveyard of forgotten microprocessors. Compare HP-SUX, AIDX, buglix, Macintrash, Telerat, Open DeathTrap, ScumOS, sun-stools.

### 1.1275 non-optimal solution

non-optimal solution: n. (also 'sub-optimal solution') An astoundingly stupid way to do something. This term is generally used in deadpan sarcasm, as its impact is greatest when the person speaking looks completely serious. Compare stunning. See also Bad Thing.

### 1.1276 nonlinear

nonlinear: adj. [scientific computation] 1. Behaving in an erratic and unpredictable fashion; unstable. When used to describe the behavior of a machine or program, it suggests that said machine or program is being forced to run far outside of design specifications. This behavior may be induced by unreasonable

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inputs, or may be triggered when a more mundane bug sends the computation far off from its expected course. 2. When describing the behavior of a person, suggests a tantrum or a flame. "When you talk to Bob, don't mention the drug problem or he'll go nonlinear for hours." In this context, 'go nonlinear' connotes 'blow up out of proportion' (proportion connotes linearity).

## 1.1277 nontrivial

nontrivial: adj. Requiring real thought or significant computing power. Often used as an understated way of saying that a problem is quite difficult or impractical, or even entirely unsolvable ("Proving P=NP is nontrivial"). The preferred emphatic form is 'decidedly nontrivial'. See trivial, uninteresting, interesting.

## 1.1278 not ready for prime time

not ready for prime time: adj. Usable, but only just so; not very robust; for internal use only. Said of a program or device. Often connotes that the thing will be made more solid Real Soon Now. This term comes from the ensemble name of the original cast of "Saturday Night Live", the "Not Ready for Prime Time Players". It has extra flavor for hackers because of the special (though now semi-obsolescent) meaning of prime time. Compare beta.

## 1.1279 network

network: /not'werk/ n. A network, when it is acting flaky or is down. Compare nyetwork. Said at IBM to have originally referred to a particular period of flakiness on IBM's VNET corporate network ca. 1988; but there are independent reports of the term from elsewhere.

## 1.1280 NP-

NP-: /N-P/ pref. Extremely. Used to modify adjectives describing a level or quality of difficulty; the connotation is often 'more so than it should be' (NP-complete problems all seem to be very hard, but so far no one has found a good a priori reason that they should be.) "Coding a BitBlt implementation to perform correctly in every case is NP-annoying." This is

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generalized from the computer-science terms 'NP-hard' and 'NP-complete'. NP is the set of Nondeterministic-Polynomial algorithms, those that can be completed by a nondeterministic Turing machine in an amount of time that is a polynomial function of the size of the input; a solution for one NP-complete problem would solve all the others. Note, however, that the NP- prefix is, from a complexity theorist's point of view, the wrong part of 'NP-complete' to connote extreme difficulty; it is the completeness, not the NP-ness, that puts any problem it describes in the 'hard' category.

## 1.1281 nroff

nroff:: /N'rof/ [UNIX, from "new roff" (see troff)] n. A companion program to the UNIX typesetter troff, accepting identical input but preparing output for terminals and line printers.

## 1.1282 NSA line eater

NSA line eater: n. The National Security Agency trawling program sometimes assumed to be reading the net for the U.S. Government's spooks. Most hackers describe it as a mythical beast, but some believe it actually exists, more aren't sure, and many believe in acting as though it exists just in case. Some netters put loaded phrases like 'KGB', 'Uzi', 'nuclear materials', 'Palestine', 'cocaine', and 'assassination' in their sig blocks in a (probably futile) attempt to confuse and overload the creature. The GNU version of EMACS actually has a command that randomly inserts a bunch of insidious anarcho-verbiage into your edited text.

There is a mainstream variant of this myth involving a 'Trunk Line Monitor', which supposedly used speech recognition to extract words from telephone trunks. This one was making the rounds in the late 1970s, spread by people who had no idea of then-current technology or the storage, signal-processing, or speech recognition needs of such a project. On the basis of mass-storage costs alone it would have been cheaper to hire 50 high-school students and just let them listen in. Speech-recognition technology can't do this job even now (1993), and almost certainly won't in this millennium, either. The peak of silliness came with a letter to an alternative paper in New Haven, Connecticut, laying out the factoids of this Big Brotherly affair. The letter writer then revealed his actual agenda by offering --- at an amazing low price, just this once, we take VISA and MasterCard --- a scrambler guaranteed to daunt the Trunk Trawler and presumably allowing the would-be Baader-Meinhof gangs of the world to get on with their business.

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## 1.1283 nude

nude: adj. Said of machines delivered without an operating system (compare bare metal). "We ordered 50 systems, but they all arrived nude, so we had to spend a an extra weekend with the installation tapes." This usage is a recent innovation reflecting the fact that most PC clones are now delivered with DOS or Microsoft Windows pre-installed at the factory. Other kinds of hardware are still normally delivered without OS, so this term is particular to PC support groups.

## 1.1284 nuke

nuke: /n[y]look/ vt. 1. To intentionally delete the entire contents of a given directory or storage volume. "On UNIX, 'rm -r /usr' will nuke everything in the usr filesystem." Never used for accidental deletion. Oppose blow away. 2. Syn. for dike, applied to smaller things such as files, features, or code sections. Often used to express a final verdict. "What do you want me to do with that 80-meg wallpaper file?" "Nuke it." 3. Used of processes as well as files; nuke is a frequent verbal alias for 'kill -9' on UNIX. 4. On IBM PCs, a bug that results in fandango on core can trash the operating system, including the FAT (the in-core copy of the disk block chaining information). This can utterly scramble attached disks, which are then said to have been 'nuked'. This term is also used of analogous lossages on Macintoshes and other micros without memory protection.

## 1.1285 number-crunching

number-crunching: n. Computations of a numerical nature, esp. those that make extensive use of floating-point numbers. The only thing Fortrash is good for. This term is in widespread informal use outside hackerdom and even in mainstream slang, but has additional hackish connotations: namely, that the computations are mindless and involve massive use of brute force. This is not always evil, esp. if it involves ray tracing or fractals or some other use that makes pretty pictures, esp. if such pictures can be used as wallpaper. See also crunch.

## 1.1286 numbers

numbers: [scientific computation] n. Output of a computation that may not be significant results but at least indicate that the program is running. May be used to placate management, grant

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sponsors, etc. 'Making numbers' means running a program because output --- any output, not necessarily meaningful output --- is needed as a demonstration of progress. See pretty pictures, math-out, social science number.

### 1.1287 NUXI problem

NUXI problem: /nuk'see pro'bləm/ n. Refers to the problem of transferring data between machines with differing byte-order. The string 'UNIX' might look like 'NUXI' on a machine with a different 'byte sex' (e.g., when transferring data from a little-endian to a big-endian, or vice-versa). See also middle-endian, swab, and bytesexual.

### 1.1288 nybble

nybble: /nib'l/ (alt. 'nibble') [from v. 'nibble' by analogy with 'bite' => 'byte'] n. Four bits; one hex digit; a half-byte. Though 'byte' is now techspeak, this useful relative is still jargon. Compare byte, crumb, tayste, dynner; see also bit, nickle, deckle. Apparently this spelling is uncommon in Commonwealth Hackish, as British orthography suggests the pronunciation /ni:'bl/.

### 1.1289 nyetwork

nyetwork: /nyet'werk/ [from Russian 'nyet' = no] n. A network, when it is acting flaky or is down. Compare notwork.

### 1.1290 Ob-

Ob-: /ob/ pref. Obligatory. A piece of netiquette acknowledging that the author has been straying from the newsgroup's charter topic. For example, if a posting in alt.sex is a response to a part of someone else's posting that has nothing particularly to do with sex, the author may append 'ObSex' (or 'Obsex') and toss off a question or vignette about some unusual erotic act. It is considered a sign of great winnitude when one's Obs are more interesting than other people's whole postings.

## 1.1291 Obfuscated C Contest

Obfuscated C Contest: (in full, the 'International Obfuscated C Code Contest', or IOCCC) n. An annual contest run since 1984 over USENET by Landon Curt Noll and friends. The overall winner is whoever produces the most unreadable, creative, and bizarre (but working) C program; various other prizes are awarded at the judges' whim. C's terse syntax and macro-preprocessor facilities give contestants a lot of maneuvering room. The winning programs often manage to be simultaneously (a) funny, (b) breathtaking works of art, and (c) horrible examples of how *not* to code in C.

This relatively short and sweet entry might help convey the flavor of obfuscated C:

```

/*
 * HELLO WORLD program
 * by Jack Applin and Robert Heckendorn, 1985
 */
main(v,c)char**c;{for(v[c++]="Hello, world!\n");
(!c)[*c]&&(v--||--c&&execlp(*c,*c,c[!c]+!c,!c));
**c=!c)write(!*c,*c,!**c);}

```

Here's another good one:

[illegible]

Note that this program works by computing its own area. For more digits, write a bigger program. See also `hello, world`.

## 1.1292 obi-wan error

obi-wan error: /oh'bee-won' er'\*r/ [RPI, from 'off-by-one' and the Obi-Wan Kenobi character in "Star Wars"] n. A loop of some sort in which the index is off by 1. Common when the index should have started from 0 but instead started from 1. A kind of off-by-one error. See also zeroth.

## 1.1293 Objectionable-C

Objectionable-C: n. Hackish take on "Objective-C", the name of an object-oriented dialect of C in competition with the better-known C++ (it is used to write native applications on the NeXT machine). Objectionable-C uses a Smalltalk-like syntax, but lacks the flexibility of Smalltalk method calls, and (like many such efforts) comes frustratingly close to attaining the Right Thing without actually doing so.

## 1.1294 obscure

obscure: adj. Used in an exaggeration of its normal meaning, to imply total incomprehensibility. "The reason for that last crash is obscure." "The 'find(1)' command's syntax is obscure!" The phrase 'moderately obscure' implies that something could be figured out but probably isn't worth the trouble. The construction 'obscure in the extreme' is the preferred emphatic form.

## 1.1295 octal forty

octal forty: /ok'tl for'tee/ n. Hackish way of saying "I'm drawing a blank." Octal 40 is the ASCII space character, 0100000; by an odd coincidence, hex 40 (01000000) is the EBCDIC space character. See wall.

## 1.1296 off the trolley

off the trolley: adj. Describes the behavior of a program that malfunctions and goes catatonic, but doesn't actually crash or abort. See glitch, bug, deep space.

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## 1.1297 off-by-one error

off-by-one error: n. Exceedingly common error induced in many ways, such as by starting at 0 when you should have started at 1 or vice-versa, or by writing '< N' instead of '<= N' or vice-versa. Also applied to giving something to the person next to the one who should have gotten it. Often confounded with fencepost error, which is properly a particular subtype of it.

## 1.1298 offline

offline: adv. Not now or not here. "Let's take this discussion offline." Specifically used on USENET to suggest that a discussion be moved off a public newsgroup to email.

## 1.1299 ogg

ogg: /og/ [CMU] v. 1. In the multi-player space combat game Netrek, to execute kamikaze attacks against enemy ships which are carrying armies or occupying strategic positions. Named during a game in which one of the players repeatedly used the tactic while playing Orion ship G, showing up in the player list as "Og". This trick has been roundly denounced by those who would return to the good old days when the tactic of dogfighting was dominant, but as Sun Tzu wrote, "What is of supreme importance in war is to attack the enemy's strategy." However, the traditional answer to the newbie question "What does ogg mean?" is just "Pick up some armies and I'll show you." 2. In other games, to forcefully attack an opponent with the expectation that the resources expended will be renewed faster than the opponent will be able to regain his previous advantage. Taken more seriously as a tactic since it has gained a simple name. 3. To do anything forcefully, possibly without consideration of the drain on future resources. "I guess I'd better go ogg the problem set that's due tomorrow." "Whoops! I looked down at the map for a sec and almost ogged that oncoming car."

## 1.1300 old fart

old fart: n. Tribal elder. A title self-assumed with remarkable frequency by (esp.) USENETters who have been programming for more than about 25 years; often appears in sig blocks attached to Jargon File contributions of great archeological significance. This is a term of insult in the second or third person but one of pride in first person.

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## 1.1301 Old Testament

Old Testament: [C programmers] n. The first edition of K&R, the sacred text describing Classic C.

## 1.1302 one-banana problem

one-banana problem: n. At mainframe shops, where the computers have operators for routine administrivia, the programmers and hardware people tend to look down on the operators and claim that a trained monkey could do their job. It is frequently observed that the incentives that would be offered said monkeys can be used as a scale to describe the difficulty of a task. A one-banana problem is simple; hence, "It's only a one-banana job at the most; what's taking them so long?"

At IBM, folklore divides the world into one-, two-, and three-banana problems. Other cultures have different hierarchies and may divide them more finely; at ICL, for example, five grapes (a bunch) equals a banana. Their upper limit for the in-house sysapes is said to be two bananas and three grapes (another source claims it's three bananas and one grape, but observes "However, this is subject to local variations, cosmic rays and ISO"). At a complication level any higher than that, one asks the manufacturers to send someone around to check things.

See also Infinite-Monkey Theorem.

## 1.1303 one-line fix

one-line fix: n. Used (often sarcastically) of a change to a program that is thought to be trivial or insignificant right up to the moment it crashes the system. Usually 'cured' by another one-line fix. See also I didn't change anything!

## 1.1304 one-liner wars

one-liner wars: n. A game popular among hackers who code in the language APL (see write-only language and line noise). The objective is to see who can code the most interesting and/or useful routine in one line of operators chosen from APL's exceedingly hairy primitive set. A similar amusement was practiced among TECO hackers and is now popular among Perl aficionados.

Ken Iverson, the inventor of APL, has been credited with a

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one-liner that, given a number N, produces a list of the prime numbers from 1 to N inclusive. It looks like this:

```
(2 = 0 +.= T o.| T) / T <- iN
```

where 'o' is the APL null character, the assignment arrow is a single character, and 'i' represents the APL iota.

## 1.1305 ooblick

**ooblick:** /oo'blik/ [from the Dr. Seuss title "Bartholomew and the Oobleck"] n. A bizarre semi-liquid sludge made from cornstarch and water. Enjoyed among hackers who make batches during playtime at parties for its amusing and extremely non-Newtonian behavior; it pours and splatters, but resists rapid motion like a solid and will even crack when hit by a hammer. Often found near lasers.

Here is a field-tested ooblick recipe contributed by GLS:

```
1 cup cornstarch
1 cup baking soda
3/4 cup water
N drops of food coloring
```

This recipe isn't quite as non-Newtonian as a pure cornstarch ooblick, but has an appropriately slimy feel.

Some, however, insist that the notion of an ooblick \*recipe\* is far too mechanical, and that it is best to add the water in small increments so that the various mixed states the cornstarch goes through as it \*becomes\* ooblick can be grokked in fullness by many hands. For optional ingredients of this experience, see the "Ceremonial Chemicals" section of Appendix B.

## 1.1306 op

**op:** /op/ n. 1. In England and Ireland, common verbal abbreviation for 'operator', as in system operator. Less common in the U.S., where sysop seems to be preferred. 2. [IRC] Someone who is endowed with privileges on IRC, not limited to a particular channel. These are generally people who are in charge of the IRC server at their particular site. Sometimes used interchangeably with CHOP. Compare sysop.

## 1.1307 open

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open: n. Abbreviation for 'open (or left) parenthesis' --- used when necessary to eliminate oral ambiguity. To read aloud the LISP form (DEFUN FOO (X) (PLUS X 1)) one might say: "Open defun foo, open eks close, open, plus eks one, close close."

### 1.1308 Open DeathTrap

Open DeathTrap: n. Abusive hackerism for the Santa Cruz Operation's 'Open DeskTop' product, a Motif-based graphical interface over their UNIX. The funniest part is that this was coined by SCO's own developers.... Compare AIDX, Macintrash Nominal Semidestructor, ScumOS, sun-stools, HP-SUX.

### 1.1309 open switch

open switch: [IBM: prob. from railroading] n. An unresolved question, issue, or problem.

### 1.1310 operating system

operating system:: [techspeak] n. (Often abbreviated 'OS') The foundation software of a machine, of course; that which schedules tasks, allocates storage, and presents a default interface to the user between applications. The facilities an operating system provides and its general design philosophy exert an extremely strong influence on programming style and on the technical cultures that grow up around its host machines. Hacker folklore has been shaped primarily by the UNIX, ITS, TOPS-10, TOPS-20/TWENEX, WAITS, CP/M, MS-DOS, and Multics operating systems (most importantly by ITS and UNIX).

### 1.1311 optical diff

optical diff: n. See vdiff.

### 1.1312 optical grep

optical grep: n. See vgrep.

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### 1.1313 optimism

optimism: n. What a programmer is full of after fixing the last bug and just before actually discovering the `*next*` last bug. Fred Brooks's book "The Mythical Man-Month" (See "Brooks's Law") contains the following paragraph that describes this extremely well:

All programmers are optimists. Perhaps this modern sorcery especially attracts those who believe in happy endings and fairy god-mothers. Perhaps the hundreds of nitty frustrations drive away all but those who habitually focus on the end goal. Perhaps it is merely that computers are young, programmers are younger, and the young are always optimists. But however the selection process works, the result is indisputable: "This time it will surely run," or "I just found the last bug."

See also Lubarsky's Law of Cybernetic Entomology.

### 1.1314 Orange Book

Orange Book: n. The U.S. Government's standards document "Trusted Computer System Evaluation Criteria, DOD standard 5200.28-STD, December, 1985" which characterize secure computing architectures and defines levels A1 (most secure) through D (least). Stock UNIXes are roughly C1, and can be upgraded to about C2 without excessive pain. See also crayola books, book titles.

### 1.1315 oriental food

oriental food:: n. Hackers display an intense tropism towards oriental cuisine, especially Chinese, and especially of the spicier varieties such as Szechuan and Hunan. This phenomenon (which has also been observed in subcultures that overlap heavily with hackerdom, most notably science-fiction fandom) has never been satisfactorily explained, but is sufficiently intense that one can assume the target of a hackish dinner expedition to be the best local Chinese place and be right at least three times out of four. See also ravs, great-wall, stir-fried random, laser chicken, Yu-Shiang Whole Fish. Thai, Indian, Korean, and Vietnamese cuisines are also quite popular.

### 1.1316 orphan

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orphan: [UNIX] n. A process whose parent has died; one inherited by 'init(1)'. Compare zombie.

### 1.1317 orphaned i-node

orphaned i-node: /or'f\*nd i:'nohd/ [UNIX] n. 1. [techspeak] A file that retains storage but no longer appears in the directories of a filesystem. 2. By extension, a pejorative for any person no longer serving a useful function within some organization, esp. lion food without subordinates.

### 1.1318 orthogonal

orthogonal: [from mathematics] adj. Mutually independent; well separated; sometimes, irrelevant to. Used in a generalization of its mathematical meaning to describe sets of primitives or capabilities that, like a vector basis in geometry, span the entire 'capability space' of the system and are in some sense non-overlapping or mutually independent. For example, in architectures such as the PDP-11 or VAX where all or nearly all registers can be used interchangeably in any role with respect to any instruction, the register set is said to be orthogonal. Or, in logic, the set of operators 'not' and 'or' is orthogonal, but the set 'nand', 'or', and 'not' is not (because any one of these can be expressed in terms of the others). Also used in comments on human discourse: "This may be orthogonal to the discussion, but...."

### 1.1319 OS

OS: /O-S/ 1. [Operating System] n. An abbreviation heavily used in email, occasionally in speech. 2. n., obs. On ITS, an output spy. See "OS and JEDGAR" (in Appendix A).

### 1.1320 OS/2

OS/2: /O S too/ n. The anointed successor to MS-DOS for Intel 286- and 386-based micros; proof that IBM/Microsoft couldn't get it right the second time, either. Often called 'Half-an-OS'. Mentioning it is usually good for a cheap laugh among hackers --- the design was so baroque, and the implementation of 1.x so bad, that 3 years after introduction you could still count the

major apps shipping for it on the fingers of two hands --- in unary. The 2.x versions are said to have improved somewhat, and informed hackers now rate them superior to Microsoft Windows (an endorsement which, however, could easily be construed as damning with faint praise). See monstrosity, cretinous, second-system effect.

### 1.1321 out-of-band

out-of-band: [from telecommunications and network theory] adj.

1. In software, describes values of a function which are not in its 'natural' range of return values, but are rather signals that some kind of exception has occurred. Many C functions, for example, return a nonnegative integral value, but indicate failure with an out-of-band return value of -1. Compare hidden flag, green bytes, fence. 2. Also sometimes used to describe what communications people call 'shift characters', such as the ESC that leads control sequences for many terminals, or the level shift indicators in the old 5-bit Baudot codes. 3. In personal communication, using methods other than email, such as telephones or snail-mail.

### 1.1322 overflow bit

overflow bit: n. 1. [techspeak] A flag on some processors indicating an attempt to calculate a result too large for a register to hold. 2. More generally, an indication of any kind of capacity overload condition. "Well, the Ada description was baroque all right, but I could hack it OK until they got to the exception handling ... that set my overflow bit." 3. The hypothetical bit that will be set if a hacker doesn't get to make a trip to the Room of Porcelain Fixtures: "I'd better process an internal interrupt before the overflow bit gets set".

### 1.1323 overflow pdl

overflow pdl: [MIT] n. The place where you put things when your pdl is full. If you don't have one and too many things get pushed, you forget something. The overflow pdl for a person's memory might be a memo pad. This usage inspired the following doggerel:

```
Hey, diddle, diddle
The overflow pdl
  To get a little more stack;
If that's not enough
Then you lose it all,
```

And have to pop all the way back.  
--The Great Quux

The term `pdl` seems to be primarily an MITism; outside MIT this term is replaced by `'overflow stack'`.

## 1.1324 overrun

**overrun:** n. 1. [techspeak] Term for a frequent consequence of data arriving faster than it can be consumed, esp. in serial line communications. For example, at 9600 baud there is almost exactly one character per millisecond, so if a silo can hold only two characters and the machine takes longer than 2 msec to get to service the interrupt, at least one character will be lost. 2. Also applied to non-serial-I/O communications. "I forgot to pay my electric bill due to mail overrun." "Sorry, I got four phone calls in 3 minutes last night and lost your message to overrun." When thrashing at tasks, the next person to make a request might be told "Overrun!" Compare firehose syndrome. 3. More loosely, may refer to a buffer overflow not necessarily related to processing time (as in overrun screw).

## 1.1325 overrun screw

**overrun screw:** [C programming] n. A variety of fandango on core produced by scribbling past the end of an array (C implementations typically have no checks for this error). This is relatively benign and easy to spot if the array is static; if it is auto, the result may be to smash the stack --- often resulting in heisenbugs of the most diabolical subtlety. The term `'overrun screw'` is used esp. of scribbles beyond the end of arrays allocated with `'malloc(3)'`; this typically trashes the allocation header for the next block in the arena, producing massive lossage within malloc and often a core dump on the next operation to use `'stdio(3)'` or `'malloc(3)'` itself. See spam, overrun; see also memory leak, memory smash, aliasing bug, precedence lossage, fandango on core, secondary damage.

## 1.1326 P-mail

**P-mail:** n. Physical mail, as opposed to email. Synonymous with snail-mail.

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### 1.1327 P.O.D.

P.O.D.: /P-O-D/ Acronym for 'Piece Of Data' (as opposed to a code section). Usage: pedantic and rare. See also pod.

### 1.1328 padded cell

padded cell: n. Where you put lusers so they can't hurt anything. A program that limits a luser to a carefully restricted subset of the capabilities of the host system (for example, the 'rsh(1)' utility on USG UNIX). Note that this is different from an iron box because it is overt and not aimed at enforcing security so much as protecting others (and the luser) from the consequences of the luser's boundless naivet'e (see naive). Also 'padded cell environment'.

### 1.1329 page in

page in: [MIT] vi. 1. To become aware of one's surroundings again after having paged out (see page out). Usually confined to the sarcastic comment: "Eric pages in, film at 11!"  
2. Syn. 'swap in'; see swap.

### 1.1330 page out

page out: [MIT] vi. 1. To become unaware of one's surroundings temporarily, due to daydreaming or preoccupation. "Can you repeat that? I paged out for a minute." See page in. Compare glitch, thinko. 2. Syn. 'swap out'; see swap.

### 1.1331 pain in the net

pain in the net: n. A flamer.

### 1.1332 paper-net



paper-net: n. Hackish way of referring to the postal service, analogizing it to a very slow, low-reliability network. USENET sig blocks sometimes include a "Paper-Net:" header just before the sender's postal address; common variants of this are "Papernet" and "P-Net". Note that the standard netiquette guidelines discourage this practice as a waste of bandwidth, since netters are quite unlikely to casually use postal addresses. Compare voice-net, snail-mail, P-mail.

### 1.1333 param

param: /p\*-ram'/ n. Shorthand for 'parameter'. See also parm; compare arg, var.

### 1.1334 PARC

PARC: n. See XEROX PARC.

### 1.1335 parent message

parent message: n. What a followup follows up.

### 1.1336 parity errors

parity errors: pl.n. Little lapses of attention or (in more severe cases) consciousness, usually brought on by having spent all night and most of the next day hacking. "I need to go home and crash; I'm starting to get a lot of parity errors." Derives from a relatively common but nearly always correctable transient error in RAM hardware. Parity errors can also afflict mass storage and serial communication lines; this is more serious because not always correctable.

### 1.1337 Parkinson's Law of Data

Parkinson's Law of Data: prov. "Data expands to fill the space available for storage"; buying more memory encourages the use of more memory-intensive techniques. It has been observed over the last 10 years that the memory usage of evolving systems tends to

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double roughly once every 18 months. Fortunately, memory density available for constant dollars also tends to double about once every 12 months (see Moore's Law); unfortunately, the laws of physics guarantee that the latter cannot continue indefinitely.

### 1.1338 parm

parm: /parm/ n. Further-compressed form of param. This term is an IBMism, and written use is almost unknown outside IBM shops; spoken /parm/ is more widely distributed, but the synonym arg is favored among hackers. Compare arg, var.

### 1.1339 parse

parse: [from linguistic terminology] vt. 1. To determine the syntactic structure of a sentence or other utterance (close to the standard English meaning). "That was the one I saw you." "I can't parse that." 2. More generally, to understand or comprehend. "It's very simple; you just kretch the glims and then aos the zotz." "I can't parse that." 3. Of fish, to have to remove the bones yourself. "I object to parsing fish", means "I don't want to get a whole fish, but a sliced one is okay". A 'parsed fish' has been deboned. There is some controversy over whether 'unparsed' should mean 'bony', or also mean 'deboned'.

### 1.1340 Pascal

Pascal:: n. An Algol-descended language designed by Niklaus Wirth on the CDC 6600 around 1967--68 as an instructional tool for elementary programming. This language, designed primarily to keep students from shooting themselves in the foot and thus extremely restrictive from a general-purpose-programming point of view, was later promoted as a general-purpose tool and, in fact, became the ancestor of a large family of languages including Modula-2 and Ada (see also bondage-and-discipline language). The hackish point of view on Pascal was probably best summed up by a devastating (and, in its deadpan way, screamingly funny) 1981 paper by Brian Kernighan (of K&R fame) entitled "Why Pascal is Not My Favorite Programming Language", which was turned down by the technical journals but circulated widely via photocopies. It was eventually published in "Comparing and Assessing Programming Languages", edited by Alan Feuer and Narain Gehani (Prentice-Hall, 1984). Part of his discussion is worth repeating here, because its criticisms are still apposite to Pascal itself after ten years of improvement and could also stand as an indictment of many other bondage-and-discipline languages. At the end of a summary of the

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case against Pascal, Kernighan wrote:

9. There is no escape

This last point is perhaps the most important. The language is inadequate but circumscribed, because there is no way to escape its limitations. There are no casts to disable the type-checking when necessary. There is no way to replace the defective run-time environment with a sensible one, unless one controls the compiler that defines the "standard procedures". The language is closed.

People who use Pascal for serious programming fall into a fatal trap. Because the language is impotent, it must be extended. But each group extends Pascal in its own direction, to make it look like whatever language they really want. Extensions for separate compilation, FORTRAN-like COMMON, string data types, internal static variables, initialization, octal numbers, bit operators, etc., all add to the utility of the language for one group but destroy its portability to others.

I feel that it is a mistake to use Pascal for anything much beyond its original target. In its pure form, Pascal is a toy language, suitable for teaching but not for real programming.

Pascal has since been almost entirely displaced (by C) from the niches it had acquired in serious applications and systems programming, but retains some popularity as a hobbyist language in the MS-DOS and Macintosh worlds.

## 1.1341 pastie

**pastie:** /pay'stee/ n. An adhesive-backed label designed to be attached to a key on a keyboard to indicate some non-standard character which can be accessed through that key. Pasties are likely to be used in APL environments, where almost every key is associated with a special character. A pastie on the R key, for example, might remind the user that it is used to generate the rho character. The term properly refers to nipple-concealing devices formerly worn by strippers in concession to indecent-exposure laws; compare tits on a keyboard.

## 1.1342 patch

**patch:** 1. n. A temporary addition to a piece of code, usually as a quick-and-dirty remedy to an existing bug or misfeature. A patch may or may not work, and may or may not eventually be incorporated permanently into the program. Distinguished from a diff or mod by the fact that a patch is generated by more primitive means than the rest of the program; the classical examples are instructions modified by using the front panel

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switches, and changes made directly to the binary executable of a program originally written in an HLL. Compare one-line fix. 2. vt. To insert a patch into a piece of code. 3. [in the UNIX world] n. A diff (sense 2). 4. A set of modifications to binaries to be applied by a patching program. IBM operating systems often receive updates to the operating system in the form of absolute hexadecimal patches. If you have modified your OS, you have to disassemble these back to the source. The patches might later be corrected by other patches on top of them (patches were said to "grow scar tissue"). The result was often a convoluted patch space and headaches galore. 5. [UNIX] the 'patch(1)' program, written by Larry Wall, which automatically applies a patch (sense 3) to a set of source code.

There is a classic story of a tiger team penetrating a secure military computer that illustrates the danger inherent in binary patches (or, indeed, any patches that you can't --- or don't --- inspect and examine before installing). They couldn't find any trap doors or any way to penetrate security of IBM's OS, so they made a site visit to an IBM office (remember, these were official military types who were purportedly on official business), swiped some IBM stationery, and created a fake patch. The patch was actually the trapdoor they needed. The patch was distributed at about the right time for an IBM patch, had official stationery and all accompanying documentation, and was dutifully installed. The installation manager very shortly thereafter learned something about proper procedures.

### 1.1343 patch space

patch space: n. An unused block of bits left in a binary so that it can later be modified by insertion of machine-language instructions there (typically, the patch space is modified to contain new code, and the superseded code is patched to contain a jump or call to the patch space). The widening use of HLLs has made this term rare; it is now primarily historical outside IBM shops. See patch (sense 4), zap (sense 4), hook.

### 1.1344 path

path: n. 1. A bang path or explicitly routed Internet address; a node-by-node specification of a link between two machines. 2. [UNIX] A filename, fully specified relative to the root directory (as opposed to relative to the current directory; the latter is sometimes called a 'relative path'). This is also called a 'pathname'. 3. [UNIX and MS-DOS] The 'search path', an environment variable specifying the directories in which the shell (COMMAND.COM, under MS-DOS) should look for commands. Other, similar constructs abound under UNIX (for example, the C preprocessor has a 'search path' it uses in looking for

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```
`#include' files).
```

### 1.1345 pathological

pathological: adj. 1. [scientific computation] Used of a data set that is grossly atypical of normal expected input, esp. one that exposes a weakness or bug in whatever algorithm one is using. An algorithm that can be broken by pathological inputs may still be useful if such inputs are very unlikely to occur in practice. 2. When used of test input, implies that it was purposefully engineered as a worst case. The implication in both senses is that the data is spectacularly ill-conditioned or that someone had to explicitly set out to break the algorithm in order to come up with such a crazy example. 3. Also said of an unlikely collection of circumstances. "If the network is down and comes up halfway through the execution of that command by root, the system may just crash." "Yes, but that's a pathological case." Often used to dismiss the case from discussion, with the implication that the consequences are acceptable, since they will happen so infrequently (if at all) that it doesn't seem worth going to the extra trouble to handle that case (see sense 1).

### 1.1346 payware

payware: /pay'weir/ n. Commercial software. Oppose shareware or freeware.

### 1.1347 PBD

PBD: /P-B-D/ [abbrev. of 'Programmer Brain Damage'] n. Applied to bug reports revealing places where the program was obviously broken by an incompetent or short-sighted programmer. Compare UBD; see also brain-damaged.

### 1.1348 PC-ism

PC-ism: /P-C-izm/ n. A piece of code or coding technique that takes advantage of the unprotected single-tasking environment in IBM PCs and the like, e.g., by busy-waiting on a hardware register, direct diddling of screen memory, or using hard timing loops. Compare ill-behaved, vaxism, unixism. Also, 'PC-ware' n., a program full of PC-isms on a machine with a more capable operating system. Pejorative.

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## 1.1349 PD

PD: /P-D/ adj. Common abbreviation for 'public domain', applied to software distributed over USENET and from Internet archive sites. Much of this software is not in fact public domain in the legal sense but travels under various copyrights granting reproduction and use rights to anyone who can snarf a copy. See copyleft.

## 1.1350 PDL

PDL: /P-D-L/, /pid'l/, /p\*d'l/ or /puhd'l/ 1. n. 'Program Design Language'. Any of a large class of formal and profoundly useless pseudo-languages in which management forces one to design programs. Too often, management expects PDL descriptions to be maintained in parallel with the code, imposing massive overhead to little or no benefit. See also flowchart. 2. v. To design using a program design language. "I've been pdling so long my eyes won't focus beyond 2 feet." 3. n. 'Page Description Language'. Refers to any language which is used to control a graphics device, usually a laserprinter. The most common example is, of course, Adobe's PostScript language, but there are many others, such as Xerox InterPress, etc.

## 1.1351 pdl

pdl: /pid'l/ or /puhd'l/ [abbreviation for 'Push Down List'] n. 1. In ITS days, the preferred MITism for stack. See overflow pdl. 2. Dave Lebling, one of the co-authors of Zork; (his network address on the ITS machines was at one time pdl@dms). 3. Rarely, any sense of PDL, as these are not invariably capitalized.

## 1.1352 PDP-10

PDP-10: [Programmed Data Processor model 10] n. The machine that made timesharing real. It looms large in hacker folklore because of its adoption in the mid-1970s by many university computing facilities and research labs, including the MIT AI Lab, Stanford, and CMU. Some aspects of the instruction set (most notably the bit-field instructions) are still considered unsurpassed. The 10 was eventually eclipsed by the VAX machines (descendants of the PDP-11) when DEC recognized that the 10 and VAX product lines were competing with each other and decided to concentrate its software development effort on the more profitable VAX. The machine was finally dropped from DEC's line in 1983, following the failure of

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the Jupiter Project at DEC to build a viable new model. (Some attempts by other companies to market clones came to nothing; see Foonly and Mars.) This event spelled the doom of ITS and the technical cultures that had spawned the original Jargon File, but by mid-1991 it had become something of a badge of honorable old-timerhood among hackers to have cut one's teeth on a PDP-10. See TOPS-10, ITS, AOS, BLT, DDT, DPB, EXCH, HAKMEM, JFCL, LDB, pop, push, Appendix A.

## 1.1353 PDP-20

PDP-20: n. The most famous computer that never was. PDP-10 computers running the TOPS-10 operating system were labeled 'DECsystem-10' as a way of differentiating them from the PDP-11. Later on, those systems running TOPS-20 were labeled 'DECSYSTEM-20' (the block capitals being the result of a lawsuit brought against DEC by Singer, which once made a computer called 'system-10'), but contrary to popular lore there was never a 'PDP-20'; the only difference between a 10 and a 20 was the operating system and the color of the paint. Most (but not all) machines sold to run TOPS-10 were painted 'Basil Blue', whereas most TOPS-20 machines were painted 'Chinese Red' (often mistakenly called orange).

## 1.1354 peek

peek: n., vt. (and poke) The commands in most microcomputer BASICs for directly accessing memory contents at an absolute address; often extended to mean the corresponding constructs in any HLL (peek reads memory, poke modifies it). Much hacking on small, non-MMU micros consists of 'peek'ing around memory, more or less at random, to find the location where the system keeps interesting stuff. Long (and variably accurate) lists of such addresses for various computers circulate (see interrupt list, the). The results of 'poke's at these addresses may be highly useful, mildly amusing, useless but neat, or (most likely) total lossage (see killer poke).

Since a real operating system provides useful, higher-level services for the tasks commonly performed with peeks and pokes on micros, and real languages tend not to encourage low-level memory groveling, a question like "How do I do a peek in C?" is diagnostic of the newbie. (Of course, OS kernels often have to do exactly this; a real C hacker would unhesitatingly, if unportably, assign an absolute address to a pointer variable and indirect through it.)

## 1.1355 pencil and paper

pencil and paper: n. An archaic information storage and transmission device that works by depositing smears of graphite on bleached wood pulp. More recent developments in paper-based technology include improved 'write-once' update devices which use tiny rolling heads similar to mouse balls to deposit colored pigment. All these devices require an operator skilled at so-called 'handwriting' technique. These technologies are ubiquitous outside hackerdom, but nearly forgotten inside it. Most hackers had terrible handwriting to begin with, and years of keyboarding tend to have encouraged it to degrade further. Perhaps for this reason, hackers deprecate pencil-and-paper technology and often resist using it in any but the most trivial contexts. See also Appendix B.

## 1.1356 peon

peon: n. A person with no special (root or wheel) privileges on a computer system. "I can't create an account on \*foovax\* for you; I'm only a peon there."

## 1.1357 percent-S

percent-S: /per-sent' es'/ [From the code in C's 'printf(3)' library function used to insert an arbitrary string argument] n. An unspecified person or object. "I was just talking to some percent-s in administration." Compare random.

## 1.1358 perf

perf: /perf/ n. Syn. chad (sense 1). The term 'perfor' /per'f\*-ree/ is also heard. The term perf may also refer to the perforations themselves, rather than the chad they produce when torn.

## 1.1359 perfect programmer syndrome

perfect programmer syndrome: n. Arrogance; the egotistical conviction that one is above normal human error. Most frequently found among programmers of some native ability but relatively little experience (especially new graduates; their perceptions may be distorted by a history of excellent performance at solving toy



problems). "Of course my program is correct, there is no need to test it." "Yes, I can see there may be a problem here, but \*I'll\* never type `'rm -r /'` while in root mode."

## 1.1360 Perl

Perl: /perl/ [Practical Extraction and Report Language, a.k.a Pathologically Eclectic Rubbish Lister] n. An interpreted language developed by Larry Wall <lwall@jpl.nasa.gov>, author of `'patch(1)'` and `'rn(1)'` and distributed over USENET. Superficially resembles `'awk(1)'`, but is much hairier (see `awk`). UNIX sysadmins, who are almost always incorrigible hackers, increasingly consider it one of the languages of choice. Perl has been described, in a parody of a famous remark about `'lex(1)'`, as the "Swiss-Army chainsaw" of UNIX programming.

## 1.1361 person of no account

person of no account: [University of California at Santa Cruz] n. Used when referring to a person with no network address, frequently to forestall confusion. Most often as part of an introduction: "This is Bill, a person of no account, but he used to be bill@random.com". Compare return from the dead.

## 1.1362 pessimal

pessimal: /pes'im-l/ [Latin-based antonym for `'optimal'`] adj. Maximally bad. "This is a pessimal situation." Also `'pessimize'` vt. To make as bad as possible. These words are the obvious Latin-based antonyms for `'optimal'` and `'optimize'`, but for some reason they do not appear in most English dictionaries, although `'pessimize'` is listed in the OED.

## 1.1363 pessimizing compiler

pessimizing compiler: /pes'\*-mi:z'ing k\*m-pi:l'r/ [antonym of `'optimizing compiler'`] n. A compiler that produces object code that is worse than the straightforward or obvious hand translation. The implication is that the compiler is actually trying to optimize the program, but through excessive cleverness is doing the opposite. A few pessimizing compilers have been written on purpose, however, as pranks or burlesques.

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## 1.1364 peta-

peta-: /pe't\* / [SI] pref. See quantifiers.

## 1.1365 PETSCII

PETSCII: /pet'skee/ [abbreviation of PET ASCII] n. The variation (many would say perversion) of the ASCII character set used by the Commodore Business Machines PET series of personal computers and the later Commodore C64, C16, and C128 machines. The PETSCII set used left-arrow and up-arrow (as in old-style ASCII) instead of underscore and caret, placed the unshifted alphabet at positions 65--90, put the shifted alphabet at positions 193--218, and added graphics characters.

## 1.1366 phage

phage: n. A program that modifies other programs or databases in unauthorized ways; esp. one that propagates a virus or Trojan horse. See also worm, mockingbird. The analogy, of course, is with phage viruses in biology.

## 1.1367 phase

phase: 1. n. The offset of one's waking-sleeping schedule with respect to the standard 24-hour cycle; a useful concept among people who often work at night and/or according to no fixed schedule. It is not uncommon to change one's phase by as much as 6 hours per day on a regular basis. "What's your phase?" "I've been getting in about 8 P.M. lately, but I'm going to wrap around to the day schedule by Friday." A person who is roughly 12 hours out of phase is sometimes said to be in 'night mode'. (The term 'day mode' is also (but less frequently) used, meaning you're working 9 to 5 (or, more likely, 10 to 6).) The act of altering one's cycle is called 'changing phase'; 'phase shifting' has also been recently reported from Caltech. 2. 'change phase the hard way': To stay awake for a very long time in order to get into a different phase. 3. 'change phase the easy way': To stay asleep, etc. However, some claim that either staying awake longer or sleeping longer is easy, and that it is \*shortening\* your day or night that is really hard (see wrap around). The 'jet lag' that afflicts travelers who cross many time-zone boundaries may be attributed to two distinct causes: the strain of travel per se, and the strain of changing phase. Hackers who suddenly find that they must change phase drastically in a short period of time, particularly the hard way,

experience something very like jet lag without traveling.

## 1.1368 phase of the moon

phase of the moon: n. Used humorously as a random parameter on which something is said to depend. Sometimes implies unreliability of whatever is dependent, or that reliability seems to be dependent on conditions nobody has been able to determine. "This feature depends on having the channel open in mumble mode, having the foo switch set, and on the phase of the moon." See also heisenbug.

True story: Once upon a time there was a bug that really did depend on the phase of the moon. There was a little subroutine that had traditionally been used in various programs at MIT to calculate an approximation to the moon's true phase. GLS incorporated this routine into a LISP program that, when it wrote out a file, would print a timestamp line almost 80 characters long. Very occasionally the first line of the message would be too long and would overflow onto the next line, and when the file was later read back in the program would barf. The length of the first line depended on both the precise date and time and the length of the phase specification when the timestamp was printed, and so the bug literally depended on the phase of the moon!

The first paper edition of the Jargon File (Steele-1983) included an example of one of the timestamp lines that exhibited this bug, but the typesetter 'corrected' it. This has since been described as the phase-of-the-moon-bug bug.

## 1.1369 phase-wrapping

phase-wrapping: [MIT] n. Syn. wrap around, sense 2.

## 1.1370 phreaking

phreaking: /freek'ing/ [from 'phone phreak'] n. 1. The art and science of cracking the phone network (so as, for example, to make free long-distance calls). 2. By extension, security-cracking in any other context (especially, but not exclusively, on communications networks) (see cracking).

At one time phreaking was a semi-respectable activity among hackers; there was a gentleman's agreement that phreaking as an intellectual game and a form of exploration was OK, but serious theft of services was taboo. There was significant crossover between the hacker community and the hard-core phone phreaks who

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ran semi-underground networks of their own through such media as the legendary "TAP Newsletter". This ethos began to break down in the mid-1980s as wider dissemination of the techniques put them in the hands of less responsible phreaks. Around the same time, changes in the phone network made old-style technical ingenuity less effective as a way of hacking it, so phreaking came to depend more on overtly criminal acts such as stealing phone-card numbers. The crimes and punishments of gangs like the '414 group' turned that game very ugly. A few old-time hackers still phreak casually just to keep their hand in, but most these days have hardly even heard of 'blue boxes' or any of the other paraphernalia of the great phreaks of yore.

### 1.1371 pico-

pico-: [SI: a quantifier  
meaning  $\times 10^{-12}$ ]  
pref. Smaller than nano-; used in the same rather loose connotative way as nano- and micro-. This usage is not yet common in the way nano- and micro- are, but should be instantly recognizable to any hacker. See also quantifiers, micro-.

### 1.1372 pig, run like a

pig, run like a: v. To run very slowly on given hardware, said of software. Distinct from hog.

### 1.1373 pilot error

pilot error: [Sun: from aviation] n. A user's misconfiguration or misuse of a piece of software, producing apparently buglike results (compare UBD). "Joe Luser reported a bug in sendmail that causes it to generate bogus headers." "That's not a bug, that's pilot error. His 'sendmail.cf' is hosed."

### 1.1374 ping

ping: [from the TCP/IP acronym 'Packet Internet Groper', prob. originally contrived to match the submariners' term for a sonar pulse] 1. n. Slang term for a small network message (ICMP ECHO) sent by a computer to check for the presence and alertness of another (the UNIX command 'ping(8)' can be used to do this

manually). Occasionally used as a phone greeting. See ACK, also ENQ. 2. vt. To verify the presence of. 3. vt. To get the attention of. 4. vt. To send a message to all members of a mailing list requesting an ACK (in order to verify that everybody's addresses are reachable). "We haven't heard much of anything from Geoff, but he did respond with an ACK both times I pinged jargon-friends." 5. n. A quantum packet of happiness. People who are very happy tend to exude pings; furthermore, one can intentionally create pings and aim them at a needy party (e.g., a depressed person). This sense of ping may appear as an exclamation; "Ping!" (I'm happy; I am emitting a quantum of happiness; I have been struck by a quantum of happiness). The form "pingfulness", which is used to describe people who exude pings, also occurs. (In the standard abuse of language, "pingfulness" can also be used as an exclamation, in which case it's a much stronger exclamation than just "ping!"). Oppose blargh.

The funniest use of 'ping' to date was described in January 1991 by Steve Hayman on the USENET group comp.sys.next. He was trying to isolate a faulty cable segment on a TCP/IP Ethernet hooked up to a NeXT machine, and got tired of having to run back to his console after each cabling tweak to see if the ping packets were getting through. So he used the sound-recording feature on the NeXT, then wrote a script that repeatedly invoked 'ping(8)', listened for an echo, and played back the recording on each returned packet. Result? A program that caused the machine to repeat, over and over, "Ping ... ping ... ping ..." as long as the network was up. He turned the volume to maximum, ferreted through the building with one ear cocked, and found a faulty tee connector in no time.

## 1.1375 Pink-Shirt Book

Pink-Shirt Book: "The Peter Norton Programmer's Guide to the IBM PC". The original cover featured a picture of Peter Norton with a silly smirk on his face, wearing a pink shirt. Perhaps in recognition of this usage, the current edition has a different picture of Norton wearing a pink shirt. See also book titles.

## 1.1376 PIP

PIP: /pip/ [Peripheral Interchange Program] vt., obs. To copy; from the program PIP on CP/M, RSX-11, RSTS/E, TOPS-10, and OS/8 (derived from a utility on the PDP-6) that was used for file copying (and in OS/8 and RT-11 for just about every other file operation you might want to do). It is said that when the program was originated, during the development of the PDP-6 in 1963, it was called ATLATL ('Anything, Lord, to Anything, Lord'; this played on the Nahuatl word 'atlatl' for a spear-thrower, with connotations of utility and primitivity that were no doubt quite intentional).

See also BLT, dd, cat.

### 1.1377 pistol

pistol: [IBM] n. A tool that makes it all too easy for you to shoot yourself in the foot. "UNIX 'rm \*' makes such a nice pistol!"

### 1.1378 pizza box

pizza box: [Sun] n. The largish thin box housing the electronics in (especially Sun) desktop workstations, so named because of its size and shape and the dimpled pattern that looks like air holes.

Two meg single-platter removable disk packs used to be called pizzas, and the huge drive they were stuck into was referred to as a pizza oven. It's an index of progress that in the old days just the disk was pizza-sized, while now the entire computer is.

### 1.1379 pizza, ANSI standard

pizza, ANSI standard: /an'see stan'd\*rd peet'z\*/ [CMU] Pepperoni and mushroom pizza. Coined allegedly because most pizzas ordered by CMU hackers during some period leading up to mid-1990 were of that flavor. See also rotary debugger; compare tea, ISO standard cup of.

### 1.1380 plaid screen

plaid screen: [XEROX PARC] n. A 'special effect' that occurs when certain kinds of memory smashes overwrite the control blocks or image memory of a bit-mapped display. The term "salt and pepper" may refer to a different pattern of similar origin. Though the term as coined at PARC refers to the result of an error, some of the X demos induce plaid-screen effects deliberately as a display hack.

### 1.1381 plain-ASCII

plain-ASCII: /playn-as'kee/ Syn. flat-ASCII.

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## 1.1382 plan file

plan file: [UNIX] n. On systems that support finger, the ``.plan'` file in a user's home directory is displayed when the user is fingered. This feature was originally intended to be used to keep potential fingerers apprised of one's location and near-future plans, but has been turned almost universally to humorous and self-expressive purposes (like a sig block). See also *Hacking X for Y*.

A recent innovation in plan files has been the introduction of "scrolling plan files" which are one-dimensional animations made using only the printable ASCII character set, carriage return and line feed, avoiding terminal specific escape sequences, since the finger command will (for security reasons; see *letterbomb*) not pass the escape character.

Scrolling `.plan` files have become art forms in miniature, and some sites have started competitions to find who can create the longest running, funniest, and most original animations. Various animation characters include:

```
Centipede:
    mmmmmme
Lorry/Truck:
    oo-oP
Andalusian Video Snail:
    _@/
```

and a compiler (ASP) is available on USENET for producing them. See also *twirling baton*.

## 1.1383 platinum-iridium

platinum-iridium: adj. Standard, against which all others of the same category are measured. Usage: silly. The notion is that one of whatever it is has actually been cast in platinum-iridium alloy and placed in the vault beside the Standard Kilogram at the International Bureau of Weights and Measures near Paris. (From 1889 to 1960, the meter was defined to be the distance between two scratches in a platinum-iridium bar kept in that same vault --- this replaced an earlier definition as  $10^{(-7)}$  times the distance between the North Pole and the Equator along a meridian through Paris; unfortunately, this had been based on an inexact value of the circumference of the Earth. From 1960 to 1984 it was defined to be 1650763.73 wavelengths of the orange-red line of krypton-86 propagating in a vacuum. It is now defined as the length of the path traveled by light in a vacuum in the time interval of  $1/299,792,458$  of a second. The kilogram is now the only unit of measure officially defined in terms of a unique artifact.) "This garbage-collection algorithm has been tested against the platinum-iridium cons cell in Paris." Compare *golden*.

### 1.1384 playpen

playpen: [IBM] n. A room where programmers work. Compare salt mines.

### 1.1385 playte

playte: /playt/ 16 bits, by analogy with nybble and byte. Usage: rare and extremely silly. See also dynner and crumb.

### 1.1386 plingnet

plingnet: /pling'net/ n. Syn. UUCPNET. Also see Commonwealth Hackish, which uses 'pling' for bang (as in bang path).

### 1.1387 plokta

plokta: /plok't\*/ [Acronym for 'Press Lots Of Keys To Abort']  
v. To press random keys in an attempt to get some response from the system. One might plokta when the abort procedure for a program is not known, or when trying to figure out if the system is just sluggish or really hung. Plokta can also be used while trying to figure out any unknown key sequence for a particular operation. Someone going into 'plokta mode' usually places both hands flat on the keyboard and mashes them down, hoping for some useful response.

A slightly more directed form of plokta can often be seen in mail messages or USENET articles from new users --- the text might end with

```
^X^C
q
quit
:q
^C
end
x
exit
ZZ
^D
?
help
```



as the user vainly tries to find the right exit sequence, with the incorrect tries piling up at the end of the message....

### 1.1388 plonk

plonk: [USENET: possibly influenced by British slang 'plonk' for cheap booze, or 'plonker' for someone behaving stupidly] The sound a newbie makes as he falls to the bottom of a kill file. Used almost exclusively in the newsgroup talk.bizarre, this term (usually written "\*plonk\*") is a form of public ridicule.

### 1.1389 plugh

plugh: /ploogh/ [from the ADVENT game] v. See xyzzzy.

### 1.1390 plumbing

plumbing: [UNIX] n. Term used for shell code, so called because of the prevalence of 'pipelines' that feed the output of one program to the input of another. Under UNIX, user utilities can often be implemented or at least prototyped by a suitable collection of pipelines and temp-file grinding encapsulated in a shell script; this is much less effort than writing C every time, and the capability is considered one of UNIX's major winning features. A few other OSs such as IBM's VM/CMS support similar facilities. Esp. used in the construction 'hairy plumbing' (see hairy). "You can kluge together a basic spell-checker out of 'sort(1)', 'comm(1)', and 'tr(1)' with a little plumbing." See also tee.

### 1.1391 PM

PM: /P-M/ 1. v. (from 'preventive maintenance') To bring down a machine for inspection or test purposes. See provocative maintenance; see also scratch monkey. 2. n. Abbrev. for 'Presentation Manager', an elephantine OS/2 graphical user interface.

## 1.1392 pnambic

pnambic: /p\*-nam'bik/ [Acronym from the scene in the film version of "The Wizard of Oz" in which the true nature of the wizard is first discovered: "Pay no attention to the man behind the curtain."]

1. A stage of development of a process or function that, owing to incomplete implementation or to the complexity of the system, requires human interaction to simulate or replace some or all of the actions, inputs, or outputs of the process or function.
2. Of or pertaining to a process or function whose apparent operations are wholly or partially falsified.
3. Requiring prestidigitization.

The ultimate pnambic product was "Dan Bricklin's Demo", a program which supported flashy user-interface design prototyping. There is a related maxim among hackers: "Any sufficiently advanced technology is indistinguishable from a rigged demo." See magic, sense 1, for illumination of this point.

## 1.1393 pod

pod: [allegedly from abbreviation POD for 'Prince Of Darkness'] n. A Diablo 630 (or, latterly, any letter-quality impact printer). From the DEC-10 PODTYPE program used to feed formatted text to it. Not to be confused with P.O.D..

## 1.1394 point-and-drool interface

point-and-drool interface: n. Parody of the techspeak term 'point-and-shoot interface', describing a windows, icons, and mouse-based interface such as is found on the Macintosh. The implication, of course, is that such an interface is only suitable for idiots. See for the rest of us, WIMP environment, Macintrash, drool-proof paper. Also 'point-and-grunt interface'.

## 1.1395 poke

poke: n., vt. See peek.

## 1.1396 poll

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**poll:** v.,n. 1. [techspeak] The action of checking the status of an input line, sensor, or memory location to see if a particular external event has been registered. 2. To repeatedly call or check with someone: "I keep polling him, but he's not answering his phone; he must be swapped out." 3. To ask. "Lunch? I poll for a takeout order daily."

### 1.1397 polygon pusher

**polygon pusher:** n. A chip designer who spends most of his or her time at the physical layout level (which requires drawing \*lots\* of multi-colored polygons). Also 'rectangle slinger'.

### 1.1398 POM

**POM:** /P-O-M/ n. Common abbreviation for phase of the moon. Usage: usually in the phrase 'POM-dependent', which means flaky.

### 1.1399 pop

**pop:** /pop/ [from the operation that removes the top of a stack, and the fact that procedure return addresses are usually saved on the stack] (also capitalized 'POP') 1. vt. To remove something from a stack or pdl. If a person says he/she has popped something from his stack, that means he/she has finally finished working on it and can now remove it from the list of things hanging overhead. 2. When a discussion gets to a level of detail so deep that the main point of the discussion is being lost, someone will shout "Pop!", meaning "Get back up to a higher level!" The shout is frequently accompanied by an upthrust arm with a finger pointing to the ceiling.

### 1.1400 POPJ

**POPJ:** /pop'J/ [from a PDP-10 return-from-subroutine instruction] n.,v. To return from a digression. By verb doubling, "Popj, popj" means roughly "Now let's see, where were we?" See RTI.

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## 1.1401 post

post: v. To send a message to a mailing list or newsgroup. Distinguished in context from 'mail'; one might ask, for example: "Are you going to post the patch or mail it to known users?"

## 1.1402 postcardware

postcardware: n. Shareware that borders on freeware, in that the author requests only that satisfied users send a postcard of their home town or something. (This practice, silly as it might seem, serves to remind users that they are otherwise getting something for nothing, and may also be psychologically related to real estate 'sales' in which \$1 changes hands just to keep the transaction from being a gift.)

## 1.1403 posting

posting: n. Noun corresp. to v. post (but note that post can be nouned). Distinguished from a 'letter' or ordinary email message by the fact that it is broadcast rather than point-to-point. It is not clear whether messages sent to a small mailing list are postings or email; perhaps the best dividing line is that if you don't know the names of all the potential recipients, it is a posting.

## 1.1404 postmaster

postmaster: n. The email contact and maintenance person at a site connected to the Internet or UUCPNET. Often, but not always, the same as the admin. The Internet standard for electronic mail (RFC-822) requires each machine to have a 'postmaster' address; usually it is aliased to this person.

## 1.1405 PostScript

PostScript:: n. A Page Description Language (PDL), based on work originally done by John Gaffney at Evans and Sutherland in 1976, evolving through 'JaM' ('John and Martin', Martin Newell) at XEROX PARC, and finally implemented in its current form by John Warnock et al. after he and Chuck Geschke founded Adobe Systems Incorporated in 1982. PostScript gets its leverage by

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using a full programming language, rather than a series of low-level escape sequences, to describe an image to be printed on a laser printer or other output device (in this it parallels EMACS, which exploited a similar insight about editing tasks). It is also noteworthy for implementing on-the fly rasterization, from Bezier curve descriptions, of high-quality fonts at low (e.g. 300 dpi) resolution (it was formerly believed that hand-tuned bitmap fonts were required for this task). Hackers consider PostScript to be among the most elegant hacks of all time, and the combination of technical merits and widespread availability has made PostScript the language of choice for graphical output.

### 1.1406 pound on

pound on: vt. Syn. bang on.

### 1.1407 power cycle

power cycle: vt. (also, 'cycle power' or just 'cycle') To power off a machine and then power it on immediately, with the intention of clearing some kind of hung or gronked state. Syn. 120 reset; see also Big Red Switch. Compare Vulcan nerve pinch, bounce (sense 4), and boot, and see the AI Koan in "A Selection of AI Koans" (in Appendix A) about Tom Knight and the novice.

### 1.1408 power hit

power hit: n. A spike or drop-out in the electricity supplying your machine; a power glitch. These can cause crashes and even permanent damage to your machine(s).

### 1.1409 PPN

PPN: /P-P-N/, /pip'n/ [from 'Project-Programmer Number'] n. A user-ID under TOPS-10 and its various mutant progeny at SAIL, BBN, CompuServe, and elsewhere. Old-time hackers from the PDP-10 era sometimes use this to refer to user IDs on other systems as well.

## 1.1410 precedence lossage

precedence lossage: /pre's\*-dens los'\*j/ [C programmers] n.  
Coding error in an expression due to unexpected grouping of arithmetic or logical operators by the compiler. Used esp. of certain common coding errors in C due to the nonintuitively low precedence levels of '&', '|', '^', '<<', and '>>' (for this reason, experienced C programmers deliberately forget the language's baroque precedence hierarchy and parenthesize defensively). Can always be avoided by suitable use of parentheses. LISP fans enjoy pointing out that this can't happen in \*their\* favorite language, which eschews precedence entirely, requiring one to use explicit parentheses everywhere. See aliasing bug, memory leak, memory smash, smash the stack, fandango on core, overrun screw.

## 1.1411 prepend

prepend: /pree'pend'/ [by analogy with 'append'] vt. To prefix. As with 'append' (but not 'prefix' or 'suffix' as a verb), the direct object is always the thing being added and not the original word (or character string, or whatever). "If you prepend a semicolon to the line, the translation routine will pass it through unaltered."

## 1.1412 prestidigitization

prestidigitization: /pres't\*-di'j\*-ti:-zay'sh\*n/ n. 1. The act of putting something into digital notation via sleight of hand.  
2. Data entry through legerdemain.

## 1.1413 pretty pictures

pretty pictures: n. [scientific computation] The next step up from numbers. Interesting graphical output from a program that may not have any sensible relationship to the system the program is intended to model. Good for showing to management.

## 1.1414 prettyprint

prettyprint: /prit'ee-print/ (alt. 'pretty-print') v. 1. To generate 'pretty' human-readable output from a hairy internal representation; esp. used for the process of grinding (sense 1) program code, and most esp. for LISP code. 2. To format in some particularly slick and nontrivial way.

### 1.1415 pretzel key

pretzel key: [Mac users] n. See feature key.

### 1.1416 prime time

prime time: [from TV programming] n. Normal high-usage hours on a timesharing system; the day shift. Avoidance of prime time was traditionally given as a major reason for night mode hacking. The rise of the personal workstation has rendered this term, along with timesharing itself, almost obsolete. The hackish tendency to late-night hacking runs has changed not a bit.

### 1.1417 printing discussion

printing discussion: [XEROX PARC] n. A protracted, low-level, time-consuming, generally pointless discussion of something only peripherally interesting to all.

### 1.1418 priority interrupt

priority interrupt: [from the hardware term] n. Describes any stimulus compelling enough to yank one right out of hack mode. Classically used to describe being dragged away by an SO for immediate sex, but may also refer to more mundane interruptions such as a fire alarm going off in the near vicinity. Also called an NMI (non-maskable interrupt), especially in PC-land.

### 1.1419 profile

profile: n. 1. A control file for a program, esp. a text file automatically read from each user's home directory and intended to be easily modified by the user in order to customize the program's behavior. Used to avoid hardcoded choices (see also dot file, rc file). 2. [techspeak] A report on the amounts of time spent in each routine of a program, used to find and tune away the hot spots in it. This sense is often verbed. Some profiling modes report units other than time (such as call counts) and/or report at granularities other than per-routine, but the idea is similar.

### 1.1420 proglet

proglet: /prog'let/ [UK] n. A short extempore program written to meet an immediate, transient need. Often written in BASIC, rarely more than a dozen lines long, and containing no subroutines. The largest amount of code that can be written off the top of one's head, that does not need any editing, and that runs correctly the first time (this amount varies significantly according to one's skill and the language one is using). Compare toy program, noddy, one-liner wars.

### 1.1421 program

program: n. 1. A magic spell cast over a computer allowing it to turn one's input into error messages. 2. An exercise in experimental epistemology. 3. A form of art, ostensibly intended for the instruction of computers, which is nevertheless almost inevitably a failure if other programmers can't understand it.

### 1.1422 Programmer's Cheer

Programmer's Cheer: "Shift to the left! Shift to the right! Pop up, push down! Byte! Byte! Byte!" A joke so old it has hair on it.

### 1.1423 programming

programming: n. 1. The art of debugging a blank sheet of paper (or, in these days of on-line editing, the art of debugging an empty file). 2. A pastime similar to banging one's head against a wall, but with fewer opportunities for reward. 3. The most fun you can have with your clothes on (although clothes are not

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mandatory).

### 1.1424 programming fluid

programming fluid: n. 1. Coffee. 2. Cola. 3. Any caffeinacious stimulant. Many hackers consider these essential for those all-night hacking runs. See unleaded, wirewater.

### 1.1425 propeller head

propeller head: n. Used by hackers, this is syn. with computer geek. Non-hackers sometimes use it to describe all techies. Prob. derives from SF fandom's tradition (originally invented by old-time fan Ray Faraday Nelson) of propeller beanies as fannish insignia (though nobody actually wears them except as a joke).

### 1.1426 propeller key

propeller key: [Mac users] n. See feature key.

### 1.1427 proprietary

proprietary: adj. 1. In marketroid-speak, superior; implies a product imbued with exclusive magic by the unmatched brilliance of the company's own hardware or software designers. 2. In the language of hackers and users, inferior; implies a product not conforming to open-systems standards, and thus one that puts the customer at the mercy of a vendor able to gouge freely on service and upgrade charges after the initial sale has locked the customer in.

### 1.1428 protocol

protocol: n. As used by hackers, this never refers to niceties about the proper form for addressing letters to the Papal Nuncio or the order in which one should use the forks in a Russian-style place setting; hackers don't care about such things. It is used instead to describe any set of rules that allow different machines or pieces of software to coordinate with each other without ambiguity. So, for example, it does include niceties about the

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proper form for addressing packets on a network or the order in which one should use the forks in the Dining Philosophers Problem. It implies that there is some common message format and an accepted set of primitives or commands that all parties involved understand, and that transactions among them follow predictable logical sequences. See also handshaking, do protocol.

### 1.1429 provocative maintenance

provocative maintenance: [common ironic mutation of 'preventive maintenance'] n. Actions performed upon a machine at regularly scheduled intervals to ensure that the system remains in a usable state. So called because it is all too often performed by a field servoid who doesn't know what he is doing; such 'maintenance' often \*induces\* problems, or otherwise results in the machine's remaining in an \*un\*usable state for an indeterminate amount of time. See also scratch monkey.

### 1.1430 prowler

prowler: [UNIX] n. A daemon that is run periodically (typically once a week) to seek out and erase core files, truncate administrative logfiles, nuke 'lost+found' directories, and otherwise clean up the cruft that tends to pile up in the corners of a file system. See also GFR, reaper, skulker.

### 1.1431 pseudo

pseudo: /soo'doh/ [USENET: truncation of 'pseudonym'] n. 1. An electronic-mail or USENET persona adopted by a human for amusement value or as a means of avoiding negative repercussions of one's net.behavior; a 'nom de USENET', often associated with forged postings designed to conceal message origins. Perhaps the best-known and funniest hoax of this type is BIFF. 2. Notionally, a flamage-generating AI program simulating a USENET user. Many flammers have been accused of actually being such entities, despite the fact that no AI program of the required sophistication yet exists. However, in 1989 there was a famous series of forged postings that used a phrase-frequency-based travesty generator to simulate the styles of several well-known flammers; it was based on large samples of their back postings (compare Dissociated Press). A significant number of people were fooled by the forgeries, and the debate over their authenticity was settled only when the perpetrator came forward to publicly admit the hoax.

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### 1.1432 pseudoprime

pseudoprime: n. A backgammon prime (six consecutive occupied points) with one point missing. This term is an esoteric pun derived from a mathematical method that, rather than determining precisely whether a number is prime (has no divisors), uses a statistical technique to decide whether the number is 'probably' prime. A number that passes this test is called a pseudoprime. The hacker backgammon usage stems from the idea that a pseudoprime is almost as good as a prime: it does the job of a prime until proven otherwise, and that probably won't happen.

### 1.1433 pseudosuit

pseudosuit: /soo'doh-s[y]oot'/ n. A suit wannabee; a hacker who has decided that he wants to be in management or administration and begins wearing ties, sport coats, and (shudder!) suits voluntarily. It's his funeral. See also lobotomy.

### 1.1434 psychedelicare

psychedelicare: /si:'k\*-del'-ik-weir/ [UK] n. Syn. display hack. See also smoking clover.

### 1.1435 psyton

psyton: /si:'ton/ [TMRC] n. The elementary particle carrying the sinister force. The probability of a process losing is proportional to the number of psytons falling on it. Psytons are generated by observers, which is why demos are more likely to fail when lots of people are watching. [This term appears to have been largely superseded by bogon; see also quantum bogodynamics. --- ESR]

### 1.1436 pubic directory

pubic directory: [NYU] (also 'pube directory' /pyoob' d\*-rek't\*-ree/) n. The 'pub' (public) directory on a machine that allows FTP access. So called because it is the default location for SEX (sense 1). "I'll have the source in the pube directory by Friday."

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## 1.1437 puff

puff: vt. To decompress data that has been crunched by Huffman coding. At least one widely distributed Huffman decoder program was actually \*named\* 'PUFF', but these days it is usually packaged with the encoder. Oppose huff.

## 1.1438 punched card

punched card:: alt. 'punch card' [techspeak] n.obs. The signature medium of computing's Stone Age, now obsolescent outside of some IBM shops. The punched card actually predated computers considerably, originating in 1801 as a control device for mechanical looms. The version patented by Hollerith and used with mechanical tabulating machines in the 1890 U.S. Census was a piece of cardboard about 90 mm by 215 mm. There is a widespread myth that it was designed to fit in the currency trays used for that era's larger dollar bills, but recent investigations have falsified this.

IBM (which originated as a tabulating-machine manufacturer) married the punched card to computers, encoding binary information as patterns of small rectangular holes; one character per column, 80 columns per card. Other coding schemes, sizes of card, and hole shapes were tried at various times.

The 80-column width of most character terminals is a legacy of the IBM punched card; so is the size of the quick-reference cards distributed with many varieties of computers even today. See chad, chad box, eighty-column mind, green card, dusty deck, lace card, card wallop.

## 1.1439 punt

punt: [from the punch line of an old joke referring to American football: "Drop back 15 yards and punt!"] v. 1. To give up, typically without any intention of retrying. "Let's punt the movie tonight." "I was going to hack all night to get this feature in, but I decided to punt" may mean that you've decided not to stay up all night, and may also mean you're not ever even going to put in the feature. 2. More specifically, to give up on figuring out what the Right Thing is and resort to an inefficient hack. 3. A design decision to defer solving a problem, typically because one cannot define what is desirable sufficiently well to frame an algorithmic solution. "No way to know what the right form to dump the graph in is --- we'll punt that for now." 4. To hand a tricky implementation problem off to some other section of the design. "It's too hard to get the compiler to do that; let's punt to the runtime system."

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## 1.1440 Purple Book

Purple Book: n. 1. The "System V Interface Definition". The covers of the first editions were an amazingly nauseating shade of off-lavender. 2. Syn. Wizard Book. See also book titles.

## 1.1441 purple wire

purple wire: [IBM] n. Wire installed by Field Engineers to work around problems discovered during testing or debugging. These are called 'purple wires' even when (as is frequently the case) their actual physical color is yellow.... Compare blue wire, yellow wire, and red wire.

## 1.1442 push

push: [from the operation that puts the current information on a stack, and the fact that procedure return addresses are saved on a stack] (Also PUSH /push/ or PUSHJ /push'J/, the latter based on the PDP-10 procedure call instruction.) 1. To put something onto a stack or pdl. If one says that something has been pushed onto one's stack, it means that the Damoclean list of things hanging over one's head has grown longer and heavier yet. This may also imply that one will deal with it *\*before\** other pending items; otherwise one might say that the thing was 'added to my queue'. 2. vi. To enter upon a digression, to save the current discussion for later. Antonym of pop; see also stack, pdl.

## 1.1443 quad

quad: n. 1. Two bits; syn. for quarter, crumb, tayste. 2. A four-pack of anything (compare hex, sense 2). 3. The rectangle or box glyph used in the APL language for various arcane purposes mostly related to I/O. Former Ivy-Leaguers and Oxford types are said to associate it with nostalgic memories of dear old University.

## 1.1444 quadruple bucky

quadruple bucky: n., obs. 1. On an MIT space-cadet keyboard, use of all four of the shifting keys (control, meta, hyper, and super) while typing a character key. 2. On a Stanford or MIT keyboard in raw mode, use of four shift keys while typing a fifth character, where the four shift keys are the control and meta keys on \*both\* sides of the keyboard. This was very difficult to do! One accepted technique was to press the left-control and left-meta keys with your left hand, the right-control and right-meta keys with your right hand, and the fifth key with your nose.

Quadruple-bucky combinations were very seldom used in practice, because when one invented a new command one usually assigned it to some character that was easier to type. If you want to imply that a program has ridiculously many commands or features, you can say something like: "Oh, the command that makes it spin the tapes while whistling Beethoven's Fifth Symphony is quadruple-bucky-cokebottle." See double bucky, bucky bits, cokebottle.

## 1.1445 quantifiers

quantifiers:: In techspeak and jargon, the standard metric prefixes used in the SI (Syst`eme International) conventions for scientific measurement have dual uses. With units of time or things that come in powers of 10, such as money, they retain their usual meanings of multiplication by powers of  $1000 = 10^3$ . But when used with bytes or other things that naturally come in powers of 2, they usually denote multiplication by powers of  $1024 = 2^{10}$ .

Here are the SI magnifying prefixes, along with the corresponding binary interpretations in common use:

prefix	decimal	binary
kilo-	$1000^1$	$1024^1 = 2^{10} = 1,024$
mega-	$1000^2$	$1024^2 = 2^{20} = 1,048,576$
giga-	$1000^3$	$1024^3 = 2^{30} = 1,073,741,824$
tera-	$1000^4$	$1024^4 = 2^{40} = 1,099,511,627,776$
peta-	$1000^5$	$1024^5 = 2^{50} = 1,125,899,906,842,624$
exa-	$1000^6$	$1024^6 = 2^{60} = 1,152,921,504,606,846,976$
zetta-	$1000^7$	$1024^7 = 2^{70} = 1,180,591,620,717,411,303,424$
yotta-	$1000^8$	$1024^8 = 2^{80} = 1,208,925,819,614,629,174,706,176$

Here are the SI fractional prefixes:

*prefix	decimal	jargon usage*
milli-	$1000^{-1}$	(seldom used in jargon)
micro-	$1000^{-2}$	small or human-scale (see micro-)
nano-	$1000^{-3}$	even smaller (see nano-)
pico-	$1000^{-4}$	even smaller yet (see pico-)
femto-	$1000^{-5}$	(not used in jargon---yet)
atto-	$1000^{-6}$	(not used in jargon---yet)

zepto- 1000<sup>-7</sup> (not used in jargon---yet)  
 yocto- 1000<sup>-8</sup> (not used in jargon---yet)

The prefixes zetta-, yotta-, zepto-, and yocto- have been included in these tables purely for completeness and giggle value; they were adopted in 1990 by the '19th Conference Generale des Poids et Mesures'. The binary peta- and exa- loadings, though well established, are not in jargon use either --- yet. The prefix milli-, denoting multiplication by 1000<sup>(-1)</sup>, has always been rare in jargon (there is, however, a standard joke about the 'millihelen' --- notionally, the amount of beauty required to launch one ship). See the entries on micro-, pico-, and nano- for more information on connotative jargon use of these terms. 'Femto' and 'atto' (which, interestingly, derive not from Greek but from Danish) have not yet acquired jargon loadings, though it is easy to predict what those will be once computing technology enters the required realms of magnitude (however, see attoparsec).

There are, of course, some standard unit prefixes for powers of 10. In the following table, the 'prefix' column is the international standard suffix for the appropriate power of ten; the 'binary' column lists jargon abbreviations and words for the corresponding power of 2. The B-suffixed forms are commonly used for byte quantities; the words 'meg' and 'gig' are nouns that may (but do not always) pluralize with 's'.

prefix	decimal	binary	pronunciation
kilo-	k	K, KB,	/kay/
mega-	M	M, MB, meg	/meg/
giga-	G	G, GB, gig	/gig/, /jig/

Confusingly, hackers often use K or M as though they were suffix or numeric multipliers rather than a prefix; thus "2K dollars", "2M of disk space". This is also true (though less commonly) of G.

Note that the formal SI metric prefix for 1000 is 'k'; some use this strictly, reserving 'K' for multiplication by 1024 (KB is thus 'kilobytes').

K, M, and G used alone refer to quantities of bytes; thus, 64G is 64 gigabytes and 'a K' is a kilobyte (compare mainstream use of 'a G' as short for 'a grand', that is, \$1000). Whether one pronounces 'gig' with hard or soft 'g' depends on what one thinks the proper pronunciation of 'giga-' is.

Confusing 1000 and 1024 (or other powers of 2 and 10 close in magnitude) --- for example, describing a memory in units of 500K or 524K instead of 512K --- is a sure sign of the marketroid. One example of this: it is common to refer to the capacity of 3.5" microfloppies as '1.44 MB' In fact, this is a completely bogus number. The correct size is 1440 KB, that is, 1440 \* 1024 = 1474560 bytes. So the 'mega' in '1.44 MB' is compounded of two 'kilos', one of which is 1024 and the other of which is 1000. The correct number of megabytes would of course be 1440 / 1024 = 1.40625. Alas, this fine point is probably lost on the world forever.

[1993 update: hacker Morgan Burke has proposed, to general approval on USENET, the following additional prefixes:

groucho  
10<sup>-30</sup>  
harpo  
10<sup>-27</sup>  
harpi  
10<sup>27</sup>  
grouchi  
10<sup>30</sup>

We observe that this would leave the prefixes zeppo-, gummo-, and chico- available for future expansion. Sadly, there is little immediate prospect that Mr. Burke's eminently sensible proposal will be ratified.]

## 1.1446 quantum bogodynamics

quantum bogodynamics: /kwon'tm boh'goh-di:-nam'iks/ n. A theory that characterizes the universe in terms of bogon sources (such as politicians, used-car salesmen, TV evangelists, and suits in general), bogon sinks (such as taxpayers and computers), and bogosity potential fields. Bogon absorption, of course, causes human beings to behave mindlessly and machines to fail (and may also cause both to emit secondary bogons); however, the precise mechanics of the bogon-computron interaction are not yet understood and remain to be elucidated. Quantum bogodynamics is most often invoked to explain the sharp increase in hardware and software failures in the presence of suits; the latter emit bogons, which the former absorb. See bogon, computron, suit, psyton.

## 1.1447 quarter

quarter: n. Two bits. This in turn comes from the 'pieces of eight' famed in pirate movies --- Spanish silver crowns that could be broken into eight pie-slice-shaped 'bits' to make change. Early in American history the Spanish coin was considered equal to a dollar, so each of these 'bits' was considered worth 12.5 cents. Syn. tayste, crumb, quad. Usage: rare. See also nickle, nybble, byte, dynner.

## 1.1448 ques

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ques: /kwes/ 1. n. The question mark character ('?', ASCII 0111111). 2. interj. What? Also frequently verb-doubled as "Ques ques?" See wall.

## 1.1449 quick-and-dirty

quick-and-dirty: adj. Describes a crock put together under time or user pressure. Used esp. when you want to convey that you think the fast way might lead to trouble further down the road. "I can have a quick-and-dirty fix in place tonight, but I'll have to rewrite the whole module to solve the underlying design problem." See also kluge.

## 1.1450 quine

quine: /kwi:n/ [from the name of the logician Willard V. Quine, via Douglas Hofstadter] n. A program that generates a copy of its own source text as its complete output. Devising the shortest possible quine in some given programming language is a common hackish amusement. Here is one classic quine:

```
((lambda (x)
  (list x (list (quote quote) x)))
 (quote
  (lambda (x)
    (list x (list (quote quote) x))))))
```

This one works in LISP or Scheme. It's relatively easy to write quines in other languages such as Postscript which readily handle programs as data; much harder (and thus more challenging!) in languages like C which do not. Here is a classic C quine for ASCII machines:

```
char*f="char*f=%c%s%c;main(){printf(f,34,f,34,10);}%c";
main(){printf(f,34,f,34,10);}
```

For excruciatingly exact quinishness, remove the interior line breaks. Some infamous Obfuscated C Contest entries have been quines that reproduced in exotic ways.

## 1.1451 quote chapter and verse

quote chapter and verse: [by analogy with the mainstream phrase] v. To cite a relevant excerpt from an appropriate bible. "I don't care if 'rn' gets it wrong; 'Followup-To: poster' is explicitly permitted by RFC-1036. I'll quote chapter and

verse if you don't believe me." See also legalese, language lawyer, RTFS (sense 2).

## 1.1452 quotient

quotient: n. See coefficient of X.

## 1.1453 quux

quux: /kwuhks/ [Mythically, from the Latin semi-deponent verb quuxo, quuxare, quuxandum iri; noun form variously 'quux' (plural 'quuces', anglicized to 'quuxes') and 'quuxu' (genitive plural is 'quuxuum', for four u-letters out of seven in all, using up all the 'u' letters in Scrabble).] 1. Originally, a metasyntactic variable like foo and foobar. Invented by Guy Steele for precisely this purpose when he was young and naive and not yet interacting with the real computing community. Many people invent such words; this one seems simply to have been lucky enough to have spread a little. In an eloquent display of poetic justice, it has returned to the originator in the form of a nickname. 2. interj. See foo; however, denotes very little disgust, and is uttered mostly for the sake of the sound of it. 3. Guy Steele in his persona as 'The Great Quux', which is somewhat infamous for light verse and for the 'Crunchly' cartoons. 4. In some circles, used as a punning opposite of 'crux'. "Ah, that's the quux of the matter!" implies that the point is \*not\* crucial (compare tip of the ice-cube). 5. quuxy: adj. Of or pertaining to a quux.

## 1.1454 qux

qux: /kwuhks/ The fourth of the standard metasyntactic variable, after baz and before the quu(u...)x series. See foo, bar, baz, quux. This appears to be a recent mutation from quux, and many versions (especially older versions) of the standard series just run foo, bar, baz, quux, ....

## 1.1455 QWERTY

QWERTY: /kwer'tee/ [from the keycaps at the upper left] adj. Pertaining to a standard English-language typewriter keyboard (sometimes called the Sholes keyboard after its inventor), as

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opposed to Dvorak or foreign-language layouts or a space-cadet keyboard or APL keyboard.

Historical note: The QWERTY layout is a fine example of a fossil. It is sometimes said that it was designed to slow down the typist, but this is wrong; it was designed to allow *\*faster\** typing --- under a constraint now long obsolete. In early typewriters, fast typing using nearby type-bars jammed the mechanism. So Sholes fiddled the layout to separate the letters of many common digraphs (he did a far from perfect job, though; 'th', 'tr', 'ed', and 'er', for example, each use two nearby keys). Also, putting the letters of 'typewriter' on one line allowed it to be typed with particular speed and accuracy for demos. The jamming problem was essentially solved soon afterward by a suitable use of springs, but the keyboard layout lives on.

### 1.1456 rabbit job

rabbit job: [Cambridge] n. A batch job that does little, if any, real work, but creates one or more copies of itself, breeding like rabbits. Compare wabbit, fork bomb.

### 1.1457 rain dance

rain dance: n. 1. Any ceremonial action taken to correct a hardware problem, with the expectation that nothing will be accomplished. This especially applies to reseating printed circuit boards, reconnecting cables, etc. "I can't boot up the machine. We'll have to wait for Greg to do his rain dance." 2. Any arcane sequence of actions performed with computers or software in order to achieve some goal; the term is usually restricted to rituals that include both an incantation or two and physical activity or motion. Compare magic, voodoo programming, black art, cargo cult programming, wave a dead chicken.

### 1.1458 rainbow series

rainbow series: n. Any of several series of technical manuals distinguished by cover color. The original rainbow series was the NCSC security manuals (see Orange Book, crayola books); the term has also been commonly applied to the PostScript reference set (see Red Book, Green Book, Blue Book, White Book). Which books are meant by "'the' rainbow series" unqualified is thus dependent on one's local technical culture.

## 1.1459 random

random: adj. 1. Unpredictable (closest to mathematical definition); weird. "The system's been behaving pretty randomly." 2. Assorted; undistinguished. "Who was at the conference?" "Just a bunch of random business types." 3. (pejorative) Frivolous; unproductive; undirected. "He's just a random loser." 4. Incoherent or inelegant; poorly chosen; not well organized. "The program has a random set of misfeatures." "That's a random name for that function." "Well, all the names were chosen pretty randomly." 5. In no particular order, though deterministic. "The I/O channels are in a pool, and when a file is opened one is chosen randomly." 6. Arbitrary. "It generates a random name for the scratch file." 7. Gratuitously wrong, i.e., poorly done and for no good apparent reason. For example, a program that handles file name defaulting in a particularly useless way, or an assembler routine that could easily have been coded using only three registers, but redundantly uses seven for values with non-overlapping lifetimes, so that no one else can invoke it without first saving four extra registers. What randomness! 8. n. A random hacker; used particularly of high-school students who soak up computer time and generally get in the way. 9. n. Anyone who is not a hacker (or, sometimes, anyone not known to the hacker speaking); the noun form of sense 2. "I went to the talk, but the audience was full of randoms asking bogus questions". 10. n. (occasional MIT usage) One who lives at Random Hall. See also J. Random, some random X.

## 1.1460 random numbers

random numbers:: n. When one wishes to specify a large but random number of things, and the context is inappropriate for N, certain numbers are preferred by hacker tradition (that is, easily recognized as placeholders). These include the following:

- 17 Long described at MIT as 'the least random number'; see 23.
- 23 Sacred number of Eris, Goddess of Discord (along with 17 and 5).
- 42 The Answer to the Ultimate Question of Life, the Universe, and Everything. (Note that this answer is completely fortuitous. `:-`)
- 69 From the sexual act. This one was favored in MIT's ITS culture.
- 105 69 hex = 105 decimal, and 69 decimal = 105 octal.
- 666 The Number of the Beast.

For further enlightenment, study the "Principia Discordia",

"The Hitchhiker's Guide to the Galaxy", "The Joy of Sex", and the Christian Bible (Revelation 13:18). See also Discordianism or consult your pineal gland. See also for values of.

## 1.1461 randomness

randomness: n. 1. An inexplicable misfeature; gratuitous inelegance. 2. A hack or crock that depends on a complex combination of coincidences (or, possibly, the combination upon which the crock depends for its accidental failure to malfunction). "This hack can output characters 40--57 by putting the character in the four-bit accumulator field of an XCT and then extracting six bits --- the low 2 bits of the XCT opcode are the right thing." "What randomness!" 3. Of people, synonymous with 'flakiness'. The connotation is that the person so described is behaving weirdly, incompetently, or inappropriately for reasons which are (a) too tiresome to bother inquiring into, (b) are probably as inscrutable as quantum phenomena anyway, and (c) are likely to pass with time. "Maybe he has a real complaint, or maybe it's just randomness. See if he calls back."

## 1.1462 rape

rape: vt. 1. To screw someone or something, violently; in particular, to destroy a program or information irrecoverably. Often used in describing file-system damage. "So-and-so was running a program that did absolute disk I/O and ended up raping the master directory." 2. To strip a piece of hardware for parts. 3. [CMU/Pitt] To mass-copy files from an anonymous ftp site. "Last night I raped Simtel's dskutl directory."

## 1.1463 rare mode

rare mode: [UNIX] adj. CBREAK mode (character-by-character with interrupts enabled). Distinguished from raw mode and cooked mode; the phrase "a sort of half-cooked (rare?) mode" is used in the V7/BSD manuals to describe the mode. Usage: rare.

## 1.1464 raster blaster

raster blaster: n. [Cambridge] Specialized hardware for bitblt operations (a blitter). Allegedly inspired by 'Rasta Blasta', British slang for the sort of portable stereo Americans call a 'boom box' or 'ghetto blaster'.

### 1.1465 raster burn

raster burn: n. Eyestrain brought on by too many hours of looking at low-res, poorly tuned, or glare-ridden monitors, esp. graphics monitors. See terminal illness.

### 1.1466 rat belt

rat belt: n. A cable tie, esp. the sawtoothed, self-locking plastic kind that you can remove only by cutting (as opposed to a random twist of wire or a twist tie or one of those humongous metal clip frobs). Small cable ties are 'mouse belts'.

### 1.1467 rave

rave: [WPI] vi. 1. To persist in discussing a specific subject. 2. To speak authoritatively on a subject about which one knows very little. 3. To complain to a person who is not in a position to correct the difficulty. 4. To purposely annoy another person verbally. 5. To evangelize. See flame. 6. Also used to describe a less negative form of blather, such as friendly bullshitting. 'Rave' differs slightly from flame in that 'rave' implies that it is the persistence or obliviousness of the person speaking that is annoying, while flame implies somewhat more strongly that the tone or content is offensive as well.

### 1.1468 rave on!

rave on!: imp. Sarcastic invitation to continue a rave, often by someone who wishes the raver would get a clue but realizes this is unlikely.

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## 1.1469 ravs

ravs: /ravz/, also 'Chinese ravs' n. Jiao-zi (steamed or boiled) or Guo-tie (pan-fried). A Chinese appetizer, known variously in the plural as dumplings, pot stickers (the literal translation of guo-tie), and (around Boston) 'Peking Ravioli'. The term 'rav' is short for 'ravioli', which among hackers always means the Chinese kind rather than the Italian kind. Both consist of a filling in a pasta shell, but the Chinese kind includes no cheese, uses a thinner pasta, has a pork-vegetable filling (good ones include Chinese chives), and is cooked differently, either by steaming or frying. A rav or dumpling can be cooked any way, but a potsticker is always the fried kind (so called because it sticks to the frying pot and has to be scraped off). "Let's get hot-and-sour soup and three orders of ravs." See also oriental food.

## 1.1470 raw mode

raw mode: n. A mode that allows a program to transfer bits directly to or from an I/O device (or, under bogus systems that make a distinction, a disk file) without any processing, abstraction, or interpretation by the operating system. Compare rare mode, cooked mode. This is techspeak under UNIX, jargon elsewhere.

## 1.1471 rc file

rc file: /R-C fi:l/ [UNIX: from the startup script '/etc/rc', but this is commonly believed to have been named after older scripts to 'run commands'] n. Script file containing startup instructions for an application program (or an entire operating system), usually a text file containing commands of the sort that might have been invoked manually once the system was running but are to be executed automatically each time the system starts up. See also dot file, profile (sense 1).

## 1.1472 RE

RE: /R-E/ n. Common spoken and written shorthand for regexp.

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### 1.1473 read-only user

read-only user: n. Describes a luser who uses computers almost exclusively for reading USENET, bulletin boards, and/or email, rather than writing code or purveying useful information. See twink, terminal junkie, lurker.

### 1.1474 README file

README file: n. Hacker's-eye introduction traditionally included in the top-level directory of a UNIX source distribution, containing a pointer to more detailed documentation, credits, miscellaneous revision history, notes, etc. (The file may be named README, or READ.ME, or rarely ReadMe or readme.txt or some other variant.) In the Mac and PC worlds, software is not usually distributed in source form, and the README is more likely to contain user-oriented material like last-minute documentation changes, error workarounds, and restrictions. When asked, hackers invariably relate the README convention to the famous scene in Lewis Carroll's "Alice's Adventures In Wonderland" in which Alice confronts magic munchies labeled "Eat Me" and "Drink Me".

### 1.1475 real

real: adj. Not simulated. Often used as a specific antonym to virtual in any of its jargon senses.

### 1.1476 real estate

real estate: n. May be used for any critical resource measured in units of area. Most frequently used of 'chip real estate', the area available for logic on the surface of an integrated circuit (see also nanoacre). May also be used of floor space in a dinosaur pen, or even space on a crowded desktop (whether physical or electronic).

### 1.1477 real hack

real hack: n. A crock. This is sometimes used affectionately; see hack.

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## 1.1478 real operating system

real operating system: n. The sort the speaker is used to. People from the BSDophilic academic community are likely to issue comments like "System V? Why don't you use a \*real\* operating system?", people from the commercial/industrial UNIX sector are known to complain "BSD? Why don't you use a \*real\* operating system?", and people from IBM object "UNIX? Why don't you use a \*real\* operating system?" See holy wars, religious issues, proprietary, Get a real computer!

## 1.1479 Real Programmer

Real Programmer: [indirectly, from the book "Real Men Don't Eat Quiche"] n. A particular sub-variety of hacker: one possessed of a flippant attitude toward complexity that is arrogant even when justified by experience. The archetypal 'Real Programmer' likes to program on the bare metal and is very good at same, remembers the binary opcodes for every machine he has ever programmed, thinks that HLLs are sissy, and uses a debugger to edit his code because full-screen editors are for wimps. Real Programmers aren't satisfied with code that hasn't been bummed into a state of tenseness just short of rupture. Real Programmers never use comments or write documentation: "If it was hard to write", says the Real Programmer, "it should be hard to understand." Real Programmers can make machines do things that were never in their spec sheets; in fact, they are seldom really happy unless doing so. A Real Programmer's code can awe with its fiendish brilliance, even as its crockishness appalls. Real Programmers live on junk food and coffee, hang line-printer art on their walls, and terrify the crap out of other programmers --- because someday, somebody else might have to try to understand their code in order to change it. Their successors generally consider it a Good Thing that there aren't many Real Programmers around any more. For a famous (and somewhat more positive) portrait of a Real Programmer, see "The Story of Mel, a Real Programmer" in Appendix A. The term itself was popularized by a 1983 Datamation article "Real Programmers Don't Use Pascal" by Ed Post, still circulating on USENET and Internet in on-line form.

## 1.1480 Real Soon Now

Real Soon Now: [orig. from SF's fanzine community, popularized by Jerry Pournelle's column in "BYTE"] adv. 1. Supposed to be available (or fixed, or cheap, or whatever) real soon now according to somebody, but the speaker is quite skeptical. 2. When one's gods, fates, or other time commitments permit one to get to it (in other words, don't hold your breath). Often abbreviated RSN.

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## 1.1481 real time

real time: 1. [techspeak] adj. Describes an application which requires a program to respond to stimuli within some small upper limit of response time (typically milli- or microseconds). Process control at a chemical plant is the classic example. Such applications often require special operating systems (because everything else must take a back seat to response time) and speed-tuned hardware. 2. adv. In jargon, refers to doing something while people are watching or waiting. "I asked her how to find the calling procedure's program counter on the stack and she came up with an algorithm in real time."

## 1.1482 real user

real user: n. 1. A commercial user. One who is paying \*real\* money for his computer usage. 2. A non-hacker. Someone using the system for an explicit purpose (a research project, a course, etc.) other than pure exploration. See user. Hackers who are also students may also be real users. "I need this fixed so I can do a problem set. I'm not complaining out of randomness, but as a real user." See also luser.

## 1.1483 Real World

Real World: n. 1. Those institutions at which 'programming' may be used in the same sentence as 'FORTRAN', 'COBOL', 'RPG', 'IBM', 'DBASE', etc. Places where programs do such commercially necessary but intellectually uninspiring things as generating payroll checks and invoices. 2. The location of non-programmers and activities not related to programming. 3. A bizarre dimension in which the standard dress is shirt and tie and in which a person's working hours are defined as 9 to 5 (see code grinder). 4. Anywhere outside a university. "Poor fellow, he's left MIT and gone into the Real World." Used pejoratively by those not in residence there. In conversation, talking of someone who has entered the Real World is not unlike speaking of a deceased person. It is also noteworthy that on the campus of Cambridge University in England, there is a gaily-painted lamp-post which bears the label 'REALITY CHECKPOINT'. It marks the boundary between university and the Real World; check your notions of reality before passing. This joke is funnier because the Cambridge 'campus' is actually coextensive with the center of Cambridge. See also fear and loathing, mundane, and uninteresting.

## 1.1484 reality check

reality check: n. 1. The simplest kind of test of software or hardware; doing the equivalent of asking it what  $2 + 2$  is and seeing if you get 4. The software equivalent of a smoke test. 2. The act of letting a real user try out prototype software. Compare sanity check.

## 1.1485 reaper

reaper: n. A prowler that GFRs files. A file removed in this way is said to have been 'reaped'.

## 1.1486 rectangle slinger

rectangle slinger: n. See polygon pusher.

## 1.1487 recursion

recursion: n. See recursion. See also tail recursion.

## 1.1488 recursive acronym

recursive acronym:: pl.n. A hackish (and especially MIT) tradition is to choose acronyms/abbreviations that refer humorously to themselves or to other acronyms/abbreviations. The classic examples were two MIT editors called EINE ("EINE Is Not EMACS") and ZWEI ("ZWEI Was EINE Initially"). More recently, there is a Scheme compiler called LIAR (Liar Imitates Apply Recursively), and GNU (q.v., sense 1) stands for "GNU's Not UNIX!" --- and a company with the name CYGNUS, which expands to "Cygnus, Your GNU Support". See also mung, EMACS.

## 1.1489 Red Book

Red Book: n. 1. Informal name for one of the three standard references on PostScript ("PostScript Language Reference Manual", Adobe Systems (Addison-Wesley, 1985; QA76.73.P67P67; ISBN 0-201-10174-2, or the 1990 second edition ISBN 0-201-18127-4); the

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others are known as the Green Book, the Blue Book, and the White Book (sense 2). 2. Informal name for one of the 3 standard references on Smalltalk ("Smalltalk-80: The Interactive Programming Environment" by Adele Goldberg (Addison-Wesley, 1984; QA76.8.S635G638; ISBN 0-201-11372-4); this too is associated with blue and green books). 3. Any of the 1984 standards issued by the CCITT eighth plenary assembly. These include, among other things, the X.400 email spec and the Group 1 through 4 fax standards. 4. The new version of the Green Book (sense 4) --- IEEE 1003.1-1990, a.k.a ISO 9945-1 --- is (because of the color and the fact that it is printed on A4 paper) known in the U.S.A. as "the Ugly Red Book That Won't Fit On The Shelf" and in Europe as "the Ugly Red Book That's A Sensible Size". 5. The NSA "Trusted Network Interpretation" companion to the Orange Book. See also book titles.

## 1.1490 red wire

red wire: [IBM] n. Patch wires installed by programmers who have no business mucking with the hardware. It is said that the only thing more dangerous than a hardware guy with a code patch is a softy with a soldering iron.... Compare blue wire, yellow wire, purple wire.

## 1.1491 regexp

regexp: /reg'eksp/ [UNIX] n. (alt. 'regex' or 'reg-ex')

1. Common written and spoken abbreviation for 'regular expression', one of the wildcard patterns used, e.g., by UNIX utilities such as 'grep(1)', 'sed(1)', and 'awk(1)'. These use conventions similar to but more elaborate than those described under glob. For purposes of this lexicon, it is sufficient to note that regexps also allow complemented character sets using '^'; thus, one can specify 'any non-alphabetic character' with '[^A-Za-z]'. 2. Name of a well-known PD regexp-handling package in portable C, written by revered USENETter Henry Spencer <henry@zoo.toronto.edu>.

## 1.1492 register dancing

register dancing: n. Many older processor architectures suffer from a serious shortage of general-purpose registers. This is especially a problem for compiler-writers, because their generated code needs places to store temporaries for things like intermediate values in expression evaluation. Some designs with this problem, like the Intel 80x86, do have a handful of special-purpose registers that can be pressed into service, providing suitable care

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is taken to avoid unpleasant side effects on the state of the processor: while the special-purpose register is being used to hold an intermediate value, a delicate minuet is required in which the previous value of the register is saved and then restored just before the official function (and value) of the special-purpose register is again needed.

### 1.1493 reincarnation, cycle of

reincarnation, cycle of: n. See cycle of reincarnation.

### 1.1494 reinvent the wheel

reinvent the wheel: v. To design or implement a tool equivalent to an existing one or part of one, with the implication that doing so is silly or a waste of time. This is often a valid criticism. On the other hand, automobiles don't use wooden rollers, and some kinds of wheel have to be reinvented many times before you get them right. On the third hand, people reinventing the wheel do tend to come up with the moral equivalent of a trapezoid with an offset axle.

### 1.1495 religion of CHI

religion of CHI: n. /ki:/ [Case Western Reserve University] n. Yet another hackish parody religion (see also Church of the SubGenius, Discordianism). In the mid-70s, the canonical "Introduction to Programming" courses at CWRU were taught in Algol, and student exercises were punched on cards and run on a Univac 1108 system using a homebrew operating system named CHI. The religion had no doctrines and but one ritual: whenever the worshipper noted that a digital clock read 11:08, he or she would recite the phrase "It is 11:08; ABS, ALPHABETIC, ARCSIN, ARCCOS, ARCTAN." The last five words were the first five functions in the appropriate chapter of the Algol manual; note the special pronunciations /obz/ and /ark'sin/ rather than the more common /ahbz/ and /ark'si:n/. Using an alarm clock to warn of 11:08's arrival was considered harmful.

### 1.1496 religious issues

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religious issues: n. Questions which seemingly cannot be raised without touching off holy wars, such as "What is the best operating system (or editor, language, architecture, shell, mail reader, news reader)?", "What about that Heinlein guy, eh?", "What should we add to the new Jargon File?" See holy wars; see also theology, bigot.

This term is a prime example of ha ha only serious. People actually develop the most amazing and religiously intense attachments to their tools, even when the tools are intangible. The most constructive thing one can do when one stumbles into the crossfire is mumble Get a life! and leave --- unless, of course, one's \*own\* unassailably rational and obviously correct choices are being slammed.

## 1.1497 replicator

replicator: n. Any construct that acts to produce copies of itself; this could be a living organism, an idea (see meme), a program (see quine, worm, wabbit, fork bomb, and virus), a pattern in a cellular automaton (see life, sense 1), or (speculatively) a robot or nanobot. It is even claimed by some that UNIX and C are the symbiotic halves of an extremely successful replicator; see UNIX conspiracy.

## 1.1498 reply

reply: n. See followup.

## 1.1499 restriction

restriction: n. A bug or design error that limits a program's capabilities, and which is sufficiently egregious that nobody can quite work up enough nerve to describe it as a feature. Often used (esp. by marketroid types) to make it sound as though some crippling bogosity had been intended by the designers all along, or was forced upon them by arcane technical constraints of a nature no mere user could possibly comprehend (these claims are almost invariably false).

Old-time hacker Joseph M. Newcomer advises that whenever choosing a quantifiable but arbitrary restriction, you should make it either a power of 2 or a power of 2 minus 1. If you impose a limit of 17 items in a list, everyone will know it is a random number --- on the other hand, a limit of 15 or 16 suggests some deep reason (involving 0- or 1-based indexing in binary) and you will get less

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flamage for it. Limits which are round numbers in base 10 are always especially suspect.

## 1.1500 retcon

retcon: /ret'kon/ [short for 'retroactive continuity', from the USENET newsgroup rec.arts.comics] 1. n. The common situation in pulp fiction (esp. comics or soap operas) where a new story 'reveals' things about events in previous stories, usually leaving the 'facts' the same (thus preserving continuity) while completely changing their interpretation. For example, revealing that a whole season of "Dallas" was a dream was a retcon. 2. vt. To write such a story about a character or fictitious object. "Byrne has retconned Superman's cape so that it is no longer unbreakable." "Marvelman's old adventures were retconned into synthetic dreams." "Swamp Thing was retconned from a transformed person into a sentient vegetable." "Darth Vader was retconned into Luke Skywalker's father in "The Empire Strikes Back".

[This term is included because it is a good example of hackish linguistic innovation in a field completely unrelated to computers. The word 'retcon' will probably spread through comics fandom and lose its association with hackerdom within a couple of years; for the record, it started here. --- ESR]

[1993 update: some comics fans on the net now claim that retcon was independently in use in comics fandom before rec.arts.comics. In lexicography, nothing is ever simple. --- ESR]

## 1.1501 RETI

RETI: v. Syn. RTI

## 1.1502 retrocomputing

retrocomputing: /ret'-roh-k\*m-pyoo'ting/ n. Refers to emulations of way-behind-the-state-of-the-art hardware or software, or implementations of never-was-state-of-the-art; esp. if such implementations are elaborate practical jokes and/or parodies, written mostly for hack value, of more 'serious' designs. Perhaps the most widely distributed retrocomputing utility was the 'pnch(6)' or 'bcd(6)' program on V7 and other early UNIX versions, which would accept up to 80 characters of text argument and display the corresponding pattern in punched card code. Other well-known retrocomputing hacks have included the programming language INTERCAL, a JCL-emulating shell for UNIX, the

card-punch-emulating editor named 029, and various elaborate PDP-11 hardware emulators and RT-11 OS emulators written just to keep an old, sourceless Zork binary running.

### 1.1503 return from the dead

return from the dead: v. To regain access to the net after a long absence. Compare person of no account.

### 1.1504 RFC

RFC: /R-F-C/ [Request For Comment] n. One of a long-established series of numbered Internet informational documents and standards widely followed by commercial software and freeware in the Internet and UNIX communities. Perhaps the single most influential one has been RFC-822 (the Internet mail-format standard). The RFCs are unusual in that they are floated by technical experts acting on their own initiative and reviewed by the Internet at large, rather than formally promulgated through an institution such as ANSI. For this reason, they remain known as RFCs even once adopted as standards.

The RFC tradition of pragmatic, experience-driven, after-the-fact standard writing done by individuals or small working groups has important advantages over the more formal, committee-driven process typical of ANSI or ISO. Emblematic of some of these advantages is the existence of a flourishing tradition of 'joke' RFCs; usually at least one a year is published, usually on April 1st. Well-known joke RFCs have included 527 ("ARPAWOCKY", R. Merryman, UCSD; 22 June 1973), 748 ("Telnet Randomly-Lose Option", Mark R. Crispin; 1 April 1978), and 1149 ("A Standard for the Transmission of IP Datagrams on Avian Carriers", D. Waitzman, BBN STC; 1 April 1990). The first was a Lewis Carroll pastiche; the second a parody of the TCP-IP documentation style, and the third a deadpan skewering of standards-document legalese, describing protocols for transmitting Internet data packets by carrier pigeon.

The RFCs are most remarkable for how well they work --- they manage to have neither the ambiguities that are usually rife in informal specifications, nor the committee-perpetrated misfeatures that often haunt formal standards, and they define a network that has grown to truly worldwide proportions.

### 1.1505 RFE



RFE: /R-F-E/ n. 1. [techspeak] Request For Enhancement (compare RFC). 2. [from 'Radio Free Europe', Bellcore and Sun] Radio Free Ethernet, a system (originated by Peter Langston) for broadcasting audio among Sun SPARCstations over the ethernet.

### 1.1506 rib site

rib site: [by analogy with backbone site] n. A machine that has an on-demand high-speed link to a backbone site and serves as a regional distribution point for lots of third-party traffic in email and USENET news. Compare leaf site, backbone site.

### 1.1507 rice box

rice box: [from ham radio slang] n. Any Asian-made commodity computer, esp. an 80x86-based machine built to IBM PC-compatible ISA or EISA-bus standards.

### 1.1508 Right Thing

Right Thing: n. That which is \*compellingly\* the correct or appropriate thing to use, do, say, etc. Often capitalized, always emphasized in speech as though capitalized. Use of this term often implies that in fact reasonable people may disagree. "What's the right thing for LISP to do when it sees '(mod a 0)'? Should it return 'a', or give a divide-by-0 error?" Oppose Wrong Thing.

### 1.1509 RL

RL: // [MUD community] n. Real Life. "Firiss laughs in RL" means that Firiss's player is laughing. Oppose VR.

### 1.1510 roach

roach: [Bell Labs] vt. To destroy, esp. of a data structure. Hardware gets toasted or fried, software gets roached.

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### 1.1511 robot

robot: [IRC, MUD] n. An IRC or MUD user who is actually a program. On IRC, typically the robot provides some useful service. Examples are NickServ, which tries to prevent random users from adopting nicks already claimed by others, and MsgServ, which allows one to send asynchronous messages to be delivered when the recipient signs on. Also common are 'annoybots', such as KissServ, which perform no useful function except to send cute messages to other people. Service robots are less common on MUDs; but some others, such as the 'Julia' robot active in 1990--91, have been remarkably impressive Turing-test experiments, able to pass as human for as long as ten or fifteen minutes of conversation.

### 1.1512 robust

robust: adj. Said of a system that has demonstrated an ability to recover gracefully from the whole range of exceptional inputs and situations in a given environment. One step below bulletproof. Carries the additional connotation of elegance in addition to just careful attention to detail. Compare smart, oppose brittle.

### 1.1513 rococo

rococo: adj. Baroque in the extreme. Used to imply that a program has become so encrusted with the software equivalent of gold leaf and curlicues that they have completely swamped the underlying design. Called after the later and more extreme forms of Baroque architecture and decoration prevalent during the mid-1700s in Europe. Alan Perlis said: "Every program eventually becomes rococo, and then rubble." Compare critical mass.

### 1.1514 rogue

rogue: [UNIX] n. A Dungeons-and-Dragons-like game using character graphics, written under BSD UNIX and subsequently ported to other UNIX systems. The original BSD 'curses(3)' screen-handling package was hacked together by Ken Arnold to support 'rogue(6)' and has since become one of UNIX's most important and heavily used application libraries. Nethack, Omega, Larn, and an entire subgenre of computer dungeon games all took off from the inspiration provided by 'rogue(6)'. See also nethack.

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## 1.1515 room-temperature IQ

room-temperature IQ: [IBM] quant. 80 or below. Used in describing the expected intelligence range of the luser. "Well, but how's this interface going to play with the room-temperature IQ crowd?" See drool-proof paper. This is a much more insulting phrase in countries that use Celsius thermometers.

## 1.1516 root

root: [UNIX] n. 1. The superuser account (with user name 'root') that ignores permission bits, user number 0 on a UNIX system. The term avatar is also used. 2. The top node of the system directory structure (home directory of the root user). 3. By extension, the privileged system-maintenance login on any OS. See root mode, go root, see also wheel.

## 1.1517 root mode

root mode: n. Syn. with wizard mode or 'wheel mode'. Like these, it is often generalized to describe privileged states in systems other than OSes.

## 1.1518 rot13

rot13: /rot ther'teen/ [USENET: from 'rotate alphabet 13 places'] n., v. The simple Caesar-cypher encryption that replaces each English letter with the one 13 places forward or back along the alphabet, so that "The butler did it!" becomes "Gur ohgyre qvq vg!" Most USENET news reading and posting programs include a rot13 feature. It is used to enclose the text in a sealed wrapper that the reader must choose to open --- e.g., for posting things that might offend some readers, or spoilers. A major advantage of rot13 over rot(N) for other N is that it is self-inverse, so the same code can be used for encoding and decoding.

## 1.1519 rotary debugger

rotary debugger: [Commodore] n. Essential equipment for those late-night or early-morning debugging sessions. Mainly used as sustenance for the hacker. Comes in many decorator colors, such as Sausage, Pepperoni, and Garbage. See pizza, ANSI standard.

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## 1.1520 round tape

round tape: n. Industry-standard 1/2-inch magnetic tape (7- or 9-track) on traditional circular reels. See macrotape, oppose square tape.

## 1.1521 RSN

RSN: /R-S-N/ adj. See Real Soon Now.

## 1.1522 RTBM

RTBM: /R-T-B-M/ [UNIX] imp. Commonwealth Hackish variant of RTFM; expands to 'Read The Bloody Manual'. RTBM is often the entire text of the first reply to a question from a newbie; the *\*second\** would escalate to "RTFM".

## 1.1523 RTFAQ

RTFAQ: /R-T-F-A-Q/ [USENET: primarily written, by analogy with RTFM] imp. Abbrev. for 'Read the FAQ!', an exhortation that the person addressed ought to read the newsgroup's FAQ list before posting questions.

## 1.1524 RTFB

RTFB: /R-T-F-B/ [UNIX] imp. Acronym for 'Read The Fucking Binary'. Used when neither documentation nor source for the problem at hand exists, and the only thing to do is use some debugger or monitor and directly analyze the assembler or even the machine code. "No source for the buggy port driver? Aaargh! I *\*hate\** proprietary operating systems. Time to RTFB."

Of the various RTF? forms, 'RTFB' is the least pejorative against anyone asking a question for which RTFB is the answer; the anger here is directed at the absence of both source *\*and\** adequate documentation.

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## 1.1525 RTFM

RTFM: /R-T-F-M/ [UNIX] imp. Acronym for 'Read The Fucking Manual'. 1. Used by gurus to brush off questions they consider trivial or annoying. Compare Don't do that, then!. 2. Used when reporting a problem to indicate that you aren't just asking out of randomness. "No, I can't figure out how to interface UNIX to my toaster, and yes, I have RTFM." Unlike sense 1, this use is considered polite. See also FM, RTFAQ, RTFB, RTFS, RTM, all of which mutated from RTFM, and compare UTSL.

## 1.1526 RTFS

RTFS: /R-T-F-S/ [UNIX] 1. imp. Acronym for 'Read The Fucking Source'. Variant form of RTFM, used when the problem at hand is not necessarily obvious and not answerable from the manuals --- or the manuals are not yet written and maybe never will be. For even trickier situations, see RTFB. Unlike RTFM, the anger inherent in RTFS is not usually directed at the person asking the question, but rather at the people who failed to provide adequate documentation. 2. imp. 'Read The Fucking Standard'; this oath can only be used when the problem area (e.g., a language or operating system interface) has actually been codified in a ratified standards document. The existence of these standards documents (and the technically inappropriate but politically mandated compromises that they inevitably contain, and the impenetrable legalese in which they are invariably written, and the unbelievably tedious bureaucratic process by which they are produced) can be unnerving to hackers, who are used to a certain amount of ambiguity in the specifications of the systems they use. (Hackers feel that such ambiguities are acceptable as long as the Right Thing to do is obvious to any thinking observer; sadly, this casual attitude towards specifications becomes unworkable when a system becomes popular in the Real World.) Since a hacker is likely to feel that a standards document is both unnecessary and technically deficient, the deprecation inherent in this term may be directed as much against the standard as against the person who ought to read it.

## 1.1527 RTI

RTI: /R-T-I/ interj. The mnemonic for the 'return from interrupt' instruction on many computers including the 6502 and 6800. The variant 'RETI' is found among former Z80 hackers (almost nobody programs these things in assembler anymore). Equivalent to "Now, where was I?" or used to end a conversational digression. See pop; see also POPJ.

## 1.1528 RTM

RTM: /R-T-M/ [USENET: abbreviation for 'Read The Manual']

1. Politer variant of RTFM. 2. Robert T. Morris Jr., perpetrator of the great Internet worm of 1988 (see Great Worm, the); villain to many, naive hacker gone wrong to a few. Morris claimed that the worm that brought the Internet to its knees was a benign experiment that got out of control as the result of a coding error. After the storm of negative publicity that followed this blunder, Morris's username on ITS was hacked from RTM to RTFM.

## 1.1529 rude

rude: [WPI] adj. 1. (of a program) Badly written. 2. Functionally poor, e.g., a program that is very difficult to use because of gratuitously poor (random?) design decisions. Oppose cuspy. 3. Anything that manipulates a shared resource without regard for its other users in such a way as to cause a (non-fatal) problem. Examples: programs that change tty modes without resetting them on exit, or windowing programs that keep forcing themselves to the top of the window stack. Compare all-elbows.

## 1.1530 runes

runes: pl.n. 1. Anything that requires heavy wizardry or black art to parse: core dumps, JCL commands, APL, or code in a language you haven't a clue how to read. Not quite as bad as line noise, but close. Compare casting the runes, Great Runes. 2. Special display characters (for example, the high-half graphics on an IBM PC).

## 1.1531 runic

runic: adj. Syn. obscure. VMS fans sometimes refer to UNIX as 'Runix'; UNIX fans return the compliment by expanding VMS to 'Very Messy Syntax' or 'Vachement Mauvais Syst'eme' (French; lit. "Cowlike Bad System", idiomatically "Bitchy Bad System").

## 1.1532 rusty iron

rusty iron: n. Syn. tired iron. It has been claimed that this is the inevitable fate of water MIPS.

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## 1.1533 rusty memory

rusty memory: n. Mass-storage that uses iron-oxide-based magnetic media (esp. tape and the pre-Winchester removable disk packs used in washing machines). Compare donuts.

## 1.1534 S/N ratio

S/N ratio: // n. (also 's/n ratio', 's:n ratio'). Syn. signal-to-noise ratio. Often abbreviated 'SNR'.

## 1.1535 sacred

sacred: adj. Reserved for the exclusive use of something (an extension of the standard meaning). Often means that anyone may look at the sacred object, but clobbering it will screw whatever it is sacred to. The comment "Register 7 is sacred to the interrupt handler" appearing in a program would be interpreted by a hacker to mean that if any \*other\* part of the program changes the contents of register 7, dire consequences are likely to ensue.

## 1.1536 saga

saga: [WPI] n. A cuspy but bogus raving story about N random broken people.

Here is a classic example of the saga form, as told by Guy L. Steele:

Jon L. White (login name JONL) and I (GLS) were office mates at MIT for many years. One April, we both flew from Boston to California for a week on research business, to consult face-to-face with some people at Stanford, particularly our mutual friend Richard P. Gabriel (RPG; see Gabriel).

RPG picked us up at the San Francisco airport and drove us back to Palo Alto (going logical south on route 101, parallel to El Camino Bignum). Palo Alto is adjacent to Stanford University and about 40 miles south of San Francisco. We ate at The Good Earth, a 'health food' restaurant, very popular, the sort whose milkshakes all contain honey and protein powder. JONL ordered such a shake --- the waitress claimed the flavor of the day was "lalaberry". I still have no idea what that might be, but it became a running joke. It was the color of raspberry, and JONL said it tasted rather bitter. I ate a better tostada there than I have ever had in a Mexican restaurant.

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After this we went to the local Uncle Gaylord's Old Fashioned Ice Cream Parlor. They make ice cream fresh daily, in a variety of intriguing flavors. It's a chain, and they have a slogan: "If you don't live near an Uncle Gaylord's --- MOVE!" Also, Uncle Gaylord (a real person) wages a constant battle to force big-name ice cream makers to print their ingredients on the package (like air and plastic and other non-natural garbage). JONL and I had first discovered Uncle Gaylord's the previous August, when we had flown to a computer-science conference in Berkeley, California, the first time either of us had been on the West Coast. When not in the conference sessions, we had spent our time wandering the length of Telegraph Avenue, which (like Harvard Square in Cambridge) was lined with picturesque street vendors and interesting little shops. On that street we discovered Uncle Gaylord's Berkeley store. The ice cream there was very good. During that August visit JONL went absolutely bananas (so to speak) over one particular flavor, ginger honey.

Therefore, after eating at The Good Earth --- indeed, after every lunch and dinner and before bed during our April visit --- a trip to Uncle Gaylord's (the one in Palo Alto) was mandatory. We had arrived on a Wednesday, and by Thursday evening we had been there at least four times. Each time, JONL would get ginger honey ice cream, and proclaim to all bystanders that "Ginger was the spice that drove the Europeans mad! That's why they sought a route to the East! They used it to preserve their otherwise off-taste meat." After the third or fourth repetition RPG and I were getting a little tired of this spiel, and began to paraphrase him: "Wow! Ginger! The spice that makes rotten meat taste good!" "Say! Why don't we find some dog that's been run over and sat in the sun for a week and put some \*ginger\* on it for dinner?!" "Right! With a lalaberry shake!" And so on. This failed to faze JONL; he took it in good humor, as long as we kept returning to Uncle Gaylord's. He loves ginger honey ice cream.

Now RPG and his then-wife KBT (Kathy Tracy) were putting us up (putting up with us?) in their home for our visit, so to thank them JONL and I took them out to a nice French restaurant of their choosing. I unadventurously chose the filet mignon, and KBT had je ne sais quoi du jour, but RPG and JONL had lapin (rabbit). (Waitress: "Oui, we have fresh rabbit, fresh today." RPG: "Well, JONL, I guess we won't need any \*ginger\*!")

We finished the meal late, about 11 P.M., which is 2 A.M Boston time, so JONL and I were rather droopy. But it wasn't yet midnight. Off to Uncle Gaylord's!

Now the French restaurant was in Redwood City, north of Palo Alto. In leaving Redwood City, we somehow got onto route 101 going north instead of south. JONL and I wouldn't have known the difference had RPG not mentioned it. We still knew very little of the local geography. I did figure out, however, that we were headed in the direction of Berkeley, and half-jokingly suggested that we continue north and go to Uncle Gaylord's in Berkeley.

RPG said "Fine!" and we drove on for a while and talked. I was

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drowsy, and JONL actually dropped off to sleep for 5 minutes. When he awoke, RPG said, "Gee, JONL, you must have slept all the way over the bridge!", referring to the one spanning San Francisco Bay. Just then we came to a sign that said "University Avenue". I mumbled something about working our way over to Telegraph Avenue; RPG said "Right!" and maneuvered some more. Eventually we pulled up in front of an Uncle Gaylord's.

Now, I hadn't really been paying attention because I was so sleepy, and I didn't really understand what was happening until RPG let me in on it a few moments later, but I was just alert enough to notice that we had somehow come to the Palo Alto Uncle Gaylord's after all.

JONL noticed the resemblance to the Palo Alto store, but hadn't caught on. (The place is lit with red and yellow lights at night, and looks much different from the way it does in daylight.) He said, "This isn't the Uncle Gaylord's I went to in Berkeley! It looked like a barn! But this place looks \*just like\* the one back in Palo Alto!"

RPG deadpanned, "Well, this is the one \*I\* always come to when I'm in Berkeley. They've got two in San Francisco, too. Remember, they're a chain."

JONL accepted this bit of wisdom. And he was not totally ignorant --- he knew perfectly well that University Avenue was in Berkeley, not far from Telegraph Avenue. What he didn't know was that there is a completely different University Avenue in Palo Alto.

JONL went up to the counter and asked for ginger honey. The guy at the counter asked whether JONL would like to taste it first, evidently their standard procedure with that flavor, as not too many people like it.

JONL said, "I'm sure I like it. Just give me a cone." The guy behind the counter insisted that JONL try just a taste first. "Some people think it tastes like soap." JONL insisted, "Look, I \*love\* ginger. I eat Chinese food. I eat raw ginger roots. I already went through this hassle with the guy back in Palo Alto. I \*know\* I like that flavor!"

At the words "back in Palo Alto" the guy behind the counter got a very strange look on his face, but said nothing. KBT caught his eye and winked. Through my stupor I still hadn't quite grasped what was going on, and thought RPG was rolling on the floor laughing and clutching his stomach just because JONL had launched into his spiel ("makes rotten meat a dish for princes") for the forty-third time. At this point, RPG clued me in fully.

RPG, KBT, and I retreated to a table, trying to stifle our chuckles. JONL remained at the counter, talking about ice cream with the guy b.t.c., comparing Uncle Gaylord's to other ice cream shops and generally having a good old time.

At length the g.b.t.c. said, "How's the ginger honey?" JONL said, "Fine! I wonder what exactly is in it?" Now Uncle Gaylord

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publishes all his recipes and even teaches classes on how to make his ice cream at home. So the g.b.t.c. got out the recipe, and he and JONL pored over it for a while. But the g.b.t.c. could contain his curiosity no longer, and asked again, "You really like that stuff, huh?" JONL said, "Yeah, I've been eating it constantly back in Palo Alto for the past two days. In fact, I think this batch is about as good as the cones I got back in Palo Alto!"

G.b.t.c. looked him straight in the eye and said, "You're \*in\* Palo Alto!"

JONL turned slowly around, and saw the three of us collapse in a fit of giggles. He clapped a hand to his forehead and exclaimed, "I've been hacked!"

[My spies on the West Coast inform me that there is a close relative of the raspberry found out there called an 'ollalieberry' --- ESR]

[Ironical footnote: it appears that the meme about ginger vs. rotting meat may be an urban legend. It's not borne out by an examination of medieval recipes or period purchase records for spices, and appears full-blown in the works of Samuel Pegge, a gourmand and notorious flake case who originated numerous food myths. --- ESR]

## 1.1537 sagan

sagan: /say'gn/ [from Carl Sagan's TV series "Cosmos"; think "billions and billions"] n. A large quantity of anything. "There's a sagan different ways to tweak EMACS." "The U.S. Government spends sagans on bombs and welfare --- hard to say which is more destructive."

## 1.1538 SAIL

SAIL:: /sayl/, not /S-A-I-L/ n. 1. The Stanford Artificial Intelligence Lab. An important site in the early development of LISP; with the MIT AI Lab, BBN, CMU, XEROX PARC, and the UNIX community, one of the major wellsprings of technical innovation and hacker-culture traditions (see the WAITS entry for details). The SAIL machines were shut down in late May 1990, scant weeks after the MIT AI Lab's ITS cluster was officially decommissioned. 2. The Stanford Artificial Intelligence Language used at SAIL (sense 1). It was an Algol-60 derivative with a coroutining facility and some new data types intended for building search trees and association lists.

### 1.1539 salescritter

salescritter: /sayls'kri'tr/ n. Pejorative hackerism for a computer salesperson. Hackers tell the following joke:

- Q. What's the difference between a used-car dealer and a computer salesman?  
A. The used-car dealer knows he's lying. [Some versions add: ...and probably knows how to drive.]

This reflects the widespread hacker belief that salescritters are self-selected for stupidity (after all, if they had brains and the inclination to use them, they'd be in programming). The terms 'salesthing' and 'salesdroid' are also common. Compare marketroid, suit, droid.

### 1.1540 salt

salt: n. A tiny bit of near-random data inserted where too much regularity would be undesirable; a data frob (sense 1). For example, the Unix crypt(3) man page mentions that "the salt string is used to perturb the DES algorithm in one of 4096 different ways."

### 1.1541 salt mines

salt mines: n. Dense quarters housing large numbers of programmers working long hours on grungy projects, with some hope of seeing the end of the tunnel in N years. Noted for their absence of sunshine. Compare playpen, sandbox.

### 1.1542 salt substrate

salt substrate: [MIT] n. Collective noun used to refer to potato chips, pretzels, saltines, or any other form of snack food designed primarily as a carrier for sodium chloride. From the technical term 'chip substrate', used to refer to the silicon on the top of which the active parts of integrated circuits are deposited.

### 1.1543 same-day service

same-day service: n. Ironic term used to describe long response time, particularly with respect to MS-DOS system calls (which ought to require only a tiny fraction of a second to execute). Such response time is a major incentive for programmers to write programs that are not well-behaved. See also PC-ism.

### 1.1544 samizdat

samizdat: [Russian, literally "self publishing"] n. The process of disseminating documentation via underground channels. Originally referred to photocopy duplication and distribution of banned books in the former Soviet Union; now refers by obvious extension to any less-than-official promulgation of textual material, esp. rare, obsolete, or never-formally-published computer documentation. Samizdat is obviously much easier when one has access to high-bandwidth networks and high-quality laser printers. Note that samizdat is properly used only with respect to documents which contain needed information (see also hacker ethic, the) but which are for some reason otherwise unavailable, but *\*not\** in the context of documents which are available through normal channels, for which unauthorized duplication would be unethical copyright violation. See Lions Book for a historical example.

### 1.1545 samurai

samurai: n. A hacker who hires out for legal cracking jobs, snooping for factions in corporate political fights, lawyers pursuing privacy-rights and First Amendment cases, and other parties with legitimate reasons to need an electronic locksmith. In 1991, mainstream media reported the existence of a loose-knit culture of samurai that meets electronically on BBS systems, mostly bright teenagers with personal micros; they have modeled themselves explicitly on the historical samurai of Japan and on the "net cowboys" of William Gibson's cyberpunk novels. Those interviewed claim to adhere to a rigid ethic of loyalty to their employers and to disdain the vandalism and theft practiced by criminal crackers as beneath them and contrary to the hacker ethic; some quote Miyamoto Musashi's "Book of Five Rings", a classic of historical samurai doctrine, in support of these principles. See also Stupids, social engineering, cracker, hacker ethic, the, and dark-side hacker.

### 1.1546 sandbender

sandbender: [IBM] n. A person involved with silicon lithography and the physical design of chips. Compare ironmonger, polygon

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pusher.

## 1.1547 sandbox

sandbox: n. 1. (also 'sandbox, the') Common term for the R&D department at many software and computer companies (where hackers in commercial environments are likely to be found). Half-derisive, but reflects the truth that research is a form of creative play. Compare playpen. 2. Syn. link farm.

## 1.1548 sanity check

sanity check: n. 1. The act of checking a piece of code (or anything else, e.g., a USENET posting) for completely stupid mistakes. Implies that the check is to make sure the author was sane when it was written; e.g., if a piece of scientific software relied on a particular formula and was giving unexpected results, one might first look at the nesting of parentheses or the coding of the formula, as a 'sanity check', before looking at the more complex I/O or data structure manipulation routines, much less the algorithm itself. Compare reality check. 2. A run-time test, either validating input or ensuring that the program hasn't screwed up internally (producing an inconsistent value or state).

## 1.1549 Saturday-night special

Saturday-night special: [from police slang for a cheap handgun]  
n. A quick-and-dirty program or feature kluged together during off hours, under a deadline, and in response to pressure from a salescritter. Such hacks are dangerously unreliable, but all too often sneak into a production release after insufficient review.

## 1.1550 say

say: vt. 1. To type to a terminal. "To list a directory verbosely, you have to say 'ls -l'." Tends to imply a newline-terminated command (a 'sentence'). 2. A computer may also be said to 'say' things to you, even if it doesn't have a speech synthesizer, by displaying them on a terminal in response to your commands. Hackers find it odd that this usage confuses mundanes.

### 1.1551 scag

scag: vt. To destroy the data on a disk, either by corrupting the filesystem or by causing media damage. "That last power hit scagged the system disk." Compare scrog, roach.

### 1.1552 scanno

scanno: /skan'oh/ n. An error in a document caused by a scanner glitch, analogous to a typo or thinko.

### 1.1553 schroedinbug

schroedinbug: /shroh'din-buhg/ [MIT: from the Schroedinger's Cat thought-experiment in quantum physics] n. A design or implementation bug in a program that doesn't manifest until someone reading source or using the program in an unusual way notices that it never should have worked, at which point the program promptly stops working for everybody until fixed. Though (like bit rot) this sounds impossible, it happens; some programs have harbored latent schroedinbugs for years. Compare heisenbug, Bohr bug, mandelbug.

### 1.1554 science-fiction fandom

science-fiction fandom:: n. Another voluntary subculture having a very heavy overlap with hackerdom; most hackers read SF and/or fantasy fiction avidly, and many go to 'cons' (SF conventions) or are involved in fandom-connected activities such as the Society for Creative Anachronism. Some hacker jargon originated in SF fandom; see defenestration, great-wall, cyberpunk, h, ha ha only serious, IMHO, mundane, neep-neep, Real Soon Now. Additionally, the jargon terms cowboy, cyberspace, de-rezz, go flatline, ice, phage, virus, wetware, wirehead, and worm originated in SF stories.

### 1.1555 scram switch

scram switch: [from the nuclear power industry] n. An emergency-power-off switch (see Big Red Switch), esp. one positioned to be easily hit by evacuating personnel. In general, this is \*not\* something you frob lightly; these often

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initiate expensive events (such as Halon dumps) and are installed in a dinosaur pen for use in case of electrical fire or in case some luckless field servoid should put 120 volts across himself while Easter egging. (See also molly-guard, TMRC.)

## 1.1556 scratch

scratch: 1. [from 'scratchpad'] adj. Describes a data structure or recording medium attached to a machine for testing or temporary-use purposes; one that can be scribbled on without loss. Usually in the combining forms 'scratch memory', 'scratch register', 'scratch disk', 'scratch tape', 'scratch volume'. See also scratch monkey. 2. [primarily IBM] vt. To delete (as in a file).

## 1.1557 scratch monkey

scratch monkey: n. As in "Before testing or reconfiguring, always mount a scratch monkey", a proverb used to advise caution when dealing with irreplaceable data or devices. Used to refer to any scratch volume hooked to a computer during any risky operation as a replacement for some precious resource or data that might otherwise get trashed.

This term preserves the memory of Mabel, the Swimming Wonder Monkey, star of a biological research program at the University of Toronto. Mabel was not (so the legend goes) your ordinary monkey; the university had spent years teaching her how to swim, breathing through a regulator, in order to study the effects of different gas mixtures on her physiology. Mabel suffered an untimely demise one day when a DEC engineer troubleshooting a crash on the program's VAX inadvertently interfered with some custom hardware that was wired to Mabel.

It is reported that, after calming down an understandably irate customer sufficiently to ascertain the facts of the matter, a DEC troubleshooter called up the field circus manager responsible and asked him sweetly, "Can you swim?"

Not all the consequences to humans were so amusing; the sysop of the machine in question was nearly thrown in jail at the behest of certain clueless droids at the local 'humane' society. The moral is clear: When in doubt, always mount a scratch monkey.

[There is a version of this story, complete with reported dialogue between one of the project people and DEC field service, that has been circulating on Internet since 1986. It is hilarious and mythic, but gets some facts wrong. For example, it reports the machine as a PDP-11 and alleges that Mabel's demise occurred when

DEC PMed the machine. Earlier versions of this entry were based on that story; this one has been corrected from an interview with the hapless sysop. --- ESR]

## 1.1558 scream and die

scream and die: v. Syn. cough and die, but connotes that an error message was printed or displayed before the program crashed.

## 1.1559 screaming tty

screaming tty: [UNIX] n. A terminal line which spews an infinite number of random characters at the operating system. This can happen if the terminal is either disconnected or connected to a powered-off terminal but still enabled for login; misconfiguration, misimplementation, or simple bad luck can start such a terminal screaming. A screaming tty or two can seriously degrade the performance of a vanilla UNIX system; the arriving "characters" are treated as userid/password pairs and tested as such. The UNIX password encryption algorithm is designed to be computationally intensive in order to foil brute-force crack attacks, so although none of the logins succeeds; the overhead of rejecting them all can be substantial.

## 1.1560 screw

screw: [MIT] n. A lose, usually in software. Especially used for user-visible misbehavior caused by a bug or misfeature. This use has become quite widespread outside MIT.

## 1.1561 screwage

screwage: /skroo'\*j/ n. Like lossage but connotes that the failure is due to a designed-in misfeature rather than a simple inadequacy or a mere bug.

## 1.1562 scribble

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scribble: n. To modify a data structure in a random and unintentionally destructive way. "Bletch! Somebody's disk-compactor program went berserk and scribbled on the i-node table." "It was working fine until one of the allocation routines scribbled on low core." Synonymous with trash; compare mung, which conveys a bit more intention, and mangle, which is more violent and final.

### 1.1563 scrog

scrog: /skrog/ [Bell Labs] vt. To damage, trash, or corrupt a data structure. "The list header got scrogged." Also reported as 'skrog', and ascribed to the comic strip "The Wizard of Id". Compare scag; possibly the two are related. Equivalent to scribble or mangle.

### 1.1564 scrool

scrool: /skrool/ [from the pioneering Roundtable chat system in Houston ca. 1984; prob. originated as a typo for 'scroll'] n. The log of old messages, available for later perusal or to help one get back in synch with the conversation. It was originally called the 'scrool monster', because an early version of the roundtable software had a bug where it would dump all 8K of scrool on a user's terminal.

### 1.1565 scrozzle

scrozzle: /skroz'1/ vt. Used when a self-modifying code segment runs incorrectly and corrupts the running program or vital data. "The damn compiler scrozzled itself again!"

### 1.1566 scruffies

scruffies: n. See neats vs. scruffies.

### 1.1567 SCSI

SCSI: [Small Computer System Interface] n. A bus-independent standard for system-level interfacing between a computer and intelligent devices. Typically annotated in literature with 'sexy' (/sek'see/), 'sissy' (/sis'ee/), and 'scuzzy' (/skuh'zee/) as pronunciation guides --- the last being the overwhelmingly predominant form, much to the dismay of the designers and their marketing people. One can usually assume that a person who pronounces it /S-C-S-I/ is clueless.

## 1.1568 ScumOS

ScumOS: /skuhm'os/ or /skuhm'O-S/ n. Unflattering hackerism for SunOS, the UNIX variant supported on Sun Microsystems's UNIX workstations (see also sun-stools), and compare AIDX, Macintrash, Nominal Semidestructor, Open DeathTrap, HP-SUX. Despite what this term might suggest, Sun was founded by hackers and still enjoys excellent relations with hackerdom; usage is more often in exasperation than outright loathing.

## 1.1569 search-and-destroy mode

search-and-destroy mode: n. Hackerism for a noninteractive search-and-replace facility in an editor, so called because an incautiously chosen match pattern can cause infinite damage.

## 1.1570 second-system effect

second-system effect: n. (sometimes, more euphoniously, 'second-system syndrome') When one is designing the successor to a relatively small, elegant, and successful system, there is a tendency to become grandiose in one's success and design an elephantine feature-laden monstrosity. The term was first used by Fred Brooks in his classic "The Mythical Man-Month: Essays on Software Engineering" (Addison-Wesley, 1975; ISBN 0-201-00650-2). It described the jump from a set of nice, simple operating systems on the IBM 70xx series to OS/360 on the 360 series. A similar effect can also happen in an evolving system; see Brooks's Law, creeping elegance, creeping featurism. See also Multics, OS/2, X, software bloat.

This version of the jargon lexicon has been described (with altogether too much truth for comfort) as an example of second-system effect run amok on jargon-1....

## 1.1571 secondary damage

secondary damage: n. When a fatal error occurs (esp. a segfault) the immediate cause may be that a pointer has been trashed due to a previous fandango on core. However, this fandango may have been due to an *\*earlier\** fandango, so no amount of analysis will reveal (directly) how the damage occurred. "The data structure was clobbered, but it was secondary damage."

By extension, the corruption resulting from N cascaded fandangoes on core is 'Nth-level damage'. There is at least one case on record in which 17 hours of grovelling with 'adb' actually dug up the underlying bug behind an instance of seventh-level damage! The hacker who accomplished this near-superhuman feat was presented with an award by his fellows.

## 1.1572 security through obscurity

security through obscurity: alt. 'security by obscurity' n. A term applied by hackers to most OS vendors' favorite way of coping with security holes --- namely, ignoring them, documenting neither any known holes nor the underlying security algorithms, trusting that nobody will find out about them and that people who do find out about them won't exploit them. This "strategy" never works for long and occasionally sets the world up for debacles like the RTM worm of 1988 (see Great Worm, the), but once the brief moments of panic created by such events subside most vendors are all too willing to turn over and go back to sleep. After all, actually fixing the bugs would siphon off the resources needed to implement the next user-interface frill on marketing's wish list --- and besides, if they started fixing security bugs customers might begin to *\*expect\** it and imagine that their warranties of merchantability gave them some sort of *\*right\** to a system with fewer holes in it than a shotgunned Swiss cheese, and *\*then\** where would we be?

Historical note: There are conflicting stories about the origin of this term. It has been claimed that it was first used in the USENET newsgroup in comp.sys.apollo during a campaign to get HP/Apollo to fix security problems in its UNIX-clone Aegis/DomainOS (they didn't change a thing). ITS fans, on the other hand, say it was coined years earlier in opposition to the incredibly paranoid Multics people down the hall, for whom security was everything. In the ITS culture it referred to (1) the fact that that by the time a tourist figured out how to make trouble he'd generally gotten over the urge to make it, because he felt part of the community; and (2) (self-mockingly) the poor coverage of the documentation and obscurity of many commands. One instance of *\*deliberate\** security through obscurity is recorded; the command to allow patching the running ITS system (altmode altmode control-R) echoed as \$\$^D. If you actually typed alt alt ^D, that set a flag that would prevent patching the system even if you later got it right.

## 1.1573 SED

SED: [TMRC, from 'Light-Emitting Diode'] /S-E-D/ n.  
Smoke-emitting diode. A friode that lost the war. See also  
LER.

## 1.1574 segfault

segfault: n.,vi. Syn. segment, segmentation fault.

## 1.1575 seggie

seggie: /seg'ee/ [UNIX] n. Shorthand for segmentation fault  
reported from Britain.

## 1.1576 segment

segment: /seg'ment/ vi. To experience a segmentation fault.  
Confusingly, this is often pronounced more like the noun 'segment'  
than like mainstream v. segment; this is because it is actually a  
noun shorthand that has been verbed.

## 1.1577 segmentation fault

segmentation fault: n. [UNIX] 1. An error in which a running program  
attempts to access memory not allocated to it and core dumps  
with a segmentation violation error. 2. To lose a train of  
thought or a line of reasoning. Also uttered as an exclamation at  
the point of befuddlement.

## 1.1578 segv

segv: /seg'vee/ n.,vi. Yet another synonym for segmentation  
fault (actually, in this case, 'segmentation violation').

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## 1.1579 self-reference

self-reference: n. See self-reference.

## 1.1580 selvage

selvage: /sel'v\*j/ [from sewing and weaving] n. See chad (sense 1).

## 1.1581 semi

semi: /se'mee/ or /se'mi:/ 1. n. Abbreviation for 'semicolon', when speaking. "Commands to grind are prefixed by semi-semi-star" means that the prefix is ';;\*', not 1/4 of a star. 2. A prefix used with words such as 'immediately' as a qualifier. "When is the system coming up?" "Semi-immediately." (That is, maybe not for an hour.) "We did consider that possibility semi-seriously." See also infinite.

## 1.1582 semi-infinite

semi-infinite: n. See infinite.

## 1.1583 senior bit

senior bit: [IBM] n. Syn. meta bit.

## 1.1584 server

server: n. A kind of daemon that performs a service for the requester and which often runs on a computer other than the one on which the server runs. A particularly common term on the Internet, which is rife with 'name servers', 'domain servers', 'news servers', 'finger servers', and the like.

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## 1.1585 SEX

SEX: /seks/ [Sun Users' Group & elsewhere] n. 1. Software EXchange. A technique invented by the blue-green algae hundreds of millions of years ago to speed up their evolution, which had been terribly slow up until then. Today, SEX parties are popular among hackers and others (of course, these are no longer limited to exchanges of genetic software). In general, SEX parties are a Good Thing, but unprotected SEX can propagate a virus. See also pubic directory. 2. The rather Freudian mnemonic often used for Sign EXtend, a machine instruction found in the PDP-11 and many other architectures. The RCA 1802 chip used in the early Elf and SuperElf personal computers had a 'SEt X register' SEX instruction, but this seems to have had little folkloric impact.

DEC's engineers nearly got a PDP-11 assembler that used the 'SEX' mnemonic out the door at one time, but (for once) marketing wasn't asleep and forced a change. That wasn't the last time this happened, either. The author of "The Intel 8086 Primer", who was one of the original designers of the 8086, noted that there was originally a 'SEX' instruction on that processor, too. He says that Intel management got cold feet and decreed that it be changed, and thus the instruction was renamed 'CBW' and 'CWD' (depending on what was being extended). Amusingly, the Intel 8048 (the microcontroller used in IBM PC keyboards) is also missing straight 'SEX' but has logical-or and logical-and instructions 'ORL' and 'ANL'.

The Motorola 6809, used in the U.K.'s 'Dragon 32' personal computer, actually had an official 'SEX' instruction; the 6502 in the Apple II with which it competed did not. British hackers thought this made perfect mythic sense; after all, it was commonly observed, you could (on some theoretical level) have sex with a dragon, but you can't have sex with an apple.

## 1.1586 sex changer

sex changer: n. Syn. gender mender.

## 1.1587 shambolic link

shambolic link: /sham-bol'ik link/ n. A UNIX symbolic link, particularly when it confuses you, points to nothing at all, or results in your ending up in some completely unexpected part of the filesystem....

## 1.1588 sharchive

sharchive: /shar'ki:v/ [UNIX and USENET; from /bin/sh archive]

n. A flattened representation of a set of one or more files, with the unique property that it can be unflattened (the original files restored) by feeding it through a standard UNIX shell; thus, a sharchive can be distributed to anyone running UNIX, and no special unpacking software is required. Sharchives are also intriguing in that they are typically created by shell scripts; the script that produces sharchives is thus a script which produces self-unpacking scripts, which may themselves contain scripts. (The downsides of sharchives are that they are an ideal venue for Trojan horse attacks and that, for recipients not running UNIX, no simple un-sharchiving program is possible; sharchives can and do make use of arbitrarily-powerful shell features.) Sharchives are also commonly referred to as 'shar files' after the name of the most common program for generating them.

## 1.1589 Share and enjoy!

Share and enjoy!: imp. 1. Commonly found at the end of software release announcements and README files, this phrase indicates allegiance to the hacker ethic of free information sharing (see hacker ethic, the, sense 1). 2. The motto of the Sirius Cybernetics Corporation (the ultimate gaggle of incompetent suits) in Douglas Adams's "Hitch Hiker's Guide to the Galaxy". The irony of using this as a cultural recognition signal appeals to freeware hackers.

## 1.1590 shareware

shareware: /sheir'weir/ n. Freeware (sense 1) for which the author requests some payment, usually in the accompanying documentation files or in an announcement made by the software itself. Such payment may or may not buy additional support or functionality. See also careware, charityware, crippleware, guiltware, postcardware, and -ware; compare payware.

## 1.1591 shelfware

shelfware: /shelfweir/ n. Software purchased on a whim (by an individual user) or in accordance with policy (by a corporation or government agency), but not actually required for any particular use. Therefore, it often ends up on some shelf.

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## 1.1592 shell

shell: [orig. Multics techspeak, widely propagated via UNIX] n.

1. [techspeak] The command interpreter used to pass commands to an operating system; so called because it is the part of the operating system that interfaces with the outside world. 2. More generally, any interface program that mediates access to a special resource or server for convenience, efficiency, or security reasons; for this meaning, the usage is usually 'a shell around' whatever. This sort of program is also called a 'wrapper'.

## 1.1593 shell out

shell out: [UNIX] n. To spawn an interactive subshell from within a program (e.g., a mailer or editor). "Bang foo runs foo in a subshell, while bang alone shells out."

## 1.1594 shift left (or right) logical

shift left (or right) logical: [from any of various machines' instruction sets] 1. vi. To move oneself to the left (right). To move out of the way. 2. imper. "Get out of that (my) seat! You can shift to that empty one to the left (right)." Often used without the 'logical', or as 'left shift' instead of 'shift left'. Sometimes heard as LSH /lish/, from the PDP-10 instruction set. See Programmer's Cheer.

## 1.1595 shim

shim: n. A small piece of data inserted in order to achieve a desired memory alignment or other addressing property. For example, the PDP-11 UNIX linker, in split I&D (instructions and data) mode, inserts a two-byte shim at location 0 in data space so that no data object will have an address of 0 (and be confused with the C null pointer). See also loose bytes.

## 1.1596 shitogram

shitogram: /shit'oh-gram/ n. A *\*really\** nasty piece of email. Compare nastygram, flame.

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### 1.1597 short card

short card: n. A half-length IBM PC expansion card or adapter that will fit in one of the two short slots located towards the right rear of a standard chassis (tucked behind the floppy disk drives). See also tall card.

### 1.1598 shotgun debugging

shotgun debugging: n. The software equivalent of Easter eggging; the making of relatively undirected changes to software in the hope that a bug will be perturbed out of existence. This almost never works, and usually introduces more bugs.

### 1.1599 shovelware

shovelware: /shuh'v\*1-weir'/ n. Extra software dumped onto a CD-ROM or tape to fill up the remaining space on the medium after the software distribution it's intended to carry, but not integrated with the distribution.

### 1.1600 showstopper

showstopper: n. A hardware or (especially) software bug that makes an implementation effectively unusable; one that absolutely has to be fixed before development can go on. Opposite in connotation from its original theatrical use, which refers to something stunningly \*good\*.

### 1.1601 shriek

shriek: n. See excl. Occasional CMU usage, also in common use among APL fans and mathematicians, especially category theorists.

### 1.1602 Shub-Internet

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Shub-Internet: /shuhb in't\*r-net/ [MUD: from H. P. Lovecraft's evil fictional deity 'Shub-Niggurath', the Black Goat with a Thousand Young] n. The harsh personification of the Internet, Beast of a Thousand Processes, Eater of Characters, Avatar of Line Noise, and Imp of Call Waiting; the hideous multi-tendriled entity formed of all the manifold connections of the net. A sect of MUDDers worships Shub-Internet, sacrificing objects and praying for good connections. To no avail --- its purpose is malign and evil, and is the cause of all network slowdown. Often heard as in "Freela casts a tac nuke at Shub-Internet for slowing her down." (A forged response often follows along the lines of: "Shub-Internet gulps down the tac nuke and burps happily.") Also cursed by users of FTP and telnet when the system slows down. The dread name of Shub-Internet is seldom spoken aloud, as it is said that repeating it three times will cause the being to wake, deep within its lair beneath the Pentagon.

### 1.1603 sidecar

sidecar: n. 1. Syn. slap on the side. Esp. used of add-ons for the late and unlamented IBM PCjr. 2. The IBM PC compatibility box that could be bolted onto the side of an Amiga. Designed and produced by Commodore, it broke all of the company's own design rules. If it worked with any other peripherals, it was by magic.

### 1.1604 SIG

SIG: /sig/ n. (also common as a prefix in combining forms) A Special Interest Group, in one of several technical areas, sponsored by the Association for Computing Machinery; well-known ones include SIGPLAN (the Special Interest Group on Programming Languages), SIGARCH (the Special Interest Group for Computer Architecture) and SIGGRAPH (the Special Interest Group for Computer Graphics). Hackers, not surprisingly, like to overextend this naming convention to less formal associations like SIGBEER (at ACM conferences) and SIGFOOD (at University of Illinois).

### 1.1605 sig block

sig block: /sig blok/ [UNIX; often written '.sig' there] n. Short for 'signature', used specifically to refer to the electronic signature block that most UNIX mail- and news-posting software will automagically append to outgoing mail and news. The composition of one's sig can be quite an art form, including an ASCII logo or one's choice of witty sayings (see sig quote,

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fool file, the); but many consider large sigs a waste of bandwidth, and it has been observed that the size of one's sig block is usually inversely proportional to one's longevity and level of prestige on the net. See also doubled sig.

### 1.1606 sig quote

sig quote: /sig kwoht/ [USENET] n. A maxim, quote, proverb, joke, or slogan embedded in one's sig block and intended to convey something of one's philosophical stance, pet peeves, or sense of humor. "Calm down, it's only ones and zeroes."

### 1.1607 sig virus

sig virus: n. A parasitic meme embedded in a sig block. There was a meme plague or fad for these on USENET in late 1991. Most were equivalents of "I am a .sig virus. Please reproduce me in your .sig block.". Of course, the .sig virus's memetic hook is the giggle value of going along with the gag; this, however, was a self-limiting phenomenon as more and more people picked up on the idea. There were creative variants on it; some people stuck 'sig virus antibody' texts in their sigs, and there was at least one instance of a sig virus eater.

### 1.1608 signal-to-noise ratio

signal-to-noise ratio: [from analog electronics] n. Used by hackers in a generalization of its technical meaning. 'Signal' refers to useful information conveyed by some communications medium, and 'noise' to anything else on that medium. Hence a low ratio implies that it is not worth paying attention to the medium in question. Figures for such metaphorical ratios are never given. The term is most often applied to USENET newsgroups during flame wars. Compare bandwidth. See also coefficient of X, lost in the noise.

### 1.1609 silicon

silicon: n. Hardware, esp. ICs or microprocessor-based computer systems (compare iron). Contrasted with software. See also sandbender.

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## 1.1610 silly walk

silly walk: [from Monty Python's Flying Circus] vi. 1. A ridiculous procedure required to accomplish a task. Like grovel, but more random and humorous. "I had to silly-walk through half the /usr directories to find the maps file." 2. Syn. fandango on core.

## 1.1611 silo

silo: n. The FIFO input-character buffer in an RS-232 line card. So called from DEC terminology used on DH and DZ line cards for the VAX and PDP-11, presumably because it was a storage space for fungible stuff that went in at the top and came out at the bottom.

## 1.1612 Silver Book

Silver Book: n. Jensen and Wirth's infamous "Pascal User Manual and Report", so called because of the silver cover of the widely distributed Springer-Verlag second edition of 1978 (ISBN 0-387-90144-2). See book titles, Pascal.

## 1.1613 since time T equals minus infinity

since time T equals minus infinity: adv. A long time ago; for as long as anyone can remember; at the time that some particular frob was first designed. Usually the word 'time' is omitted. See also time T; contrast epoch.

## 1.1614 sitename

sitename: /si:t'naym/ [UNIX/Internet] n. The unique electronic name of a computer system, used to identify it in UUCP mail, USENET, or other forms of electronic information interchange. The folklore interest of sitemames stems from the creativity and humor they often display. Interpreting a sitename is not unlike interpreting a vanity license plate; one has to mentally unpack it, allowing for mono-case and length restrictions and the lack of whitespace. Hacker tradition deprecates dull, institutional-sounding names in favor of punchy, humorous, and clever coinages (except that it is considered appropriate for the official public gateway machine of an organization to bear the organization's name or acronym). Mythological references, cartoon

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characters, animal names, and allusions to SF or fantasy literature are probably the most popular sources for sitenames (in roughly descending order). The obligatory comment when discussing these is Harris's Lament: "All the good ones are taken!" See also network address.

### **1.1615 skrog**

skrog: v. Syn. scrog.

### **1.1616 skulker**

skulker: n. Syn. prowler.

### **1.1617 slack**

slack: n. 1. Space allocated to a disk file but not actually used to store useful information. The techspeak equivalent is 'internal fragmentation'. 2. In the theology of the Church of the SubGenius, a mystical substance or quality that is the prerequisite of all human happiness.

Since UNIX files are stored compactly, except for the unavoidable wastage in the last block or fragment, it might be said that "Unix has no slack". See ha ha only serious.

### **1.1618 slap on the side**

slap on the side: n. (also called a sidecar, or abbreviated 'SOTS'.) A type of external expansion hardware marketed by computer manufacturers (e.g., Commodore for the Amiga 500/1000 series and IBM for the hideous failure called 'PCjr'). Various SOTS boxes provided necessities such as memory, hard drive controllers, and conventional expansion slots.

### **1.1619 slash**

slash: n. Common name for the slant ('/', ASCII 0101111) character. See ASCII for other synonyms.

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## 1.1620 sleep

sleep: vi. 1. [techspeak] To relinquish a claim (of a process on a multitasking system) for service; to indicate to the scheduler that a process may be deactivated until some given event occurs or a specified time delay elapses. 2. In jargon, used very similarly to v. block; also in 'sleep on', syn. with 'block on'. Often used to indicate that the speaker has relinquished a demand for resources until some (possibly unspecified) external event: "They can't get the fix I've been asking for into the next release, so I'm going to sleep on it until the release, then start hassling them again."

## 1.1621 slim

slim: n. A small, derivative change (e.g., to code).

## 1.1622 slop

slop: n. 1. A one-sided fudge factor, that is, an allowance for error but in only one of two directions. For example, if you need a piece of wire 10 feet long and have to guess when you cut it, you make very sure to cut it too long, by a large amount if necessary, rather than too short by even a little bit, because you can always cut off the slop but you can't paste it back on again. When discrete quantities are involved, slop is often introduced to avoid the possibility of being on the losing side of a fencepost error. 2. The percentage of 'extra' code generated by a compiler over the size of equivalent assembler code produced by hand-hacking; i.e., the space (or maybe time) you lose because you didn't do it yourself. This number is often used as a measure of the goodness of a compiler; slop below 5% is very good, and 10% is usually acceptable. With modern compiler technology, esp. on RISC machines, the compiler's slop may actually be \*negative\*; that is, humans may be unable to generate code as good. This is one of the reasons assembler programming is no longer common.

## 1.1623 slopsucker

slopsucker: /slop'suhk-r/ n. A lowest-priority task that waits around until everything else has 'had its fill' of machine resources. Only when the machine would otherwise be idle is the task allowed to 'suck up the slop'. Also called a 'hungry puppy' or 'bottom feeder'. One common variety of slopsucker hunts for large prime numbers. Compare background.

## 1.1624 slurp

slurp: vt. To read a large data file entirely into core before working on it. This may be contrasted with the strategy of reading a small piece at a time, processing it, and then reading the next piece. "This program slurps in a 1K-by-1K matrix and does an FFT." See also sponge.

## 1.1625 smart

smart: adj. Said of a program that does the Right Thing in a wide variety of complicated circumstances. There is a difference between calling a program smart and calling it intelligent; in particular, there do not exist any intelligent programs (yet --- see AI-complete). Compare robust (smart programs can be brittle).

## 1.1626 smart terminal

smart terminal: n. 1. A terminal that has enough computing capability to render graphics or to offload some kind of front-end processing from the computer it talks to. The development of workstations and personal computers has made this term and the product it describes semi-obsolescent, but one may still hear variants of the phrase 'act like a smart terminal' used to describe the behavior of workstations or PCs with respect to programs that execute almost entirely out of a remote server's storage, using said devices as displays. 2. obs. Any terminal with an addressable cursor; the opposite of a glass tty. Today, a terminal with merely an addressable cursor, but with none of the more-powerful features mentioned in sense 1, is called a dumb terminal.

There is a classic quote from Rob Pike (inventor of the blit terminal): "A smart terminal is not a smart\*ass\* terminal, but rather a terminal you can educate." This illustrates a common design problem: The attempt to make peripherals (or anything else) intelligent sometimes results in finicky, rigid 'special features' that become just so much dead weight if you try to use the device in any way the designer didn't anticipate. Flexibility and programmability, on the other hand, are \*really\* smart. Compare hook.

## 1.1627 smash case

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smash case: vi. To lose or obliterate the uppercase/lowercase distinction in text input. "MS-DOS will automatically smash case in the names of all the files you create." Compare fold case.

### 1.1628 smash the stack

smash the stack: [C programming] n. To corrupt the execution stack by writing past the end of a local array or other data structure. Code that smashes the stack can cause a return from the routine to jump to a random address, resulting in some of the most insidious data-dependent bugs known to mankind. Variants include 'trash' the stack, scribble the stack, mangle the stack; the term \*\*mung the stack is not used, as this is never done intentionally. See spam; see also aliasing bug, fandango on core, memory leak, memory smash, precedence lossage, overrun screw.

### 1.1629 smiley

smiley: n. See emoticon.

### 1.1630 smoke

smoke: vi. 1. To crash or blow up, usually spectacularly. "The new version smoked, just like the last one." Used for both hardware (where it often describes an actual physical event), and software (where it's merely colorful). 2. [from automotive slang] To be conspicuously fast. "That processor really smokes." Compare magic smoke.

### 1.1631 smoke and mirrors

smoke and mirrors: n. Marketing deceptions. The term is mainstream in this general sense. Among hackers it's strongly associated with bogus demos and crocked benchmarks (see also MIPS, machoflops). "They claim their new box cranks 50 MIPS for under \$5000, but didn't specify the instruction mix --- sounds like smoke and mirrors to me." The phrase has been said to derive from carnie slang for magic acts and 'freak show' displays that depend on 'trompe l'oeil' effects, but also calls to mind the fierce Aztec god Tezcatlipoca (lit. "Smoking Mirror") for whom the hearts of huge numbers of human sacrificial victims were regularly cut out. Upon hearing about a rigged demo or yet another



round of fantasy-based marketing promises, hackers often feel analogously disheartened.

### 1.1632 smoke test

smoke test: n. 1. A rudimentary form of testing applied to electronic equipment following repair or reconfiguration, in which power is applied and the tester checks for sparks, smoke, or other dramatic signs of fundamental failure. See magic smoke. 2. By extension, the first run of a piece of software after construction or a critical change. See and compare reality check.

There is an interesting semi-parallel to this term among typographers and printers: When new typefaces are being punch-cut by hand, a 'smoke test' (hold the letter in candle smoke, then press it onto paper) is used to check out new dies.

### 1.1633 smoking clover

smoking clover: [ITS] n. A display hack originally due to Bill Gosper. Many convergent lines are drawn on a color monitor in AOS mode (so that every pixel struck has its color incremented). The lines all have one endpoint in the middle of the screen; the other endpoints are spaced one pixel apart around the perimeter of a large square. The color map is then repeatedly rotated. This results in a striking, rainbow-hued, shimmering four-leaf clover. Gosper joked about keeping it hidden from the FDA (the U.S.'s Food and Drug Administration) lest its hallucinogenic properties cause it to be banned.

### 1.1634 SMOP

SMOP: /S-M-O-P/ [Simple (or Small) Matter of Programming] n. 1. A piece of code, not yet written, whose anticipated length is significantly greater than its complexity. Used to refer to a program that could obviously be written, but is not worth the trouble. Also used ironically to imply that a difficult problem can be easily solved because a program can be written to do it; the irony is that it is very clear that writing such a program will be a great deal of work. "It's easy to enhance a FORTRAN compiler to compile COBOL as well; it's just an SMOP." 2. Often used ironically by the intended victim when a suggestion for a program is made which seems easy to the suggester, but is obviously (to the victim) a lot of work.

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## 1.1635 smurf

smurf: /smerf/ [from the soc.motss newsgroup on USENET, after some obnoxiously gooey cartoon characters] n. A newsgroup regular with a habitual style that is irreverent, silly, and cute. Like many other hackish terms for people, this one may be praise or insult depending on who uses it. In general, being referred to as a smurf is probably not going to make your day unless you've previously adopted the label yourself in a spirit of irony. Compare old fart.

## 1.1636 SNAFU principle

SNAFU principle: /sna'foo prin'si-pl/ [from a WWII Army acronym for 'Situation Normal, All Fucked Up'] n. "True communication is possible only between equals, because inferiors are more consistently rewarded for telling their superiors pleasant lies than for telling the truth." --- a central tenet of Discordianism, often invoked by hackers to explain why authoritarian hierarchies screw up so reliably and systematically. The effect of the SNAFU principle is a progressive disconnection of decision-makers from reality. This lightly adapted version of a fable dating back to the early 1960s illustrates the phenomenon perfectly:

In the beginning was the plan,  
and then the specification;  
And the plan was without form,  
and the specification was void.

And darkness  
was on the faces of the implementors thereof;  
And they spake unto their leader,  
saying:  
"It is a crock of shit,  
and smells as of a sewer."

And the leader took pity on them,  
and spoke to the project leader:  
"It is a crock of excrement,  
and none may abide the odor thereof."

And the project leader  
spake unto his section head, saying:  
"It is a container of excrement,  
and it is very strong, such that none may abide it."

The section head then hurried to his department manager,  
and informed him thus:  
"It is a vessel of fertilizer,  
and none may abide its strength."

The department manager carried these words

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to his general manager,  
and spoke unto him  
saying:  
"It containeth that which aideth the growth of plants,  
and it is very strong."  
  
And so it was that the general manager rejoiced  
and delivered the good news unto the Vice President.  
"It promoteth growth,  
and it is very powerful."  
  
The Vice President rushed to the President's side,  
and joyously exclaimed:  
"This powerful new software product  
will promote the growth of the company!"  
  
And the President looked upon the product,  
and saw that it was very good.

After the subsequent disaster, the suits protect themselves by saying "I was misinformed!", and the implementors are demoted or fired.

## 1.1637 snail

snail: vt. To snail-mail something. "Snail me a copy of those graphics, will you?"

## 1.1638 snail-mail

snail-mail: n. Paper mail, as opposed to electronic. Sometimes written as the single word 'SnailMail'. One's postal address is, correspondingly, a 'snail address'. Derives from earlier coinage 'USnail' (from 'U.S. Mail'), for which there have even been parody posters and stamps made. Oppose email.

## 1.1639 snap

snap: v. To replace a pointer to a pointer with a direct pointer; to replace an old address with the forwarding address found there. If you telephone the main number for an institution and ask for a particular person by name, the operator may tell you that person's extension before connecting you, in the hopes that you will 'snap your pointer' and dial direct next time. The underlying metaphor may be that of a rubber band stretched through a number of intermediate points; if you remove all the thumbtacks in the middle, it snaps into a straight line from first to last. See

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chase pointers.

Often, the behavior of a trampoline is to perform an error check once and then snap the pointer that invoked it so as henceforth to bypass the trampoline (and its one-shot error check). In this context one also speaks of 'snapping links'. For example, in a LISP implementation, a function interface trampoline might check to make sure that the caller is passing the correct number of arguments; if it is, and if the caller and the callee are both compiled, then snapping the link allows that particular path to use a direct procedure-call instruction with no further overhead.

## 1.1640 snarf

snarf: /snarf/ vt. 1. To grab, esp. to grab a large document or file for the purpose of using it with or without the author's permission. See also BLT. 2. [in the UNIX community] To fetch a file or set of files across a network. See also blast. This term was mainstream in the late 1960s, meaning 'to eat piggishly'. It may still have this connotation in context. "He's in the snarfing phase of hacking --- FTPing megabytes of stuff a day." 3. To acquire, with little concern for legal forms or politesse (but not quite by stealing). "They were giving away samples, so I snarfed a bunch of them." 4. Syn. for slurp. "This program starts by snarfing the entire database into core, then...." 5. [GENie] To spray food or programming fluids due to laughing at the wrong moment. "I was drinking coffee, and when I read your post I snarfed all over my desk." "If I keep reading this topic, I think I'll have to snarf-proof my computer with a keyboard condom." [This sense appears to be widespread among mundane teenagers --- ESR]

## 1.1641 snarf & barf

snarf & barf: /snarf'n-barf'/ n. Under a WIMP environment, the act of grabbing a region of text and then stuffing the contents of that region into another region (or the same one) to avoid retyping a command line. In the late 1960s, this was a mainstream expression for an 'eat now, regret it later' cheap-restaurant expedition.

## 1.1642 snarf down

snarf down: v. To snarf, with the connotation of absorbing, processing, or understanding. "I'll snarf down the latest version of the nethack user's guide --- it's been a while since I played last and I don't know what's changed recently."

### 1.1643 snark

snark: [Lewis Carroll, via the Michigan Terminal System] n. 1. A system failure. When a user's process bombed, the operator would get the message "Help, Help, Snark in MTS!" 2. More generally, any kind of unexplained or threatening event on a computer (especially if it might be a boojum). Often used to refer to an event or a log file entry that might indicate an attempted security violation. See snivitz. 3. UUCP name of snark.thyrsus.com, home site of the Jargon File 2.\*.\* versions (i.e., this lexicon).

### 1.1644 sneakernet

sneakernet: /snee'ker-net/ n. Term used (generally with ironic intent) for transfer of electronic information by physically carrying tape, disks, or some other media from one machine to another. "Never underestimate the bandwidth of a station wagon filled with magtape, or a 747 filled with CD-ROMs." Also called 'Tennis-Net', 'Armpit-Net', 'Floppy-Net' or 'Shoenet'.

### 1.1645 sniff

sniff: v., n. Synonym for poll.

### 1.1646 snivitz

snivitz: /sniv'itz/ n. A hiccup in hardware or software; a small, transient problem of unknown origin (less serious than a snark). Compare glitch.

### 1.1647 SO

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SO: /S-O/ n. 1. (also 'S.O.') Abbrev. for Significant Other, almost invariably written abbreviated and pronounced /S-O/ by hackers. Used to refer to one's primary relationship, esp. a live-in to whom one is not married. See MOTAS, MOTOS, MOTSS. 2. The Shift Out control character in ASCII (Control-N, 0001110).

## 1.1648 social engineering

social engineering: n. Term used among crackers and samurai for cracking techniques that rely on weaknesses in wetware rather than software; the aim is to trick people into revealing passwords or other information that compromises a target system's security. Classic scams include phoning up a mark who has the required information and posing as a field service tech or a fellow employee with an urgent access problem. See also the tiger team story in the patch entry.

## 1.1649 social science number

social science number: [IBM] n. A statistic that is content-free, or nearly so. A measure derived via methods of questionable validity from data of a dubious and vague nature. Predictively, having a social science number in hand is seldom much better than nothing, and can be considerably worse. Management loves them. See also numbers, math-out, pretty pictures.

## 1.1650 soft boot

soft boot: n. See boot.

## 1.1651 softcopy

softcopy: /soft'kop-ee/ n. [by analogy with 'hardcopy'] A machine-readable form of corresponding hardcopy. See bits, machinable.

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## 1.1652 software bloat

software bloat: n. The results of second-system effect or creeping featuritis. Commonly cited examples include 'ls(1)', X, BSD, Missed'em-five, and OS/2.

## 1.1653 software laser

software laser: n. An optical laser works by bouncing photons back and forth between two mirrors, one totally reflective and one partially reflective. If the lasing material (usually a crystal) has the right properties, photons scattering off the atoms in the crystal will excite cascades of more photons, all in lockstep. Eventually the beam will escape through the partially-reflective mirror. One kind of sorcerer's apprentice mode involving bounce messages can produce closely analogous results, with a cascade of messages escaping to flood nearby systems. By mid-1993 there had been at least two publicized incidents of this kind.

## 1.1654 software rot

software rot: n. Term used to describe the tendency of software that has not been used in a while to lose; such failure may be semi-humorously ascribed to bit rot. More commonly, 'software rot' strikes when a program's assumptions become out of date. If the design was insufficiently robust, this may cause it to fail in mysterious ways.

For example, owing to endemic shortsightedness in the design of COBOL programs, most will succumb to software rot when their 2-digit year counters wrap around at the beginning of the year 2000. Actually, related lossages often afflict centenarians who have to deal with computer software designed by unimaginative clods. One such incident became the focus of a minor public flap in 1990, when a gentleman born in 1889 applied for a driver's license renewal in Raleigh, North Carolina. The new system refused to issue the card, probably because with 2-digit years the ages 101 and 1 cannot be distinguished.

Historical note: Software rot in an even funnier sense than the mythical one was a real problem on early research computers (e.g., the R1; see grind crank). If a program that depended on a peculiar instruction hadn't been run in quite a while, the user might discover that the opcodes no longer did the same things they once did. ("Hey, so-and-so needs an instruction to do such-and-such. We can snarf this opcode, right? No one uses it.")

Another classic example of this sprang from the time an MIT hacker

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found a simple way to double the speed of the unconditional jump instruction on a PDP-6, so he patched the hardware. Unfortunately, this broke some fragile timing software in a music-playing program, throwing its output out of tune. This was fixed by adding a defensive initialization routine to compare the speed of a timing loop with the real-time clock; in other words, it figured out how fast the PDP-6 was that day, and corrected appropriately.

Compare bit rot.

## 1.1655    **softwarily**

softwarily: /soft-weir'i-lee/ adv. In a way pertaining to software. "The system is softwarily unreliable." The adjective \*\*'softwary' is \*not\* used. See hardwarily.

## 1.1656    **softy**

softy: [IBM] n. Hardware hackers' term for a software expert who is largely ignorant of the mysteries of hardware.

## 1.1657    **some random X**

some random X: adj. Used to indicate a member of class X, with the implication that Xs are interchangeable. "I think some random cracker tripped over the guest timeout last night." See also J. Random.

## 1.1658    **sorcerer's apprentice mode**

sorcerer's apprentice mode: [from Friedrich Schiller's "Der Zauberlehrling" via the film "Fantasia"] n. A bug in a protocol where, under some circumstances, the receipt of a message causes multiple messages to be sent, each of which, when received, triggers the same bug. Used esp. of such behavior caused by bounce message loops in email software. Compare broadcast storm, network meltdown, software laser, ARMM.

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## 1.1659 SOS

SOS: n., obs. /S-O-S/ 1. An infamously losing text editor.

Once, back in the 1960s, when a text editor was needed for the PDP-6, a hacker crufted together a quick-and-dirty 'stopgap editor' to be used until a better one was written. Unfortunately, the old one was never really discarded when new ones (in particular, TECO) came along. SOS is a descendant ('Son of Stopgap') of that editor, and many PDP-10 users gained the dubious pleasure of its acquaintance. Since then other programs similar in style to SOS have been written, notably the early font editor BILOS /bye'lohs/, the Brother-In-Law Of Stopgap (the alternate expansion 'Bastard Issue, Loins of Stopgap' has been proposed). 2. /sos/ vt. To decrease; inverse of AOS, from the PDP-10 instruction set.

## 1.1660 source of all good bits

source of all good bits: n. A person from whom (or a place from which) useful information may be obtained. If you need to know about a program, a guru might be the source of all good bits. The title is often applied to a particularly competent secretary.

## 1.1661 space-cadet keyboard

space-cadet keyboard: n. A now-legendary device used on MIT LISP machines, which inspired several still-current jargon terms and influenced the design of EMACS. It was equipped with no fewer than \*seven\* shift keys: four keys for bucky bits ('control', 'meta', 'hyper', and 'super') and three like regular shift keys, called 'shift', 'top', and 'front'. Many keys had three symbols on them: a letter and a symbol on the top, and a Greek letter on the front. For example, the 'L' key had an 'L' and a two-way arrow on the top, and the Greek letter lambda on the front. By pressing this key with the right hand while playing an appropriate 'chord' with the left hand on the shift keys, you could get the following results:

L	lowercase l
shift-L	uppercase L
front-L	lowercase lambda
front-shift-L	uppercase lambda

top-L  
two-way arrow  
(front and shift are ignored)

And of course each of these might also be typed with any combination of the control, meta, hyper, and super keys. On this keyboard, you could type over 8000 different characters! This allowed the user to type very complicated mathematical text, and also to have thousands of single-character commands at his disposal. Many hackers were actually willing to memorize the command meanings of that many characters if it reduced typing time (this attitude obviously shaped the interface of EMACS). Other hackers, however, thought having that many bucky bits was overkill, and objected that such a keyboard can require three or four hands to operate. See bucky bits, cokebottle, double bucky, meta bit, quadruple bucky.

Note: early versions of this entry incorrectly identified the space-cadet keyboard with the 'Knight keyboard'. Though both were designed by Tom Knight, the latter term was properly applied only to a keyboard used for ITS on the PDP-10 and modeled on the Stanford keyboard (as described under bucky bits). The true space-cadet keyboard evolved from the Knight keyboard.

## 1.1662 SPACEWAR

SPACEWAR: n. A space-combat simulation game, inspired by E. E. "Doc" Smith's "Lensman" books, in which two spaceships duel around a central sun, shooting torpedoes at each other and jumping through hyperspace. This game was first implemented on the PDP-1 at MIT in 1960--61. SPACEWAR aficionados formed the core of the early hacker culture at MIT. Nine years later, a descendant of the game motivated Ken Thompson to build, in his spare time on a scavenged PDP-7, the operating system that became UNIX. Less than nine years after that, SPACEWAR was commercialized as one of the first video games; descendants are still feeping in video arcades everywhere.

## 1.1663 spaghetti code

spaghetti code: n. Code with a complex and tangled control structure, esp. one using many GOTOs, exceptions, or other 'unstructured' branching constructs. Pejorative. The synonym 'kangaroo code' has been reported, doubtless because such code has so many jumps in it.

## 1.1664 spaghetti inheritance

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spaghetti inheritance: n. [encountered among users of object-oriented languages that use inheritance, such as Smalltalk] A convoluted class-subclass graph, often resulting from carelessly deriving subclasses from other classes just for the sake of reusing their code. Coined in a (successful) attempt to discourage such practice, through guilt-by-association with spaghetti code.

## 1.1665 spam

spam: [from the MUD community] vt. 1. To crash a program by overrunning a fixed-size buffer with excessively large input data. See also buffer overflow, overrun screw, smash the stack. 2. To cause a newsgroup to be flooded with irrelevant or inappropriate messages. You can spam a newsgroup with as little as one well- (or ill-) planned message (e.g. asking "What do you think of abortion?" on soc.women). This is often done with cross-posting (e.g. any message which is crossposted to alt.rush-limbaugh and alt.politics.homosexuality will almost inevitably spam both groups).

## 1.1666 special-case

special-case: vt. To write unique code to handle input to or situations arising in a program that are somehow distinguished from normal processing. This would be used for processing of mode switches or interrupt characters in an interactive interface (as opposed, say, to text entry or normal commands), or for processing of hidden flags in the input of a batch program or filter.

## 1.1667 speedometer

speedometer: n. A pattern of lights displayed on a linear set of LEDs (today) or nixie tubes (yesterday, on ancient mainframes). The pattern is shifted left every N times the operating system goes through its main loop. A swiftly moving pattern indicates that the system is mostly idle; the speedometer slows down as the system becomes overloaded. The speedometer on Sun Microsystems hardware bounces back and forth like the eyes on one of the Cylons from the wretched "Battlestar Galactica" TV series.

Historical note: One computer, the GE 600 (later Honeywell 6000) actually had an \*analog\* speedometer on the front panel, calibrated in instructions executed per second.

## 1.1668 spell

spell: n. Syn. incantation.

## 1.1669 spelling flame

spelling flame: [USENET] n. A posting ostentatiously correcting a previous article's spelling as a way of casting scorn on the point the article was trying to make, instead of actually responding to that point (compare dictionary flame). Of course, people who are more than usually slovenly spellers are prone to think \*any\* correction is a spelling flame. It's an amusing comment on humAn nature that spelling flames themselves often contain spelling errors.

## 1.1670 spiffy

spiffy: /spi'fee/ adj. 1. Said of programs having a pretty, clever, or exceptionally well-designed interface. "Have you seen the spiffy X version of empire yet?" 2. Said sarcastically of a program that is perceived to have little more than a flashy interface going for it. Which meaning should be drawn depends delicately on tone of voice and context. This word was common mainstream slang during the 1940s, in a sense close to 1.

## 1.1671 spike

spike: v. To defeat a selection mechanism by introducing a (sometimes temporary) device that forces a specific result. The word is used in several industries; telephone engineers refer to spiking a relay by inserting a pin to hold the relay in either the closed or open state, and railroaders refer to spiking a track switch so that it cannot be moved. In programming environments it normally refers to a temporary change, usually for testing purposes (as opposed to a permanent change, which would be called hardwired).

## 1.1672 spin

spin: vi. Equivalent to buzz. More common among C and UNIX programmers.

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## 1.1673 spl

spl: /S-P-L/ [abbrev, from Set Priority Level] The way traditional UNIX kernels implement mutual exclusion by running code at high interrupt levels. Used in jargon to describe the act of tuning in or tuning out ordinary communication. Classically, spl levels run from 1 to 7; "Fred's at spl 6 today" would mean that he is very hard to interrupt. "Wait till I finish this; I'll spl down then." See also interrupts locked out.

## 1.1674 splash screen

splash screen: [Mac] n. Syn. banner, sense 3.

## 1.1675 splat

splat: n. 1. Name used in many places (DEC, IBM, and others) for the asterisk ('\*') character (ASCII 0101010). This may derive from the 'squashed-bug' appearance of the asterisk on many early line printers. 2. [MIT] Name used by some people for the '#' character (ASCII 0100011). 3. [Rochester Institute of Technology] The feature key on a Mac (same as alt, sense 2). 4. obs. Name used by some people for the Stanford/ITS extended ASCII circle-x character. This character is also called 'blobby' and 'frob', among other names; it is sometimes used by mathematicians as a notation for 'tensor product'. 5. obs. Name for the semi-mythical Stanford extended ASCII circle-plus character. See also ASCII.

## 1.1676 spod

spod: [Great Britain] n. A lower form of life found on talker systems and MUDs. The spod has few friends in RL and uses talkers instead, finding communication easier and preferable over the net. He has all the negative traits of the computer geek without having any interest in computers per se. Lacking any knowledge of or interest in how networks work, and considering his access a God-given right, he is a major irritant to sysadmins, clogging up lines in order to reach new MUDs, following passed-on instructions on how to sneak his way onto Internet ("Wow! It's in America!") and complaining when he is not allowed to use busy routes. A true spod will start any conversation with "Are you male or female?" (and follow it up with "Got any good

numbers/IDs/passwords?") and will not talk to someone physically present in the same terminal room until they log onto the same machine that he is using and enter talk mode. Compare newbie, tourist, weenie, twink, terminal junkie.

## 1.1677 spoiler

spoiler: [USENET] n. 1. A remark which reveals important plot elements from books or movies, thus denying the reader (of the article) the proper suspense when reading the book or watching the movie. 2. Any remark which telegraphs the solution of a problem or puzzle, thus denying the reader the pleasure of working out the correct answer (see also interesting). Either sense readily forms compounds like 'total spoiler', 'quasi-spoiler' and even 'pseudo-spoiler'.

By convention, articles which are spoilers in either sense should contain the word 'spoiler' in the Subject: line, or guarantee via various tricks that the answer appears only after several screens-full of warning, or conceal the sensitive information via rot13, or some combination of these techniques.

## 1.1678 sponge

sponge: [UNIX] n. A special case of a filter that reads its entire input before writing any output; the canonical example is a sort utility. Unlike most filters, a sponge can conveniently overwrite the input file with the output data stream. If a file system has versioning (as ITS did and VMS does now) the sponge/filter distinction loses its usefulness, because directing filter output would just write a new version. See also slurp.

## 1.1679 spoo

spoo: n. Variant of spooge, sense 1.

## 1.1680 spooge

spooge: /spooj/ 1. n. Inexplicable or arcane code, or random and probably incorrect output from a computer program. 2. vi. To generate spooge (sense 1).

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## 1.1681 spool

spool: [from early IBM 'Simultaneous Peripheral Operation On-Line', but this acronym is widely thought to have been contrived for effect] vt. To send files to some device or program (a 'spooler') that queues them up and does something useful with them later. Without qualification, the spooler is the 'print spooler' controlling output of jobs to a printer; but the term has been used in connection with other peripherals (especially plotters and graphics devices) and occasionally even for input devices. See also demon.

## 1.1682 spool file

spool file: n. Any file to which data is spooled to await the next stage of processing. Especially used in circumstances where spooling the data copes with a mismatch between speeds in two devices or pieces of software. For example, when you send mail under UNIX, it's typically copied to a spool file to await a transport demon's attentions. This is borderline techspeak.

## 1.1683 square tape

square tape: n. Mainframe magnetic tape cartridges for use with IBM 3480 or compatible tape drives; or QIC tapes used on workstations and micros. The term comes from the square (actually rectangular) shape of the cartridges; contrast round tape.

## 1.1684 stack

stack: n. The set of things a person has to do in the future. One speaks of the next project to be attacked as having risen to the top of the stack. "I'm afraid I've got real work to do, so this'll have to be pushed way down on my stack." "I haven't done it yet because every time I pop my stack something new gets pushed." If you are interrupted several times in the middle of a conversation, "My stack overflowed" means "I forget what we were talking about." The implication is that more items were pushed onto the stack than could be remembered, so the least recent items were lost. The usual physical example of a stack is to be found in a cafeteria: a pile of plates or trays sitting on a spring in a well, so that when you put one on the top they all sink down, and when you take one off the top the rest spring up a bit. See also push and pop.

At MIT, pdl used to be a more common synonym for stack in

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all these contexts, and this may still be true. Everywhere else stack seems to be the preferred term. Knuth ("The Art of Computer Programming", second edition, vol. 1, p. 236) says:

Many people who realized the importance of stacks and queues independently have given other names to these structures: stacks have been called push-down lists, reversion storages, cellars, nesting stores, piles, last-in-first-out ("LIFO") lists, and even yo-yo lists!

### 1.1685 stack puke

stack puke: n. Some processor architectures are said to 'puke their guts onto the stack' to save their internal state during exception processing. The Motorola 68020, for example, regurgitates up to 92 bytes on a bus fault. On a pipelined machine, this can take a while.

### 1.1686 stale pointer bug

stale pointer bug: n. Synonym for aliasing bug used esp. among microcomputer hackers.

### 1.1687 state

state: n. 1. Condition, situation. "What's the state of your latest hack?" "It's winning away." "The system tried to read and write the disk simultaneously and got into a totally wedged state." The standard question "What's your state?" means "What are you doing?" or "What are you about to do?" Typical answers are "about to gronk out", or "hungry". Another standard question is "What's the state of the world?", meaning "What's new?" or "What's going on?". The more terse and humorous way of asking these questions would be "State-p?". Another way of phrasing the first question under sense 1 would be "state-p latest hack?". 2. Information being maintained in non-permanent memory (electronic or human).

### 1.1688 steam-powered

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steam-powered: adj. Old-fashioned or underpowered; archaic. This term does not have a strong negative loading and may even be used semi-affectionately for something that clanks and wheezes a lot but hangs in there doing the job.

### 1.1689 stiffy

stiffy: [University of Lowell, Massachusetts.] n. 3.5-inch microfloppies, so called because their jackets are more rigid than those of the 5.25-inch and the (now totally obsolete) 8-inch floppy. Elsewhere this might be called a 'firmy'.

### 1.1690 stir-fried random

stir-fried random: alt. 'stir-fried mumble' n. Term used for the best dish of many of those hackers who can cook. Consists of random fresh veggies and meat wokked with random spices. Tasty and economical. See random, great-wall, ravs, laser chicken, oriental food; see also mumble.

### 1.1691 stomp on

stomp on: vt. To inadvertently overwrite something important, usually automatically. "All the work I did this weekend got stomped on last night by the nightly server script." Compare scribble, mangle, trash, scrog, roach.

### 1.1692 Stone Age

Stone Age: n., adj. 1. In computer folklore, an ill-defined period from ENIAC (ca. 1943) to the mid-1950s; the great age of electromechanical dinosaurs. Sometimes used for the entire period up to 1960--61 (see Iron Age); however, it is funnier and more descriptive to characterize the latter period in terms of a 'Bronze Age' era of transistor-logic, pre-ferrite-core machines with drum or CRT mass storage (as opposed to just mercury delay lines and/or relays). See also Iron Age. 2. More generally, a pejorative for any crufty, ancient piece of hardware or software technology. Note that this is used even by people who were there for the Stone Age (sense 1).

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## 1.1693 stone knives and bearskins

stone knives and bearskins: [from the Star Trek Classic episode "The City on the Edge of Forever"] n. A term traditionally used to describe (and deprecate) computing environments that are grotesquely primitive in light of what is known about good ways to design things. As in "Don't get too used to the facilities here. Once you leave SAIL it's stone knives and bearskins as far as the eye can see". Compare steam-powered.

## 1.1694 stoppage

stoppage: /sto'p\*j/ n. Extreme lossage that renders something (usually something vital) completely unusable. "The recent system stoppage was caused by a fried transformer."

## 1.1695 store

store: [prob. from techspeak 'main store'] n. In some varieties of Commonwealth hackish, the preferred synonym for core. Thus, 'bringing a program into store' means not that one is returning shrink-wrapped software but that a program is being swapped in.

## 1.1696 strided

strided: /str:'d\*d/ [scientific computing] adj. Said of a sequence of memory reads and writes to addresses, each of which is separated from the last by a constant interval called the 'stride length'. These can be a worst-case access pattern for the standard memory-caching schemes when the stride length is a multiple of the cache line size. Strided references are often generated by loops through an array, and (if your data is large enough that access-time is significant) it can be worthwhile to tune for better locality by inverting double loops or by partially unrolling the outer loop of a loop nest. This usage is borderline techspeak; the related term 'memory stride' is definitely techspeak.

## 1.1697 stroke

stroke: n. Common name for the slant ('/', ASCII 0101111) character. See ASCII for other synonyms.

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## 1.1698 strudel

strudel: n. Common (spoken) name for the at-sign ('@', ASCII 1000000) character. See ASCII for other synonyms.

## 1.1699 stubroutine

stubroutine: /stuhb'roo-teen/ [contraction of 'stub subroutine'] n. Tiny, often vacuous placeholder for a subroutine that is to be written or fleshed out later.

## 1.1700 studly

studly: adj. Impressive; powerful. Said of code and designs which exhibit both complexity and a virtuoso flair. Has connotations similar to hairy but is more positive in tone. Often in the emphatic 'most studly' or as noun-form 'studliness'. "Smail 3.0's configuration parser is most studly."

## 1.1701 studlycaps

studlycaps: /stuhd'lee-kaps/ n. A hackish form of silliness similar to BiCapitalization for trademarks, but applied randomly and to arbitrary text rather than to trademarks. ThE oRigiN and SigNificaNce of thIs pRacTicE iS oBscuRe.

## 1.1702 stunning

stunning: adj. Mind-bogglingly stupid. Usually used in sarcasm. "You want to code \*what\* in ADA? That's a ... stunning idea!"

## 1.1703 stupid-sort

stupid-sort: n. Syn. bogo-sort.

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## 1.1704 Stupids

Stupids: n. Term used by samurai for the suits who employ them; succinctly expresses an attitude at least as common, though usually better disguised, among other subcultures of hackers. There may be intended reference here to an SF story originally published in 1952 but much anthologized since, Mark Clifton's "Star, Bright". In it, a super-genius child classifies humans into a very few 'Brights' like herself, a huge majority of 'Stupids', and a minority of 'Tweens', the merely ordinary geniuses.

## 1.1705 Sturgeon's Law

Sturgeon's Law: prov. "Ninety percent of everything is crap". Derived from a quote by science fiction author Theodore Sturgeon, who once said, "Sure, 90% of science fiction is crud. That's because 90% of everything is crud." Oddly, when Sturgeon's Law is cited, the final word is almost invariably changed to 'crap'. Compare Hanlon's Razor, Ninety-Ninety Rule. Though this maxim originated in SF fandom, most hackers recognize it and are all too aware of its truth.

## 1.1706 sucking mud

sucking mud: [Applied Data Research] adj. (also 'pumping mud') Crashed or wedged. Usually said of a machine that provides some service to a network, such as a file server. This Dallas regionalism derives from the East Texas oilfield lament, "Shut 'er down, Ma, she's a-suckin' mud". Often used as a query. "We are going to reconfigure the network, are you ready to suck mud?"

## 1.1707 sufficiently small

sufficiently small: adj. Syn. suitably small.

## 1.1708 suit

suit: n. 1. Ugly and uncomfortable 'business clothing' often worn by non-hackers. Invariably worn with a 'tie', a strangulation device that partially cuts off the blood supply to the brain. It is thought that this explains much about the behavior of suit-wearers. Compare droid. 2. A person who

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habitually wears suits, as distinct from a techie or hacker. See loser, burble, management, Stupids, SNAFU principle, and brain-damaged. English, by the way, is relatively kind; our Moscow correspondent informs us that the corresponding idiom in Russian hacker jargon is 'sovok', lit. a tool for grabbing garbage.

### 1.1709 suitable win

suitable win: n. See win.

### 1.1710 suitably small

suitably small: [perverted from mathematical jargon] adj. An expression used ironically to characterize unquantifiable behavior that differs from expected or required behavior. For example, suppose a newly created program came up with a correct full-screen display, and one publicly exclaimed: "It works!" Then, if the program dumped core on the first mouse click, one might add: "Well, for suitably small values of 'works'." Compare the characterization of pi under random numbers.

### 1.1711 sun lounge

sun lounge: [Great Britain] n. The room where all the Sun workstations live. The humor in this term comes from the fact that it's also in mainstream use to describe a solarium, and all those Sun workstations clustered together give off an amazing amount of heat.

### 1.1712 sun-stools

sun-stools: n. Unflattering hackerism for SunTools, a pre-X windowing environment notorious in its day for size, slowness, and misfeatures. X, however, is larger and slower; see second-system effect.

### 1.1713 sunspots

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sunspots: n. 1. Notional cause of an odd error. "Why did the program suddenly turn the screen blue?" "Sunspots, I guess."  
2. Also the cause of bit rot --- from the myth that sunspots will increase cosmic rays, which can flip single bits in memory. See also phase of the moon.

### 1.1714 super source quench

super source quench: n. A special packet designed to shut up an Internet host. The Internet Protocol (IP) has a control message called Source Quench that asks a host to transmit more slowly on a particular connection to avoid congestion. It also has a Redirect control message intended to instruct a host to send certain packets to a different local router. A "super source quench" is actually a redirect control packet, forged to look like it came from a local router, that instructs a host to send all packets to its own local loopback address. This will effectively tie many Internet hosts up in knots. Compare godzillagram, breath-of-life packet.

### 1.1715 superprogrammer

superprogrammer: n. A prolific programmer; one who can code exceedingly well and quickly. Not all hackers are superprogrammers, but many are. (Productivity can vary from one programmer to another by three orders of magnitude. For example, one programmer might be able to write an average of 3 lines of working code in one day, while another, with the proper tools, might be able to write 3,000. This range is astonishing; it is matched in very few other areas of human endeavor.) The term 'superprogrammer' is more commonly used within such places as IBM than in the hacker community. It tends to stress naive measures of productivity and to underweight creativity, ingenuity, and getting the job \*done\* --- and to sidestep the question of whether the 3,000 lines of code do more or less useful work than three lines that do the Right Thing. Hackers tend to prefer the terms hacker and wizard.

### 1.1716 superuser

superuser: [UNIX] n. Syn. root, avatar. This usage has spread to non-UNIX environments; the superuser is any account with all wheel bits on. A more specific term than wheel.

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## 1.1717 support

support: n. After-sale handholding; something many software vendors promise but few deliver. To hackers, most support people are useless --- because by the time a hacker calls support he or she will usually know the software and the relevant manuals better than the support people (sadly, this is *\*not\** a joke or exaggeration). A hacker's idea of 'support' is a t^ete-a-t^ete with the software's designer.

## 1.1718 Suzie COBOL

Suzie COBOL: /soo'zee koh'bol/ 1. [IBM: prob. from Frank Zappa's 'Suzy Creamcheese'] n. A coder straight out of training school who knows everything except the value of comments in plain English. Also (fashionable among personkind wishing to avoid accusations of sexism) 'Sammy Cobol' or (in some non-IBM circles) 'Cobol Charlie'. 2. [proposed] Meta-name for any code grinder, analogous to J. Random Hacker.

## 1.1719 swab

swab: /swob/ [From the mnemonic for the PDP-11 'SWAp Byte' instruction, as immortalized in the 'dd(1)' option 'conv=swab' (see dd)] 1. vt. To solve the NUXI problem by swapping bytes in a file. 2. n. The program in V7 UNIX used to perform this action, or anything functionally equivalent to it. See also big-endian, little-endian, middle-endian, bytesexual.

## 1.1720 swap

swap: vt. 1. [techspeak] To move information from a fast-access memory to a slow-access memory ('swap out'), or vice versa ('swap in'). Often refers specifically to the use of disks as 'virtual memory'. As pieces of data or program are needed, they are swapped into core for processing; when they are no longer needed they may be swapped out again. 2. The jargon use of these terms analogizes people's short-term memories with core. Cramming for an exam might be spoken of as swapping in. If you temporarily forget someone's name, but then remember it, your excuse is that it was swapped out. To 'keep something swapped in' means to keep it fresh in your memory: "I reread the TECO manual every few months to keep it swapped in." If someone interrupts you just as you got a good idea, you might say "Wait a moment while I swap this out", implying that a piece of paper is your extra-somatic

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memory and that if you don't swap the idea out by writing it down it will get overwritten and lost as you talk. Compare page in, page out.

### 1.1721 swap space

swap space: *n.* Storage space, especially temporary storage space used during a move or reconfiguration. "I'm just using that corner of the machine room for swap space."

### 1.1722 swapped in

swapped in: *n.* See swap. See also page in.

### 1.1723 swapped out

swapped out: *n.* See swap. See also page out.

### 1.1724 swizzle

swizzle: *v.* To convert external names, array indices, or references within a data structure into address pointers when the data structure is brought into main memory from external storage (also called 'pointer swizzling'); this may be done for speed in chasing references or to simplify code (e.g., by turning lots of name lookups into pointer dereferences). The converse operation is sometimes termed 'unswizzling'. See also snap.

### 1.1725 sync

sync: /sink/ (var. 'synch') *n., vi.* 1. To synchronize, to bring into synchronization. 2. [techspeak] To force all pending I/O to the disk; see flush, sense 2. 3. More generally, to force a number of competing processes or agents to a state that would be 'safe' if the system were to crash; thus, to checkpoint (in the database-theory sense).

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## 1.1726 syntactic salt

syntactic salt: n. The opposite of syntactic sugar, a feature designed to make it harder to write bad code. Specifically, syntactic salt is a hoop the programmer must jump through just to prove that he knows what's going on, rather than to express a program action. Some programmers consider required type declarations to be syntactic salt. A requirement to write 'end if', 'end while', 'end do', etc. to terminate the last block controlled by a control construct (as opposed to just 'end') would definitely be syntactic salt. Syntactic salt is like the real thing in that it tends to raise hackers' blood pressures in an unhealthy way. Compare candygrammar. .

## 1.1727 syntactic sugar

syntactic sugar: [coined by Peter Landin] n. Features added to a language or other formalism to make it 'sweeter' for humans, features which do not affect the expressiveness of the formalism (compare chrome). Used esp. when there is an obvious and trivial translation of the 'sugar' feature into other constructs already present in the notation. C's 'a[i]' notation is syntactic sugar for '\*(a + i)'. "Syntactic sugar causes cancer of the semicolon." --- Alan Perlis.

The variants 'syntactic saccharin' and 'syntactic syrup' are also recorded. These denote something even more gratuitous, in that syntactic sugar serves a purpose (making something more acceptable to humans), but syntactic saccharin or syrup serve no purpose at all. Compare candygrammar, syntactic salt.

## 1.1728 sys-frog

sys-frog: /sis'frog/ [the PLATO system] n. Playful variant of 'sysprog', which is in turn short for 'systems programmer'.

## 1.1729 sysadmin

sysadmin: /sis'ad-min/ n. Common contraction of 'system admin'; see admin.

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### 1.1730 sysape

sysape: /sys'ayp/ n. A rather derogatory term for a computer operator; a play on sysop common at sites that use the banana hierarchy of problem complexity (see one-banana problem).

### 1.1731 sysop

sysop: /sis'op/ n. [esp. in the BBS world] The operator (and usually the owner) of a bulletin-board system. A common neophyte mistake on FidoNet is to address a message to 'sysop' in an international echo, thus sending it to hundreds of sysops around the world.

### 1.1732 system

system: n. 1. The supervisor program or OS on a computer. 2. The entire computer system, including input/output devices, the supervisor program or OS, and possibly other software. 3. Any large-scale program. 4. Any method or algorithm. 5. 'System hacker': one who hacks the system (in senses 1 and 2 only; for sense 3 one mentions the particular program: e.g., 'LISP hacker')

### 1.1733 systems jock

systems jock: n. See jock, sense 2.

### 1.1734 system mangler

system mangler: n. Humorous synonym for 'system manager', poss. from the fact that one major IBM OS had a root account called SYSMANGR. Refers specifically to a systems programmer in charge of administration, software maintenance, and updates at some site. Unlike admin, this term emphasizes the technical end of the skills involved.

## 1.1735 SysVile

SysVile: /sis-vi:l'/ n. See Missed'em-five.

## 1.1736 T

T: /T/ 1. [from LISP terminology for 'true'] Yes. Used in reply to a question (particularly one asked using The '-P' convention). In LISP, the constant T means 'true', among other things. Some hackers use 'T' and 'NIL' instead of 'Yes' and 'No' almost reflexively. This sometimes causes misunderstandings. When a waiter or flight attendant asks whether a hacker wants coffee, he may well respond 'T', meaning that he wants coffee; but of course he will be brought a cup of tea instead. As it happens, most hackers (particularly those who frequent Chinese restaurants) like tea at least as well as coffee --- so it is not that big a problem. 2. See time T (also since time T equals minus infinity). 3. [techspeak] In transaction-processing circles, an abbreviation for the noun 'transaction'. 4. [Purdue] Alternate spelling of tee. 5. A dialect of LISP developed at Yale.

## 1.1737 tail recursion

tail recursion: n. If you aren't sick of it already, see tail recursion.

## 1.1738 talk mode

talk mode: n. A feature supported by UNIX, ITS, and some other OSes that allows two or more logged-in users to set up a real-time on-line conversation. It combines the immediacy of talking with all the precision (and verbosity) that written language entails. It is difficult to communicate inflection, though conventions have arisen for some of these (see the section on writing style in the Prependices for details).

Talk mode has a special set of jargon words, used to save typing, which are not used orally. Some of these are identical to (and probably derived from) Morse-code jargon used by ham-radio amateurs since the 1920s.

BCNU  
be seeing you  
BTW  
by the way  
BYE?

---

are you ready to unlink? (this is the standard way to end a talk-mode conversation; the other person types 'BYE' to confirm, or else continues the conversation)

CUL  
see you later

ENQ?  
are you busy? (expects 'ACK' or 'NAK' in return)

FOO?  
are you there? (often used on unexpected links, meaning also "Sorry if I butted in ..." (linker) or "What's up?" (linkee))

FWIW  
for what it's worth

FYI  
for your information

FYA  
for your amusement

GA  
go ahead (used when two people have tried to type simultaneously; this cedes the right to type to the other)

GRMBL  
grumble (expresses disquiet or disagreement)

HELLOP  
hello? (an instance of the '-P' convention)

JAM  
just a minute (equivalent to 'SEC....')

MIN  
same as 'JAM'

NIL  
no (see NIL)

O  
over to you

OO  
over and out

/  
another form of "over to you" (from x/y as "x over y")

\  
lambda (used in discussing LISP-y things)

OBTW  
oh, by the way

R U THERE?  
are you there?

SEC  
wait a second (sometimes written 'SEC....')

T  
yes (see the main entry for T)

TNX  
thanks

TNX 1.0E6  
thanks a million (humorous)

TNXE6  
another form of "thanks a million"

WRT  
with regard to, or with respect to.

WTF  
the universal interrogative particle; WTF knows what it means?

WTH  
what the hell?

---

<double newline>

When the typing party has finished, he/she types two newlines to signal that he/she is done; this leaves a blank line between 'speeches' in the conversation, making it easier to reread the preceding text.

<name>:

When three or more terminals are linked, it is conventional for each typist to prepend his/her login name or handle and a colon (or a hyphen) to each line to indicate who is typing (some conferencing facilities do this automatically). The login name is often shortened to a unique prefix (possibly a single letter) during a very long conversation.

/\\//\\

A giggle or chuckle. On a MUD, this usually means 'earthquake fault'.

Most of the above sub-jargon is used at both Stanford and MIT. Several of these expressions are also common in email, esp. FYI, FYA, BTW, BCNU, WTF, and CUL. A few other abbreviations have been reported from commercial networks, such as GENie and CompuServe, where on-line 'live' chat including more than two people is common and usually involves a more 'social' context, notably the following:

<g>

grin

<gr&d>

grinning, running, and ducking

BBL

be back later

BRB

be right back

HHOJ

ha ha only joking

HHOK

ha ha only kidding

HHOS

ha ha only serious

IMHO

in my humble opinion (see IMHO)

LOL

laughing out loud

NHOH

Never Heard of Him/Her (often used in initgame)

ROTF

rolling on the floor

ROTFL

rolling on the floor laughing

AFK

away from keyboard

b4

before

CU l8tr

see you later

MORF

male or female?

TTFN

ta-ta for now  
TTYL  
talk to you later  
OIC  
oh, I see  
rehi  
hello again

Most of these are not used at universities or in the UNIX world, though ROTF and TTFN have gained some currency there and IMHO is common; conversely, most of the people who know these are unfamiliar with FOO?, BCNU, HELLOP, NIL, and T.

The MUD community uses a mixture of USENET/Internet emoticons, a few of the more natural of the old-style talk-mode abbrevs, and some of the 'social' list above; specifically, MUD respondents report use of BBL, BRB, LOL, b4, BTW, WTF, TTFN, and WTH. The use of 'rehi' is also common; in fact, mudders are fond of re-compounds and will frequently 'rehug' or 'rebonk' (see bonk/oif) people. The word 're' by itself is taken as 'regreet'. In general, though, MUDDers express a preference for typing things out in full rather than using abbreviations; this may be due to the relative youth of the MUD cultures, which tend to include many touch typists and to assume high-speed links. The following uses specific to MUDs are reported:

CU l8er  
see you later (mutant of 'CU l8tr')  
FOAD  
fuck off and die (use of this is generally OTT)  
OTT  
over the top (excessive, uncalled for)  
ppl  
abbrev for "people"  
THX  
thanks (mutant of 'TNX'; clearly this comes in batches of 1138 (the Lucasian K)).  
UOK?  
are you OK?

Some BIFFisms (notably the variant spelling 'd00d') appear to be passing into wider use among some subgroups of MUDDers.

One final note on talk mode style: neophytes, when in talk mode, often seem to think they must produce letter-perfect prose because they are typing rather than speaking. This is not the best approach. It can be very frustrating to wait while your partner pauses to think of a word, or repeatedly makes the same spelling error and backs up to fix it. It is usually best just to leave typographical errors behind and plunge forward, unless severe confusion may result; in that case it is often fastest just to type "xxx" and start over from before the mistake.

See also hakspek, emoticon.

### 1.1739 talker system

talker system: n. British hackerism for software that enables real-time chat or talk mode.

### 1.1740 tall card

tall card: n. A PC/AT-size expansion card (these can be larger than IBM PC or XT cards because the AT case is bigger). See also short card. When IBM introduced the PS/2 model 30 (its last gasp at supporting the ISA) they made the case lower and many industry-standard tall cards wouldn't fit; this was felt to be a reincarnation of the connector conspiracy, done with less style.

### 1.1741 tanked

tanked: adj. Same as down, used primarily by UNIX hackers. See also hosed. Popularized as a synonym for 'drunk' by Steve Dallas in the late lamented "Bloom County" comic strip.

### 1.1742 TANSTAAFL

TANSTAAFL: /tan'stah-fl/ [acronym, from Robert Heinlein's classic "The Moon is a Harsh Mistress".] "There Ain't No Such Thing As A Free Lunch", often invoked when someone is balking at the prospect of using an unpleasantly heavyweight technique, or at the poor quality of some piece of free software, or at the signal-to-noise ratio of unmoderated USENET newsgroups. "What? Don't tell me I have to implement a database back end to get my address book program to work!" "Well, TANSTAAFL you know." This phrase owes some of its popularity to the high concentration of science-fiction fans and political libertarians in hackerdom (see Appendix B).

### 1.1743 tar and feather

tar and feather: [from UNIX 'tar(1)'] vt. To create a transportable archive from a group of files by first sticking them together with 'tar(1)' (the Tape ARchiver) and then compressing the result (see compress). The latter action is dubbed 'feathering' partly for euphony and (if only for contrived effect) by analogy to what you do with an airplane propeller to

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decrease wind resistance, or with an oar to reduce water resistance; smaller files, after all, slip through comm links more easily.

## 1.1744 taste

taste: [primarily MIT] n. 1. The quality in a program that tends to be inversely proportional to the number of features, hacks, and kluges programmed into it. Also 'tasty', 'tasteful', 'tastefulness'. "This feature comes in N tasty flavors." Although 'tasteful' and 'flavorful' are essentially synonyms, 'taste' and flavor are not. Taste refers to sound judgment on the part of the creator; a program or feature can *\*exhibit\** taste but cannot *\*have\** taste. On the other hand, a feature can have flavor. Also, flavor has the additional meaning of 'kind' or 'variety' not shared by 'taste'. Flavor is a more popular word than 'taste', though both are used. See also elegant. 2. Alt. sp. of tayste.

## 1.1745 tayste

tayste: /tayst/ n. Two bits; also as taste. Syn. crumb, quarter. Compare byte, dynner, playte, nybble, quad.

## 1.1746 TCB

TCB: /T-C-B/ [IBM] n. 1. Trouble Came Back. An intermittent or difficult-to-reproduce problem that has failed to respond to neglect or shotgun debugging. Compare heisenbug. Not to be confused with: 2. Trusted Computing Base, an 'official' jargon term from the Orange Book.

## 1.1747 tea, ISO standard cup of

tea, ISO standard cup of: [South Africa] n. A cup of tea with milk and one teaspoon of sugar, where the milk is poured into the cup before the tea. Variations are ISO 0, with no sugar; ISO 2, with two spoons of sugar; and so on.

Like many ISO standards, this one has a faintly alien ring in North America, where hackers generally shun the decadent British practice

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of adulterating perfectly good tea with dairy products and prefer instead to add a wedge of lemon, if anything. If one were feeling extremely silly, one might hypothesize an analogous 'ANSI standard cup of tea' and wind up with a political situation distressingly similar to several that arise in much more serious technical contexts. Milk and lemon don't mix very well.

## 1.1748 TechRef

TechRef: /tek'ref/ [MS-DOS] n. The original "IBM PC Technical Reference Manual", including the BIOS listing and complete schematics for the PC. The only PC documentation in the issue package that's considered serious by real hackers.

## 1.1749 TECO

TECO: /tee'koh/ obs. 1. [originally an acronym for '[paper] Tape Editor and CORrector'; later, 'Text Editor and CORrector'] n. A text editor developed at MIT and modified by just about everybody. With all the dialects included, TECO may have been the most prolific editor in use before EMACS, to which it was directly ancestral. Noted for its powerful programming-language-like features and its unspeakably hairy syntax. It is literally the case that every string of characters is a valid TECO program (though probably not a useful one); one common game used to be mentally working out what the TECO commands corresponding to human names did. 2. vt. Originally, to edit using the TECO editor in one of its infinite variations (see below). 3. vt., obs. To edit even when TECO is \*not\* the editor being used! This usage is rare and now primarily historical.

As an example of TECO's obscurity, here is a TECO program that takes a list of names such as:

```
Loser, J. Random
Quux, The Great
Dick, Moby
```

sorts them alphabetically according to surname, and then puts the surname last, removing the comma, to produce the following:

```
Moby Dick
J. Random Loser
The Great Quux
```

The program is

```
[1 J^P$L$$
J <.-Z; ., (S,$ -D .)FX1 @F^B $K :L I $ G1 L>$$
```

(where ^B means 'Control-B' (ASCII 0000010) and \$ is actually an alt or escape (ASCII 0011011) character).

In fact, this very program was used to produce the second, sorted list from the first list. The first hack at it had a bug: GLS (the author) had accidentally omitted the '@' in front of 'F^B', which as anyone can see is clearly the Wrong Thing. It worked fine the second time. There is no space to describe all the features of TECO, but it may be of interest that '^P' means 'sort' and 'J<.-Z; ... L>' is an idiomatic series of commands for 'do once for every line'.

In mid-1991, TECO is pretty much one with the dust of history, having been replaced in the affections of hackerdom by EMACS. Descendants of an early (and somewhat lobotomized) version adopted by DEC can still be found lurking on VMS and a couple of crufty PDP-11 operating systems, however, and ports of the more advanced MIT versions remain the focus of some antiquarian interest. See also retrocomputing, write-only language.

## 1.1750 tee

tee: n., vt. [Purdue] A carbon copy of an electronic transmission. "Oh, you're sending him the bits to that? Slap on a tee for me." From the UNIX command 'tee(1)', itself named after a pipe fitting (see plumbing). Can also mean 'save one for me', as in "Tee a slice for me!" Also spelled 'T'.

## 1.1751 teledildonics

teledildonics: /tel`\*-dil-do'-niks/ n. Sex in a computer simulated virtual reality, esp. computer-mediated sexual interaction between the VR presences of two humans. This practice is not yet possible except in the rather limited form of erotic conversation on MUDs and the like. The term, however, is widely recognized in the VR community as a ha ha only serious projection of things to come. "When we can sustain a multi-sensory surround good enough for teledildonics, \*then\* we'll know we're getting somewhere."

## 1.1752 Telerat

Telerat: /tel`\*-rat/ n. Unflattering hackerism for 'Teleray', a line of extremely losing terminals. Compare AIDX, Macintrash Nominal Semidestructor, Open DeathTrap, ScumOS, sun-stools, HP-SUX.

## 1.1753 TELNET

TELNET: /tel'net/ vt. To communicate with another Internet host using the TELNET (RFC 854) protocol (usually using a program of the same name). TOPS-10 people used the word IMPCOM, since that was the program name for them. Sometimes abbreviated to TN /T-N/. "I usually TN over to SAIL just to read the AP News."

## 1.1754 ten-finger interface

ten-finger interface: n. The interface between two networks that cannot be directly connected for security reasons; refers to the practice of placing two terminals side by side and having an operator read from one and type into the other.

## 1.1755 tense

tense: adj. Of programs, very clever and efficient. A tense piece of code often got that way because it was highly bummed, but sometimes it was just based on a great idea. A comment in a clever routine by Mike Kazar, once a grad-student hacker at CMU: "This routine is so tense it will bring tears to your eyes." A tense programmer is one who produces tense code.

## 1.1756 tenured graduate student

tenured graduate student: n. One who has been in graduate school for 10 years (the usual maximum is 5 or 6): a 'ten-yearred' student (get it?). Actually, this term may be used of any grad student beginning in his seventh year. Students don't really get tenure, of course, the way professors do, but a tenth-year graduate student has probably been around the university longer than any untenured professor.

## 1.1757 tera-

tera-: /te'r\*/ [SI] pref. See quantifiers.

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## 1.1758 teraflop club

teraflop club: /te'r\*-flop kluhb/ [FLOP = Floating Point Operation] n. A mythical association of people who consume outrageous amounts of computer time in order to produce a few simple pictures of glass balls with intricate ray-tracing techniques. Caltech professor James Kajiya is said to have been the founder.

## 1.1759 terminak

terminak: /ter'mi-nak'/ [Caltech, ca. 1979] n. Any malfunctioning computer terminal. A common failure mode of Lear-Siegler ADM 3a terminals caused the 'L' key to produce the 'K' code instead; complaints about this tended to look like "Terminak #3 has a bad keyboard. Pkease fix." See AIDX, Nominal Semidestructor, Open DeathTrap, ScumOS, sun-stools, Telerat, HP-SUX.

## 1.1760 terminal brain death

terminal brain death: n. The extreme form of terminal illness (sense 1). What someone who has obviously been hacking continuously for far too long is said to be suffering from.

## 1.1761 terminal illness

terminal illness: n. 1. Syn. raster burn. 2. The 'burn-in' condition your CRT tends to get if you don't have a screen saver.

## 1.1762 terminal junkie

terminal junkie: [UK] n. A wannabee or early larval stage hacker who spends most of his or her time wandering the directory tree and writing noddy programs just to get a fix of computer time. Variants include 'terminal jockey', 'console junkie', and console jockey. The term 'console jockey' seems to imply more expertise than the other three (possibly because of the exalted status of the console relative to an ordinary terminal). See also twink, read-only user.

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## 1.1763 terpri

terpri: /ter'pree/ [from LISP 1.5 (and later, MacLISP)] vi. To output a newline. Now rare as jargon, though still used as techspeak in Common LISP. It is a contraction of 'TERminate PRInt line', named for the fact that, on some early OSes and hardware, no characters would be printed until a complete line was formed, so this operation terminated the line and emitted the output.

## 1.1764 test

test: n. 1. Real users bashing on a prototype long enough to get thoroughly acquainted with it, with careful monitoring and followup of the results. 2. Some bored random user trying a couple of the simpler features with a developer looking over his or her shoulder, ready to pounce on mistakes. Judging by the quality of most software, the second definition is far more prevalent. See also demo.

## 1.1765 TeX

TeX:: /tekh/ n. An extremely powerful macro-based text formatter written by Donald E. Knuth, very popular in the computer-science community (it is good enough to have displaced UNIX troff, the other favored formatter, even at many UNIX installations). TeX fans insist on the correct (guttural) pronunciation, and the correct spelling (all caps, squished together, with the E depressed below the baseline; the mixed-case 'TeX' is considered an acceptable kluge on ASCII-only devices). Fans like to proliferate names from the word 'TeX' --- such as TeXnician (TeX user), TeXhacker (TeX programmer), TeXmaster (competent TeX programmer), TeXhax, and TeXnique.

Knuth began TeX because he had become annoyed at the declining quality of the typesetting in volumes I--III of his monumental "Art of Computer Programming" (see Knuth, also bible). In a manifestation of the typical hackish urge to solve the problem at hand once and for all, he began to design his own typesetting language. He thought he would finish it on his sabbatical in 1978; he was wrong by only about 8 years. The language was finally frozen around 1985, but volume IV of "The Art of Computer Programming" has yet to appear as of mid-1993. The impact and influence of TeX's design has been such that nobody minds this very much. Many grand hackish projects have started as a bit of toolsmithing on the way to something else; Knuth's diversion was simply on a grander scale than most.

TeX has also been a noteworthy example of free, shared, but high-quality software. Knuth used to offer monetary awards to people

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who found and reported bugs in it; as the years wore on and the few remaining bugs were fixed (and new ones even harder to find), the bribe went up. Though well-written, TeX is so large (and so full of cutting edge technique) that it is said to have unearthed at least one bug in every Pascal system it has been compiled with.

## 1.1766 text

text: n. 1. [techspeak] Executable code, esp. a 'pure code' portion shared between multiple instances of a program running in a multitasking OS. Compare English. 2. Textual material in the mainstream sense; data in ordinary ASCII or EBCDIC representation (see flat-ASCII). "Those are text files; you can review them using the editor." These two contradictory senses confuse hackers, too.

## 1.1767 thanks in advance

thanks in advance: [USENET] Conventional net.politeness ending a posted request for information or assistance. Sometimes written 'advTHANKSance' or 'aTdHvAaNnKcSe' or abbreviated 'TIA'. See net.-, netiquette.

## 1.1768 That's not a bug, that's a feature!

That's not a bug, that's a feature!: The canonical first parry in a debate about a purported bug. The complainant, if unconvinced, is likely to retort that the bug is then at best a misfeature. See also feature.

## 1.1769 the X that can be Y is not the true X

the X that can be Y is not the true X: Yet another instance of hackerdom's peculiar attraction to mystical references --- a common humorous way of making exclusive statements about a class of things. The template is from the "Tao te Ching": "The Tao which can be spoken of is not the true Tao." The implication is often that the X is a mystery accessible only to the enlightened. See the trampoline entry for an example, and compare has the X nature.

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## 1.1770 theology

theology: n. 1. Ironically or humorously used to refer to religious issues. 2. Technical fine points of an abstruse nature, esp. those where the resolution is of theoretical interest but is relatively marginal with respect to actual use of a design or system. Used esp. around software issues with a heavy AI or language-design component, such as the smart-data vs. smart-programs dispute in AI.

## 1.1771 theory

theory: n. The consensus, idea, plan, story, or set of rules that is currently being used to inform a behavior. This usage is a generalization and (deliberate) abuse of the technical meaning. "What's the theory on fixing this TECO loss?" "What's the theory on dinner tonight?" ("Chinatown, I guess.") "What's the current theory on letting lusers on during the day?" "The theory behind this change is to fix the following well-known screw...."

## 1.1772 thinko

thinko: /thing'koh/ [by analogy with 'typo'] n. A momentary, correctable glitch in mental processing, especially one involving recall of information learned by rote; a bubble in the stream of consciousness. Syn. braino; see also brain fart. Compare mouso.

## 1.1773 This can't happen

This can't happen: Less clipped variant of can't happen.

## 1.1774 This time, for sure!

This time, for sure!: excl. Ritual affirmation frequently uttered during protracted debugging sessions involving numerous small obstacles (e.g., attempts to bring up a UUCP connection). For the proper effect, this must be uttered in a fruity imitation of Bullwinkle J. Moose. Also heard: "Hey, Rocky! Watch me pull a rabbit out of my hat!" The canonical response is, of course, "But that trick \*never\* works!" See Humor, Hacker.

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## 1.1775 thrash

thrash: vi. To move wildly or violently, without accomplishing anything useful. Paging or swapping systems that are overloaded waste most of their time moving data into and out of core (rather than performing useful computation) and are therefore said to thrash. Someone who keeps changing his mind (esp. about what to work on next) is said to be thrashing. A person frantically trying to execute too many tasks at once (and not spending enough time on any single task) may also be described as thrashing. Compare multitask.

## 1.1776 thread

thread: n. [USENET, GENie, CompuServe] Common abbreviation of 'topic thread', a more or less continuous chain of postings on a single topic. To 'follow a thread' is to read a series of USENET postings sharing a common subject or (more correctly) which are connected by Reference headers. The better newsreaders can present news in thread order automatically.

## 1.1777 three-finger salute

three-finger salute: n. Syn. Vulcan nerve pinch.

## 1.1778 thud

thud: n. 1. Yet another metasyntactic variable (see foo). It is reported that at CMU from the mid-1970s the canonical series of these was 'foo', 'bar', 'thud', 'blat'. 2. Rare term for the hash character, '#' (ASCII 0100011). See ASCII for other synonyms.

## 1.1779 thumb

thumb: n. The slider on a window-system scrollbar. So called because moving it allows you to browse through the contents of a text window in a way analogous to thumbing through a book.

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## 1.1780 thunk

thunk: /thuhnk/ n. 1. "A piece of coding which provides an address", according to P. Z. Ingerman, who invented thunks in 1961 as a way of binding actual parameters to their formal definitions in Algol-60 procedure calls. If a procedure is called with an expression in the place of a formal parameter, the compiler generates a thunk which computes the expression and leaves the address of the result in some standard location. 2. Later generalized into: an expression, frozen together with its environment, for later evaluation if and when needed (similar to what in techspeak is called a 'closure'). The process of unfreezing these thunks is called 'forcing'. 3. A stubroutine, in an overlay programming environment, that loads and jumps to the correct overlay. Compare trampoline. 4. People and activities scheduled in a thunklike manner. "It occurred to me the other day that I am rather accurately modeled by a thunk --- I frequently need to be forced to completion." --- paraphrased from a plan file.

Historical note: There are a couple of onomatopoeic myths circulating about the origin of this term. The most common is that it is the sound made by data hitting the stack; another holds that the sound is that of the data hitting an accumulator. Yet another suggests that it is the sound of the expression being unfrozen at argument-evaluation time. In fact, according to the inventors, it was coined after they realized (in the wee hours after hours of discussion) that the type of an argument in Algol-60 could be figured out in advance with a little compile-time thought, simplifying the evaluation machinery. In other words, it had 'already been thought of'; thus it was christened a 'thunk', which is "the past tense of 'think' at two in the morning".

## 1.1781 tick

tick: n. 1. A jiffy (sense 1). 2. In simulations, the discrete unit of time that passes between iterations of the simulation mechanism. In AI applications, this amount of time is often left unspecified, since the only constraint of interest is the ordering of events. This sort of AI simulation is often pejoratively referred to as 'tick-tick-tick' simulation, especially when the issue of simultaneity of events with long, independent chains of causes is handwaved. 3. In the FORTH language, a single quote character.

## 1.1782 tick-list features

tick-list features: [Acorn Computers] n. Features in software or hardware that customers insist on but never use (calculators in desktop TSRs and that sort of thing). The American equivalent

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would be 'checklist features', but this jargon sense of the phrase has not been reported.

### 1.1783 tickle a bug

tickle a bug: vt. To cause a normally hidden bug to manifest itself through some known series of inputs or operations. "You can tickle the bug in the Paradise VGA card's highlight handling by trying to set bright yellow reverse video."

### 1.1784 tiger team

tiger team: [U.S. military jargon] n. 1. Originally, a team whose purpose is to penetrate security, and thus test security measures. These people are paid professionals who do hacker-type tricks, e.g., leave cardboard signs saying "bomb" in critical defense installations, hand-lettered notes saying "Your codebooks have been stolen" (they usually haven't been) inside safes, etc. After a successful penetration, some high-ranking security type shows up the next morning for a 'security review' and finds the sign, note, etc., and all hell breaks loose. Serious successes of tiger teams sometimes lead to early retirement for base commanders and security officers (see the patch entry for an example). 2. Recently, and more generally, any official inspection team or special firefighting group called in to look at a problem.

A subset of tiger teams are professional crackers, testing the security of military computer installations by attempting remote attacks via networks or supposedly 'secure' comm channels. Some of their escapades, if declassified, would probably rank among the greatest hacks of all times. The term has been adopted in commercial computer-security circles in this more specific sense.

### 1.1785 time bomb

time bomb: n. A subspecies of logic bomb that is triggered by reaching some preset time, either once or periodically. There are numerous legends about time bombs set up by programmers in their employers' machines, to go off if the programmer is fired or laid off and is not present to perform the appropriate suppressing action periodically.

Interestingly, the only such incident for which we have been pointed to documentary evidence took place in the Soviet Union in 1986! A disgruntled programmer at the Volga Automobile Plant (where the Fiat clones called Ladas were manufactured) planted a time bomb which, a week after he'd left on vacation, stopped the

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entire main assembly line for a day. The case attracted lots of attention in the Soviet Union because it was the first cracking case to make it to court there. The perpetrator got 3 years in jail.

### 1.1786 time sink

time sink: [poss. by analogy with 'heat sink' or 'current sink'] n.  
A project that consumes unbounded amounts of time.

### 1.1787 time T

time T: /ti:m T/ n. 1. An unspecified but usually well-understood time, often used in conjunction with a later time T+1.  
"We'll meet on campus at time T or at Louie's at time T+1" means, in the context of going out for dinner:  
"We can meet on campus and go to Louie's, or we can meet at Louie's itself a bit later." (Louie's was a Chinese restaurant in Palo Alto that was a favorite with hackers.) Had the number 30 been used instead of the number 1, it would have implied that the travel time from campus to Louie's is 30 minutes; whatever time T is (and that hasn't been decided on yet), you can meet half an hour later at Louie's than you could on campus and end up eating at the same time. See also since time T equals minus infinity.

### 1.1788 times-or-divided-by

times-or-divided-by: [by analogy with 'plus-or-minus'] quant.  
Term occasionally used when describing the uncertainty associated with a scheduling estimate, for either humorous or brutally honest effect. For a software project, the scheduling uncertainty factor is usually at least 2.

### 1.1789 tip of the ice-cube

tip of the ice-cube: [IBM] n. The visible part of something small and insignificant. Used as an ironic comment in situations where 'tip of the iceberg' might be appropriate if the subject were at all important.

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## 1.1790 tired iron

tired iron: [IBM] n. Hardware that is perfectly functional but far enough behind the state of the art to have been superseded by new products, presumably with sufficient improvement in bang-per-buck that the old stuff is starting to look a bit like a dinosaur.

## 1.1791 tits on a keyboard

tits on a keyboard: n. Small bumps on certain keycaps to keep touch-typists registered (usually on the '5' of a numeric keypad, and on the 'F' and 'J' of a QWERTY keyboard; but the Mac, perverse as usual, has them on the 'D' and 'K' keys).

## 1.1792 TLA

TLA: /T-L-A/ [Three-Letter Acronym] n. 1. Self-describing abbreviation for a species with which computing terminology is infested. 2. Any confusing acronym. Examples include MCA, FTP, SNA, CPU, MMU, SCCS, DMU, FPU, NNTP, TLA. People who like this looser usage argue that not all TLAs have three letters, just as not all four-letter words have four letters. One also hears of 'ETLA' (Extended Three-Letter Acronym, pronounced /ee tee el ay/) being used to describe four-letter acronyms. The term 'SFLA' (Stupid Four-Letter Acronym) has also been reported. See also YABA.

The self-effacing phrase "TDM TLA" (Too Damn Many...) is often used to bemoan the plethora of TLAs in use. In 1989, a random of the journalistic persuasion asked hacker Paul Boutin "What do you think will be the biggest problem in computing in the 90s?" Paul's straight-faced response: "There are only 17,000 three-letter acronyms." (To be exact, there are  $26^3 = 17,576$ .)

## 1.1793 TMRC

TMRC: /tmerk'/ n. The Tech Model Railroad Club at MIT, one of the wellsprings of hacker culture. The 1959 "Dictionary of the TMRC Language" compiled by Peter Samson included several terms that became basics of the hackish vocabulary (see esp. foo, mung, and frob).

By 1962, TMRC's legendary layout was already a marvel of complexity (and has grown in the thirty years since; all the features

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described here are still present). The control system alone featured about 1200 relays. There were scram switches located at numerous places around the room that could be thwacked if something undesirable was about to occur, such as a train going full-bore at an obstruction. Another feature of the system was a digital clock on the dispatch board, which was itself something of a wonder in those bygone days before cheap LEDS and seven-segment displays. When someone hit a scram switch the clock stopped and the display was replaced with the word 'FOO'; at TMRC the scram switches are therefore called 'foo switches'.

Steven Levy, in his book "Hackers" (see the Bibliography in Appendix C), gives a stimulating account of those early years. TMRC's Power and Signals group included most of the early PDP-1 hackers and the people who later became the core of the MIT AI Lab staff. Thirty years later that connection is still very much alive, and this lexicon accordingly includes a number of entries from a recent revision of the TMRC dictionary.

## 1.1794 TMRCie

TMRCie: /tmerk'ee/, [MIT] n. A denizen of TMRC.

## 1.1795 to a first approximation

to a first approximation: 1. [techspeak] When one is doing certain numerical computations, an approximate solution may be computed by any of several heuristic methods, then refined to a final value. By using the starting point of a first approximation of the answer, one can write an algorithm that converges more quickly to the correct result. 2. In jargon, a preface to any comment that indicates that the comment is only approximately true. The remark "To a first approximation, I feel good" might indicate that deeper questioning would reveal that not all is perfect (e.g., a nagging cough still remains after an illness).

## 1.1796 to a zeroth approximation

to a zeroth approximation: [from 'to a first approximation'] A \*really\* sloppy approximation; a wild guess. Compare social science number.

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## 1.1797 toast

toast: 1. n. Any completely inoperable system or component, esp. one that has just crashed and burned: "Uh, oh ... I think the serial board is toast." 2. vt. To cause a system to crash accidentally, especially in a manner that requires manual rebooting. "Rick just toasted the firewall machine again." Compare fried.

## 1.1798 toaster

toaster: n. 1. The archetypal really stupid application for an embedded microprocessor controller; often used in comments that imply that a scheme is inappropriate technology (but see elevator controller). "DWIM for an assembler? That'd be as silly as running UNIX on your toaster!" 2. A very, very dumb computer. "You could run this program on any dumb toaster." See bitty box, Get a real computer!, toy, beige toaster. 3. A Macintosh, esp. the Classic Mac. Some hold that this is implied by sense 2. 4. A peripheral device. "I bought my box without toasters, but since then I've added two boards and a second disk drive."

## 1.1799 toeprint

toeprint: n. A footprint of especially small size.

## 1.1800 toggle

toggle: vt. To change a bit from whatever state it is in to the other state; to change from 1 to 0 or from 0 to 1. This comes from 'toggle switches', such as standard light switches, though the word 'toggle' actually refers to the mechanism that keeps the switch in the position to which it is flipped rather than to the fact that the switch has two positions. There are four things you can do to a bit: set it (force it to be 1), clear (or zero) it, leave it alone, or toggle it. (Mathematically, one would say that there are four distinct boolean-valued functions of one boolean argument, but saying that is much less fun than talking about toggling bits.)

## 1.1801 tool

tool: 1. n. A program used primarily to create, manipulate, modify, or analyze other programs, such as a compiler or an editor or a cross-referencing program. Oppose app, operating system. 2. [UNIX] An application program with a simple, 'transparent' (typically text-stream) interface designed specifically to be used in programmed combination with other tools (see filter, plumbing). 3. [MIT: general to students there] vi. To work; to study (connotes tedium). The TMRC Dictionary defined this as "to set one's brain to the grindstone". See hack. 4. [MIT] n. A student who studies too much and hacks too little. (MIT's student humor magazine rejoices in the name "Tool and Die".)

## 1.1802 toolsmith

toolsmith: n. The software equivalent of a tool-and-die specialist; one who specializes in making the tools with which other programmers create applications. Many hackers consider this more fun than applications per se; to understand why, see uninteresting. Jon Bentley, in the "Bumper-Sticker Computer Science" chapter of his book "More Programming Pearls", quotes Dick Sites from DEC as saying "I'd rather write programs to write programs than write programs".

## 1.1803 topic drift

topic drift: n. Term used on GENie, USENET and other electronic fora to describe the tendency of a thread to drift away from the original subject of discussion (and thus, from the Subject header of the originating message), or the results of that tendency. Often used in gentle reminders that the discussion has strayed off any useful track. "I think we started with a question about Niven's last book, but we've ended up discussing the sexual habits of the common marmoset. Now \*that's\* topic drift!"

## 1.1804 topic group

topic group: n. Syn. forum.

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## 1.1805 TOPS-10

TOPS-10:: /tops-ten/ n. DEC's proprietary OS for the fabled PDP-10 machines, long a favorite of hackers but now effectively extinct. A fountain of hacker folklore; see Appendix A. See also ITS, TOPS-20, TWENEX, VMS, operating system. TOPS-10 was sometimes called BOTS-10 (from 'bottoms-ten') as a comment on the inappropriateness of describing it as the top of anything.

## 1.1806 TOPS-20

TOPS-20:: /tops-twen'tee/ n. See TWENEX.

## 1.1807 toto

toto: /toh-toh'/ n. Reportedly the default scratch file name among French-speaking programmers --- in other words, a francophone foo. It is reported that the phonetic mutations "titi", "tata", and "tutu" canonically follow 'toto', analogously to bar, baz and quux in English.

## 1.1808 tourist

tourist: [ITS] n. A guest on the system, especially one who generally logs in over a network from a remote location for comm mode, email, games, and other trivial purposes. One step below luser. Hackers often spell this turist, perhaps by some sort of tenuous analogy with luser (this also expresses the ITS culture's penchant for six-letterisms). Compare twink, read-only user.

## 1.1809 tourist information

tourist information: n. Information in an on-line display that is not immediately useful, but contributes to a viewer's gestalt of what's going on with the software or hardware behind it. Whether a given piece of info falls in this category depends partly on what the user is looking for at any given time. The 'bytes free' information at the bottom of an MS-DOS 'dir' display is tourist information; so (most of the time) is the TIME information in a UNIX 'ps(1)' display.

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## 1.1810 touristic

touristic: adj. Having the quality of a tourist. Often used as a pejorative, as in 'losing touristic scum'. Often spelled 'turistic' or 'turistik', so that phrase might be more properly rendered 'lusing turistic scum'.

## 1.1811 toy

toy: n. A computer system; always used with qualifiers.  
1. 'nice toy': One that supports the speaker's hacking style adequately. 2. 'just a toy': A machine that yields insufficient computrons for the speaker's preferred uses. This is not condemnatory, as is bitty box; toys can at least be fun. It is also strongly conditioned by one's expectations; Cray XMP users sometimes consider the Cray-1 a 'toy', and certainly all RISC boxes and mainframes are toys by their standards. See also Get a real computer!.

## 1.1812 toy language

toy language: n. A language useful for instructional purposes or as a proof-of-concept for some aspect of computer-science theory, but inadequate for general-purpose programming. Bad Things can result when a toy language is promoted as a general purpose solution for programming (see bondage-and-discipline language); the classic example is Pascal. Several moderately well-known formalisms for conceptual tasks such as programming Turing machines also qualify as toy languages in a less negative sense. See also MFTL.

## 1.1813 toy problem

toy problem: [AI] n. A deliberately oversimplified case of a challenging problem used to investigate, prototype, or test algorithms for a real problem. Sometimes used pejoratively. See also gedanken, toy program.

## 1.1814 toy program

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toy program: n. 1. One that can be readily comprehended; hence, a trivial program (compare noddy). 2. One for which the effort of initial coding dominates the costs through its life cycle. See also noddy.

## 1.1815 trampoline

trampoline: n. An incredibly hairy technique, found in some HLL and program-overlay implementations (e.g., on the Macintosh), that involves on-the-fly generation of small executable (and, likely as not, self-modifying) code objects to do indirection between code sections. These pieces of live data are called 'trampolines'. Trampolines are notoriously difficult to understand in action; in fact, it is said by those who use this term that the trampoline that doesn't bend your brain is not the true trampoline. See also snap.

## 1.1816 trap

trap: 1. n. A program interrupt, usually an interrupt caused by some exceptional situation in the user program. In most cases, the OS performs some action, then returns control to the program. 2. vi. To cause a trap. "These instructions trap to the monitor." Also used transitively to indicate the cause of the trap. "The monitor traps all input/output instructions."

This term is associated with assembler programming ('interrupt' or 'exception' is more common among HLL programmers) and appears to be fading into history among programmers as the role of assembler continues to shrink. However, it is still important to computer architects and systems hackers (see system, sense 1), who use it to distinguish deterministically repeatable exceptions from timing-dependent ones (such as I/O interrupts).

## 1.1817 trap door

trap door: alt. 'trapdoor' n. 1. Syn. back door --- a Bad Thing. 2. [techspeak] A 'trap-door function' is one which is easy to compute but very difficult to compute the inverse of. Such functions are Good Things with important applications in cryptography, specifically in the construction of public-key cryptosystems.

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## 1.1818 trash

trash: vt. To destroy the contents of (said of a data structure).  
The most common of the family of near-synonyms including mung, mangle, and scribble.

## 1.1819 trawl

trawl: v. To sift through large volumes of data (e.g., USENET postings, FTP archives, or the Jargon File) looking for something of interest.

## 1.1820 tree-killer

tree-killer: [Sun] n. 1. A printer. 2. A person who wastes paper. This epithet should be interpreted in a broad sense; 'wasting paper' includes the production of spiffy but content-free documents. Thus, most suits are tree-killers. The negative loading of this term may reflect the epithet 'tree-killer' applied by Treebeard the Ent to the Orcs in J.R.R. Tolkien's "Lord of the Rings" (see also elvish, elder days).

## 1.1821 treeware

treeware: /tree'weir/ n. Printouts, books, and other information media made from pulped dead trees. Compare tree-killer, see documentation.

## 1.1822 trit

trit: /trit/ [by analogy with 'bit'] n. One base-3 digit; the amount of information conveyed by a selection among one of three equally likely outcomes (see also bit). Trits arise, for example, in the context of a flag that should actually be able to assume \*three\* values --- such as yes, no, or unknown. Trits are sometimes jokingly called '3-state bits'. A trit may be semi-seriously referred to as 'a bit and a half', although it is linearly equivalent to 1.5849625 bits (that is,  $\log_2(3)$  bits).

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## 1.1823 trivial

trivial: adj. 1. Too simple to bother detailing. 2. Not worth the speaker's time. 3. Complex, but solvable by methods so well known that anyone not utterly cretinous would have thought of them already. 4. Any problem one has already solved (some claim that hackish 'trivial' usually evaluates to 'I've seen it before'). Hackers' notions of triviality may be quite at variance with those of non-hackers. See nontrivial, uninteresting.

## 1.1824 troff

troff:: /T'rof/ or /trof/ [UNIX] n. The gray eminence of UNIX text processing; a formatting and phototypesetting program, written originally in PDP-11 assembler and then in barely-structured early C by the late Joseph Ossanna, modeled after the earlier ROFF which was in turn modeled after Multics' RUNOFF by Jerome Saltzer (\*that\* name came from the expression "to run off a copy"). A companion program, nroff, formats output for terminals and line printers.

In 1979, Brian Kernighan modified 'troff' so that it could drive phototypesetters other than the Graphic Systems CAT. His paper describing that work ("A Typesetter-independent troff," AT&T CSTR #97) explains troff's durability. After discussing the program's "obvious deficiencies --- a rebarbative input syntax, mysterious and undocumented properties in some areas, and a voracious appetite for computer resources" and noting the ugliness and extreme hairiness of the code and internals, Kernighan concludes:

None of these remarks should be taken as denigrating Ossanna's accomplishment with TROFF. It has proven a remarkably robust tool, taking unbelievable abuse from a variety of preprocessors and being forced into uses that were never conceived of in the original design, all with considerable grace under fire.

The success of TeX and desktop publishing systems have reduced 'troff's relative importance, but this tribute perfectly captures the strengths that secured 'troff' a place in hacker folklore; indeed, it could be taken more generally as an indication of those qualities of good programs that, in the long run, hackers most admire.

## 1.1825 troglodyte

troglydyte: [Commodore] n. 1. A hacker who never leaves his cubicle. The term 'Gnoll' (from Dungeons & Dragons) is also reported. 2. A curmudgeon attached to an obsolescent computing

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environment. The combination 'ITS troglodyte' was flung around some during the USENET and email wrangle-wrangle attending the 2.x.x revision of the Jargon File; at least one of the people it was intended to describe adopted it with pride.

### 1.1826 troglodyte mode

troglodyte mode: [Rice University] n. Programming with the lights turned off, sunglasses on, and the terminal inverted (black on white) because you've been up for so many days straight that your eyes hurt (see raster burn). Loud music blaring from a stereo stacked in the corner is optional but recommended. See larval stage, hack mode.

### 1.1827 Trojan horse

Trojan horse: [coined by MIT-hacker-turned-NSA-spook Dan Edwards] n. A malicious, security-breaking program that is disguised as something benign, such as a directory lister, archiver, game, or (in one notorious 1990 case on the Mac) a program to find and destroy viruses! See back door, virus, worm, phage, mockingbird.

### 1.1828 tron

tron: [NRL, CMU; prob. fr. the movie "Tron"] v. To become inaccessible except via email or 'talk(1)', especially when one is normally available via telephone or in person. Frequently used in the past tense, as in: "Ran seems to have tronned on us this week" or "Gee, Ran, glad you were able to un-tron yourself". One may also speak of 'tron mode'; compare spod.

### 1.1829 true-hacker

true-hacker: [analogy with 'trufan' from SF fandom] n. One who exemplifies the primary values of hacker culture, esp. competence and helpfulness to other hackers. A high compliment. "He spent 6 hours helping me bring up UUCP and netnews on my FOOBAR 4000 last week --- manifestly the act of a true-hacker." Compare demigod, oppose munchkin.

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## 1.1830 tty

tty: /T-T-Y/ [UNIX], /tit'ee/ [ITS, but some UNIX people say it this way as well; this pronunciation is not considered to have sexual undertones] n. 1. A terminal of the teletype variety, characterized by a noisy mechanical printer, a very limited character set, and poor print quality. Usage: antiquated (like the TTYS themselves). See also bit-paired keyboard. 2. [especially UNIX] Any terminal at all; sometimes used to refer to the particular terminal controlling a given job. 3. [UNIX] Any serial port, whether or not the device connected to it is a terminal; so called because under UNIX such devices have names of the form tty\*. Ambiguity between senses 2 and 3 is common but seldom bothersome.

## 1.1831 tube

tube: 1. n. A CRT terminal. Never used in the mainstream sense of TV; real hackers don't watch TV, except for Loony Toons, Rocky & Bullwinkle, Trek Classic, the Simpsons, and the occasional cheesy old swashbuckler movie (see Appendix B). 2. [IBM] To send a copy of something to someone else's terminal. "Tube me that note?"

## 1.1832 tube time

tube time: n. Time spent at a terminal or console. More inclusive than hacking time; commonly used in discussions of what parts of one's environment one uses most heavily. "I find I'm spending too much of my tube time reading mail since I started this revision."

## 1.1833 tunafish

tunafish: n. In hackish lore, refers to the mutated punchline of an age-old joke to be found at the bottom of the manual pages of 'tunefs(8)' in the original BSD 4.2 distribution. The joke was removed in later releases once commercial sites started using 4.2. Tunefs relates to the 'tuning' of file-system parameters for optimum performance, and at the bottom of a few pages of wizardly inscriptions was a 'BUGS' section consisting of the line "You can tune a file system, but you can't tunafish". Variants of this can be seen in other BSD versions, though it has been excised from some versions by humorless management droids. The [nt]roff source for SunOS 4.1.1 contains a comment apparently designed to prevent this: "Take this out and a Unix Demon will dog your steps from now until the 'time\_t's

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wrap around."

## 1.1834 tune

tune: [from automotive or musical usage] vt. To optimize a program or system for a particular environment, esp. by adjusting numerical parameters designed as hooks for tuning, e.g., by changing '#define' lines in C. One may 'tune for time' (fastest execution), 'tune for space' (least memory use), or 'tune for configuration' (most efficient use of hardware). See bum, hot spot, hand-hacking.

## 1.1835 turbo nerd

turbo nerd: n. See computer geek.

## 1.1836 Turing tar-pit

Turing tar-pit: n. 1. A place where anything is possible but nothing of interest is practical. Alan Turing helped lay the foundations of computer science by showing that all machines and languages capable of expressing a certain very primitive set of operations are logically equivalent in the kinds of computations they can carry out, and in principle have capabilities that differ only in speed from those of the most powerful and elegantly designed computers. However, no machine or language exactly matching Turing's primitive set has ever been built (other than possibly as a classroom exercise), because it would be horribly slow and far too painful to use. A 'Turing tar-pit' is any computer language or other tool that shares this property. That is, it's theoretically universal --- but in practice, the harder you struggle to get any real work done, the deeper its inadequacies suck you in. Compare bondage-and-discipline language. 2. The perennial holy wars over whether language A or B is the "most powerful".

## 1.1837 tourist

tourist: /too'rist/ n. Var. sp. of tourist, q.v. Also in adjectival form, 'turistic'. Poss. influenced by luser and 'Turing'.

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## 1.1838 tweak

tweak: vt. 1. To change slightly, usually in reference to a value. Also used synonymously with twiddle. If a program is almost correct, rather than figure out the precise problem you might just keep tweaking it until it works. See frobnicate and fudge factor; also see shotgun debugging. 2. To tune or bum a program; preferred usage in the U.K.

## 1.1839 tweeter

tweeter: [University of Waterloo] n. Syn. perf, chad (sense 1). This term (like woofer) has been in use at Waterloo since 1972 but is elsewhere unknown. In audio jargon, the word refers to the treble speaker(s) on a hi-fi.

## 1.1840 TWENEX

TWENEX:: /twe'neks/ n. The TOPS-20 operating system by DEC --- the second proprietary OS for the PDP-10 --- preferred by most PDP-10 hackers over TOPS-10 (that is, by those who were not ITS or WAITs partisans). TOPS-20 began in 1969 as Bolt, Beranek & Newman's TENEX operating system using special paging hardware. By the early 1970s, almost all of the systems on the ARPANET ran TENEX. DEC purchased the rights to TENEX from BBN and began work to make it their own. The first in-house code name for the operating system was VIROS (VIRtual memory Operating System); when customers started asking questions, the name was changed to SNARK so DEC could truthfully deny that there was any project called VIROS. When the name SNARK became known, the name was briefly reversed to become KRANS; this was quickly abandoned when someone objected that 'krans' meant 'funeral wreath' in Swedish (though some Swedish speakers have since said it means simply 'wreath'; this part of the story may be apocryphal). Ultimately DEC picked TOPS-20 as the name of the operating system, and it was as TOPS-20 that it was marketed. The hacker community, mindful of its origins, quickly dubbed it TWENEX (a contraction of 'twenty TENEX'), even though by this point very little of the original TENEX code remained (analogously to the differences between AT&T V6 UNIX and BSD). DEC people cringed when they heard "TWENEX", but the term caught on nevertheless (the written abbreviation '20x' was also used). TWENEX was successful and very popular; in fact, there was a period in the early 1980s when it commanded as fervent a culture of partisans as UNIX or ITS --- but DEC's decision to scrap all the internal rivals to the VAX architecture and its relatively stodgy VMS OS killed the DEC-20 and put a sad end to TWENEX's brief day in the sun. DEC attempted to convince TOPS-20 users to convert to VMS, but instead, by the late 1980s, most of the TOPS-20 hackers had migrated to UNIX.



## 1.1841 twiddle

twiddle: n. 1. Tilde (ASCII 1111110, '~'). Also called 'squiggle', 'sqiggle' (sic --- pronounced /skig'l/), and 'twaddle', but twiddle is the most common term. 2. A small and insignificant change to a program. Usually fixes one bug and generates several new ones (see also shotgun debugging). 3. vt. To change something in a small way. Bits, for example, are often twiddled. Twiddling a switch or knob implies much less sense of purpose than toggling or tweaking it; see frobnicate. To speak of twiddling a bit connotes aimlessness, and at best doesn't specify what you're doing to the bit; 'toggling a bit' has a more specific meaning (see bit twiddling, toggle).

## 1.1842 twilight zone

twilight zone: [IRC] n. Notionally, the area of cyberspace where IRC operators live. An op is said to have a "connection to the twilight zone".

## 1.1843 twink

twink: /twink/ [UCSC] n. Equivalent to read-only user. Also reported on the USENET group soc.motss; may derive from gay slang for a cute young thing with nothing upstairs (compare mainstream 'chick').

## 1.1844 twirling baton

twirling baton: [PLATO] n. The overstrike sequence -/|\-/|\- which produces an animated twirling baton. If you output it with a single backspace between characters, the baton spins in place. If you output the sequence BS SP between characters, the baton spins from left to right. If you output BS SP BS BS between characters, the baton spins from right to left.

The twirling baton was a popular component of animated signature files on the pioneering PLATO educational timesharing system. The 'archie' Internet service is perhaps the best-known baton program today; it uses the twirling baton as an idler indicating that the program is working on a query.

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## 1.1845 two pi

two pi: quant. The number of years it takes to finish one's thesis. Occurs in stories in the following form: "He started on his thesis; 2 pi years later..."

## 1.1846 two-to-the-N

two-to-the-N: quant. An amount much larger than N but smaller than infinity. "I have 2-to-the-N things to do before I can go out for lunch" means you probably won't show up.

## 1.1847 twonkie

twonkie: /twon'kee/ n. The software equivalent of a Twinkie (a variety of sugar-loaded junk food, or (in gay slang) the male equivalent of 'chick'); a useless 'feature' added to look sexy and placate a marketroid (compare Saturday-night special). The term may also be related to "The Twonky", title menace of a classic SF short story by Lewis Padgett (Henry Kuttner and C. L. Moore), first published in the September 1942 "Astounding Science Fiction" and subsequently much anthologized.

## 1.1848 UBD

UBD: /U-B-D/ [abbreviation for 'User Brain Damage'] An abbreviation used to close out trouble reports obviously due to utter cluelessness on the user's part. Compare pilot error; oppose PBD; see also brain-damaged.

## 1.1849 UN\*X

UN\*X: n. Used to refer to the UNIX operating system (a trademark of AT&T) in writing, but avoiding the need for the ugly (TM) typography. Also used to refer to any or all varieties of Unixoid operating systems. Ironically, lawyers now say that the requirement for the TM-postfix has no legal force, but the asterisk usage is entrenched anyhow. It has been suggested that there may be a psychological connection to practice in certain religions (especially Judaism) in which the name of the deity is never written out in full, e.g., 'YHWH' or 'G--d' is used. See also

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glob.

## 1.1850 undefined external reference

undefined external reference: excl. [UNIX] A message from UNIX's linker. Used in speech to flag loose ends or dangling references in an argument or discussion.

## 1.1851 under the hood

under the hood: [hot-rod talk] prep. 1. Used to introduce the underlying implementation of a product (hardware, software, or idea). Implies that the implementation is not intuitively obvious from the appearance, but the speaker is about to enable the listener to grok it. "Let's now look under the hood to see how ...." 2. Can also imply that the implementation is much simpler than the appearance would indicate: "Under the hood, we are just fork/execing the shell." 3. Inside a chassis, as in "Under the hood, this baby has a 40MHz 68030!"

## 1.1852 undocumented feature

undocumented feature: n. See feature.

## 1.1853 uninteresting

uninteresting: adj. 1. Said of a problem that, although nontrivial, can be solved simply by throwing sufficient resources at it. 2. Also said of problems for which a solution would neither advance the state of the art nor be fun to design and code.

Hackers regard uninteresting problems as intolerable wastes of time, to be solved (if at all) by lesser mortals. \*Real\* hackers (see toolsmith) generalize uninteresting problems enough to make them interesting and solve them --- thus solving the original problem as a special case (and, it must be admitted, occasionally turning a molehill into a mountain, or a mountain into a tectonic plate). See WOMBAT, SMOP; compare toy problem, oppose interesting.

## 1.1854 UNIX

UNIX:: /yoo'niks/ [In the authors' words, "A weak pun on Multics"] n. (also 'Unix') An interactive time-sharing system invented in 1969 by Ken Thompson after Bell Labs left the Multics project, originally so he could play games on his scavenged PDP-7. Dennis Ritchie, the inventor of C, is considered a co-author of the system. The turning point in UNIX's history came when it was reimplemented almost entirely in C during 1972--1974, making it the first source-portable OS. UNIX subsequently underwent mutations and expansions at the hands of many different people, resulting in a uniquely flexible and developer-friendly environment. By 1991, UNIX had become the most widely used multiuser general-purpose operating system in the world. Many people consider this the most important victory yet of hackerdom over industry opposition (but see UNIX weenie and UNIX conspiracy for an opposing point of view). See Version 7, BSD, USG UNIX.

## 1.1855 UNIX brain damage

UNIX brain damage: n. Something that has to be done to break a network program (typically a mailer) on a non-UNIX system so that it will interoperate with UNIX systems. The hack may qualify as 'UNIX brain damage' if the program conforms to published standards and the UNIX program in question does not. UNIX brain damage happens because it is much easier for other (minority) systems to change their ways to match non-conforming behavior than it is to change all the hundreds of thousands of UNIX systems out there.

An example of UNIX brain damage is a kluge in a mail server to recognize bare line feed (the UNIX newline) as an equivalent form to the Internet standard newline, which is a carriage return followed by a line feed. Such things can make even a hardened jock weep.

## 1.1856 UNIX conspiracy

UNIX conspiracy: [ITS] n. According to a conspiracy theory long popular among ITS and TOPS-20 fans, UNIX's growth is the result of a plot, hatched during the 1970s at Bell Labs, whose intent was to hobble AT&T's competitors by making them dependent upon a system whose future evolution was to be under AT&T's control. This would be accomplished by disseminating an operating system that is apparently inexpensive and easily portable, but also relatively unreliable and insecure (so as to require continuing upgrades from AT&T). This theory was lent a substantial impetus in 1984 by the paper referenced in the back door entry.

In this view, UNIX was designed to be one of the first computer viruses (see virus) --- but a virus spread to computers indirectly

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by people and market forces, rather than directly through disks and networks. Adherents of this 'UNIX virus' theory like to cite the fact that the well-known quotation "UNIX is snake oil" was uttered by DEC president Kenneth Olsen shortly before DEC began actively promoting its own family of UNIX workstations. (Olsen now claims to have been misquoted.)

## 1.1857 UNIX weenie

UNIX weenie: [ITS] n. 1. A derogatory play on 'UNIX wizard', common among hackers who use UNIX by necessity but would prefer alternatives. The implication is that although the person in question may consider mastery of UNIX arcana to be a wizardly skill, the only real skill involved is the ability to tolerate (and the bad taste to wallow in) the incoherence and needless complexity that is alleged to infest many UNIX programs. "This shell script tries to parse its arguments in 69 bletcherous ways. It must have been written by a real UNIX weenie." 2. A derogatory term for anyone who engages in uncritical praise of UNIX. Often appearing in the context "stupid UNIX weenie". See Weenix, UNIX conspiracy. See also weenie.

## 1.1858 unixism

unixism: n. A piece of code or a coding technique that depends on the protected multi-tasking environment with relatively low process-spawn overhead that exists on virtual-memory UNIX systems. Common unixisms include: gratuitous use of 'fork(2)'; the assumption that certain undocumented but well-known features of UNIX libraries such as 'stdio(3)' are supported elsewhere; reliance on obscure side-effects of system calls (use of 'sleep(2)' with a 0 argument to clue the scheduler that you're willing to give up your time-slice, for example); the assumption that freshly allocated memory is zeroed; and the assumption that fragmentation problems won't arise from never 'free()'ing memory. Compare vaxocentrism; see also New Jersey.

## 1.1859 unleaded

unleaded: adj. Said of decaffeinated coffee, Diet Coke, and other imitation programming fluids. "Do you want regular or unleaded?" Appears to be widespread among programmers associated with the oil industry in Texas (and probably elsewhere). Usage: silly, and probably unintelligible to the next generation of hackers.

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## 1.1860 unswizzle

unswizzle: v. See swizzle.

## 1.1861 unwind the stack

unwind the stack: vi. 1. [techspeak] During the execution of a procedural language, one is said to 'unwind the stack' from a called procedure up to a caller when one discards the stack frame and any number of frames above it, popping back up to the level of the given caller. In C this is done with 'longjmp'/'setjmp', in LISP with 'throw/catch'. See also smash the stack. 2. People can unwind the stack as well, by quickly dealing with a bunch of problems: "Oh heck, let's do lunch. Just a second while I unwind my stack."

## 1.1862 unwind-protect

unwind-protect: [MIT: from the name of a LISP operator] n. A task you must remember to perform before you leave a place or finish a project. "I have an unwind-protect to call my advisor."

## 1.1863 up

up: adj. 1. Working, in order. "The down escalator is up." Oppose down. 2. 'bring up': vt. To create a working version and start it. "They brought up a down system." 3. 'come up' vi. To become ready for production use.

## 1.1864 upload

upload: /uhp'lohd/ v. 1. [techspeak] To transfer programs or data over a digital communications link from a smaller or peripheral 'client' system to a larger or central 'host' one. A transfer in the other direction is, of course, called a download (but see the note about ground-to-space comm under that entry). 2. [speculatively] To move the essential patterns and algorithms that make up one's mind from one's brain into a computer. Those who are convinced that such patterns and algorithms capture the complete essence of the self view this prospect with pleasant anticipation.

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## 1.1865 upthread

upthread: adv. Earlier in the discussion (see thread), i.e., 'above'. "As Joe pointed out upthread, ..." See also followup.

## 1.1866 urchin

urchin: n. See munchkin.

## 1.1867 USENET

USENET: /yoos'net/ or /yooz'net/ [from 'Users' Network'] n.  
A distributed bboard (bulletin board) system supported mainly by UNIX machines. Originally implemented in 1979--1980 by Steve Bellovin, Jim Ellis, Tom Truscott, and Steve Daniel at Duke University, it has swiftly grown to become international in scope and is now probably the largest decentralized information utility in existence. As of early 1993, it hosts well over 1200 newsgroups and an average of 40 megabytes (the equivalent of several thousand paper pages) of new technical articles, news, discussion, chatter, and flamage every day.

## 1.1868 user

user: n. 1. Someone doing 'real work' with the computer, using it as a means rather than an end. Someone who pays to use a computer. See real user. 2. A programmer who will believe anything you tell him. One who asks silly questions. [GLS observes: This is slightly unfair. It is true that users ask questions (of necessity). Sometimes they are thoughtful or deep. Very often they are annoying or downright stupid, apparently because the user failed to think for two seconds or look in the documentation before bothering the maintainer.] See luser. 3. Someone who uses a program from the outside, however skillfully, without getting into the internals of the program. One who reports bugs instead of just going ahead and fixing them.

The general theory behind this term is that there are two classes of people who work with a program: there are implementors (hackers) and lusers. The users are looked down on by hackers to some extent because they don't understand the full ramifications of the system in all its glory. (The few users who do are known as 'real winners'.) The term is a relative one: a skilled hacker may be a user with respect to some program he himself does not hack. A LISP hacker might be one who maintains LISP or one who

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uses LISP (but with the skill of a hacker). A LISP user is one who uses LISP, whether skillfully or not. Thus there is some overlap between the two terms; the subtle distinctions must be resolved by context.

### 1.1869 user-friendly

user-friendly: adj. Programmer-hostile. Generally used by hackers in a critical tone, to describe systems that hold the user's hand so obsessively that they make it painful for the more experienced and knowledgeable to get any work done. See menuitis, drool-proof paper, Macintrash, user-obsequious.

### 1.1870 user-obsequious

user-obsequious: adj. Emphatic form of user-friendly. Connotes a system so verbose, inflexible, and determinedly simple-minded that it is nearly unusable. "Design a system any fool can use and only a fool will want to use it." See WIMP environment, Macintrash.

### 1.1871 USG UNIX

USG UNIX: /U-S-G yoo'niks/ n. Refers to AT&T UNIX commercial versions after Version 7, especially System III and System V releases 1, 2, and 3. So called because during most of the lifespan of those versions AT&T's support crew was called the 'UNIX Support Group'. See BSD, UNIX.

### 1.1872 UTSL

UTSL: // [UNIX] n. On-line acronym for 'Use the Source, Luke' (a pun on Obi-Wan Kenobi's "Use the Force, Luke!" in "Star Wars") --- analogous to RTFS (sense 1), but more polite. This is a common way of suggesting that someone would be better off reading the source code that supports whatever feature is causing confusion, rather than making yet another futile pass through the manuals, or broadcasting questions on USENET that haven't attracted wizards to answer them.

Once upon a time in Elder Days, everyone running UNIX had source. After 1978, AT&T's policy tightened up, so this objurgation was in theory appropriately directed only at associates of some

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outfit with a UNIX source license. In practice, bootlegs of UNIX source code (made precisely for reference purposes) were so ubiquitous that one could utter it at almost anyone on the network without concern.

Nowadays, free UNIX clones are becoming common enough that almost anyone can read source legally. The most widely distributed is probably Linux, with 386BSD (aka jolix) running second. Cheap commercial UNIXes with source such as BSD/386 are accelerating this trend.

## 1.1873 UUCPNET

UUCPNET: n. The store-and-forward network consisting of all the world's connected UNIX machines (and others running some clone of the UUCP (UNIX-to-UNIX CoPy) software). Any machine reachable only via a bang path is on UUCPNET. See network address.

## 1.1874 vadding

vadding: /vad'ing/ [from VAD, a permutation of ADV (i.e., ADVENT), used to avoid a particular admin's continual search-and-destroy sweeps for the game] n. A leisure-time activity of certain hackers involving the covert exploration of the 'secret' parts of large buildings --- basements, roofs, freight elevators, maintenance crawlways, steam tunnels, and the like. A few go so far as to learn locksmithing in order to synthesize vadding keys. The verb is 'to vad' (compare phreaking; see also hack, sense 9). This term dates from the late 1970s, before which such activity was simply called 'hacking'; the older usage is still prevalent at MIT.

The most extreme and dangerous form of vadding is 'elevator rodeo', a.k.a. 'elevator surfing', a sport played by wrasslin' down a thousand-pound elevator car with a 3-foot piece of string, and then exploiting this mastery in various stimulating ways (such as elevator hopping, shaft exploration, rat-racing, and the ever-popular drop experiments). Kids, don't try this at home! See also hobbit (sense 2).

## 1.1875 vanilla

vanilla: [from the default flavor of ice cream in the U.S.] adj. Ordinary flavor, standard. When used of food, very often does not mean that the food is flavored with vanilla extract! For example, 'vanilla wonton soup' means ordinary wonton soup, as opposed to hot-and-sour wonton soup. Applied to hardware and

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software, as in "Vanilla Version 7 UNIX can't run on a vanilla 11/34." Also used to orthogonalize chip nomenclature; for instance, a 74V00 means what TI calls a 7400, as distinct from a 74LS00, etc. This word differs from canonical in that the latter means 'default', whereas vanilla simply means 'ordinary'. For example, when hackers go on a great-wall, hot-and-sour wonton soup is the canonical wonton soup to get (because that is what most of them usually order) even though it isn't the vanilla wonton soup.

## 1.1876 vannevar

vannevar: /van'\*-var/ n. A bogus technological prediction or a foredoomed engineering concept, esp. one that fails by implicitly assuming that technologies develop linearly, incrementally, and in isolation from one another when in fact the learning curve tends to be highly nonlinear, revolutions are common, and competition is the rule. The prototype was Vannevar Bush's prediction of 'electronic brains' the size of the Empire State Building with a Niagara-Falls-equivalent cooling system for their tubes and relays, a prediction made at a time when the semiconductor effect had already been demonstrated. Other famous vannevars have included magnetic-bubble memory, LISP machines, videotex, and a paper from the late 1970s that computed a purported ultimate limit on areal density for ICs that was in fact less than the routine densities of 5 years later.

## 1.1877 vaporware

vaporware: /vay'pr-weir/ n. Products announced far in advance of any release (which may or may not actually take place). See also brochureware.

## 1.1878 var

var: /veir/ or /var/ n. Short for 'variable'. Compare arg, param.

## 1.1879 VAX

VAX: /vaks/ n. 1. [from Virtual Address eXtension] The most successful minicomputer design in industry history, possibly excepting its immediate ancestor, the PDP-11. Between its release

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in 1978 and its eclipse by killer micros after about 1986, the VAX was probably the hacker's favorite machine of them all, esp. after the 1982 release of 4.2 BSD UNIX (see BSD). Esp. noted for its large, assembler-programmer-friendly instruction set --- an asset that became a liability after the RISC revolution. 2. A major brand of vacuum cleaner in Britain. Cited here because its alleged sales pitch, "Nothing sucks like a VAX!" became a sort of battle-cry of RISC partisans. It is even sometimes claimed that DEC actually entered a cross-licensing deal with the vacuum-Vax people that allowed them to market VAX computers in the U.K. in return for not challenging the vacuum cleaner trademark in the U.S.

It is sometimes claimed that this slogan was \*not\* actually used by the Vax vacuum-cleaner people, but was actually that of a rival brand called Electrolux (as in "Nothing sucks like..."). It has been reliably confirmed that Electrolux (a Swedish company) actually did use this slogan in the late 1960s; it has apparently become a classic example (used in textbooks) of the perils of not knowing the local idiom.

It appears, however, that the Vax people thought the slogan a sufficiently good idea to copy it. Several British hackers report that their promotions used it in 1986--1987, and we have one report from a New Zealander that the infamous slogan surfaced there in TV ads for the product as recently as 1992!

## 1.1880 VAXectomy

VAXectomy: /vak-sek't\*-mee/ [by analogy with 'vasectomy'] n. A VAX removal. DEC's Microvaxen, especially, are much slower than newer RISC-based workstations such as the SPARC. Thus, if one knows one has a replacement coming, VAX removal can be cause for celebration.

## 1.1881 VAXen

VAXen: /vak'sn/ [from 'oxen', perhaps influenced by 'vixen'] n. (alt. 'vaxen') The plural canonically used among hackers for the DEC VAX computers. "Our installation has four PDP-10s and twenty vaxen." See boxen.

## 1.1882 vaxherd

vaxherd: n. /vaks'herd/ [from 'oxherd'] A VAX operator.

## 1.1883 vaxism

vaxism: /vak'sizm/ n. A piece of code that exhibits vaxocentrism in critical areas. Compare PC-ism, unixism.

## 1.1884 vaxocentrism

vaxocentrism: /vak'soh-sen'trizm/ [analogy with 'ethnocentrism'] n. A notional disease said to afflict C programmers who persist in coding according to certain assumptions that are valid (esp. under UNIX) on VAXen but false elsewhere. Among these are:

1. The assumption that dereferencing a null pointer is safe because it is all bits 0, and location 0 is readable and 0. Problem: this may instead cause an illegal-address trap on non-VAXen, and even on VAXen under OSes other than BSD UNIX. Usually this is an implicit assumption of sloppy code (forgetting to check the pointer before using it), rather than deliberate exploitation of a misfeature.
  2. The assumption that characters are signed.
  3. The assumption that a pointer to any one type can freely be cast into a pointer to any other type. A stronger form of this is the assumption that all pointers are the same size and format, which means you don't have to worry about getting the casts or types correct in calls. Problem: this fails on word-oriented machines or others with multiple pointer formats.
  4. The assumption that the parameters of a routine are stored in memory, on a stack, contiguously, and in strictly ascending or descending order. Problem: this fails on many RISC architectures.
  5. The assumption that pointer and integer types are the same size, and that pointers can be stuffed into integer variables (and vice-versa) and drawn back out without being truncated or mangled. Problem: this fails on segmented architectures or word-oriented machines with funny pointer formats.
  6. The assumption that a data type of any size may begin at any byte address in memory (for example, that you can freely construct and dereference a pointer to a word- or greater-sized object at an odd char address). Problem: this fails on many (esp. RISC) architectures better optimized for HLL execution speed, and can cause an illegal address fault or bus error.
  7. The (related) assumption that there is no padding at the end of types and that in an array you can thus step right from the last byte of a previous component to the first byte of the next one. This is not only machine- but compiler-dependent.
  8. The assumption that memory address space is globally flat and that
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the array reference `'foo[-1]'` is necessarily valid. Problem: this fails at 0, or other places on segment-addressed machines like Intel chips (yes, segmentation is universally considered a brain-damaged way to design machines (see *moby*), but that is a separate issue).

9. The assumption that objects can be arbitrarily large with no special considerations. Problem: this fails on segmented architectures and under non-virtual-addressing environments.
10. The assumption that the stack can be as large as memory. Problem: this fails on segmented architectures or almost anything else without virtual addressing and a paged stack.
11. The assumption that bits and addressable units within an object are ordered in the same way and that this order is a constant of nature. Problem: this fails on big-endian machines.
12. The assumption that it is meaningful to compare pointers to different objects not located within the same array, or to objects of different types. Problem: the former fails on segmented architectures, the latter on word-oriented machines or others with multiple pointer formats.
13. The assumption that an `'int'` is 32 bits, or (nearly equivalently) the assumption that `'sizeof(int) == sizeof(long)'`. Problem: this fails on PDP-11s, 286-based systems and even on 386 and 68000 systems under some compilers.
14. The assumption that `'argv[]'` is writable. Problem: this fails in many embedded-systems C environments and even under a few flavors of UNIX.

Note that a programmer can validly be accused of vaxocentrism even if he or she has never seen a VAX. Some of these assumptions (esp. 2--5) were valid on the PDP-11, the original C machine, and became endemic years before the VAX. The terms `'vaxocentricity'` and `'all-the-world's-a-VAX syndrome'` have been used synonymously.

## 1.1885 vdiff

`vdiff: /vee'dif/ v.,n.` Visual diff. The operation of finding differences between two files by eyeball search. The term `'optical diff'` has also been reported, and is sometimes more specifically used for the act of superimposing two nearly identical printouts on one another and holding them up to a light to spot differences. Though this method is poor for detecting omissions in the `'rear'` file, it can also be used with printouts of graphics, a claim few if any diff programs can make. See `diff`.

## 1.1886 veeblefester

veeblefester: /vee'b\*l-fes'tr/ [from the "Born Loser" comix via Commodore; prob. originally from "Mad" Magazine's 'Veeblefeetzer' parodies ca. 1960] n. Any obnoxious person engaged in the (alleged) professions of marketing or management. Antonym of hacker. Compare suit, marketroid.

## 1.1887 ventilator card

ventilator card: n. Syn. lace card.

## 1.1888 Venus flytrap

Venus flytrap: [after the insect-eating plant] n. See firewall machine.

## 1.1889 verbage

verbage: /ver'b\*j/ n. A deliberate misspelling and mispronunciation of verbiage that assimilates it to the word 'garbage'. Compare content-free. More pejorative than 'verbiage'.

## 1.1890 verbiage

verbiage: n. When the context involves a software or hardware system, this refers to documentation. This term borrows the connotations of mainstream 'verbiage' to suggest that the documentation is of marginal utility and that the motives behind its production have little to do with the ostensible subject.

## 1.1891 Version 7

Version 7: alt. V7 /vee' se'vn/ n. The 1978 unsupported release of UNIX ancestral to all current commercial versions. Before the release of the POSIX/SVID standards, V7's features were often treated as a UNIX portability baseline. See BSD, USG UNIX, UNIX. Some old-timers impatient with commercialization and kernel bloat still maintain that V7 was the Last True UNIX.

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## 1.1892 **vgrep**

**vgrep:** /vee'grep/ v.,n. Visual grep. The operation of finding patterns in a file optically rather than digitally (also called an 'optical grep'). See **grep**; compare **vdiff**.

## 1.1893 **vi**

**vi:** /V-I/, \*not\* /vi:/ and \*never\* /siks/ [from 'Visual Interface'] n. A screen editor crufted together by Bill Joy for an early BSD release. Became the de facto standard UNIX editor and a nearly undisputed hacker favorite outside of MIT until the rise of EMACS after about 1984. Tends to frustrate new users no end, as it will neither take commands while expecting input text nor vice versa, and the default setup provides no indication of which mode the editor is in (one correspondent accordingly reports that he has often heard the editor's name pronounced /vi:l/). Nevertheless it is still widely used (about half the respondents in a 1991 USENET poll preferred it), and even EMACS fans often resort to it as a mail editor and for small editing jobs (mainly because it starts up faster than the bulkier versions of EMACS). See holy wars.

## 1.1894 **videotex**

**videotex:** n. obs. An electronic service offering people the privilege of paying to read the weather on their television screens instead of having somebody read it to them for free while they brush their teeth. The idea bombed everywhere it wasn't government-subsidized, because by the time videotex was practical the installed base of personal computers could hook up to timesharing services and do the things for which videotex might have been worthwhile better and cheaper. Videotex planners badly overestimated both the appeal of getting information from a computer and the cost of local intelligence at the user's end. Like the gorilla arm effect, this has been a cautionary tale to hackers ever since. See also **vannevar**.

## 1.1895 **virgin**

**virgin:** adj. Unused; pristine; in a known initial state. "Let's bring up a virgin system and see if it crashes again." (Esp. useful after contracting a virus through SEX.) Also, by extension, buffers and the like within a program that have not yet been used.

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## 1.1896 virtual

virtual: [via the technical term 'virtual memory', prob. from the term 'virtual image' in optics] adj. 1. Common alternative to logical; often used to refer to the artificial objects (like addressable virtual memory larger than physical memory) created by a computer system to help the system control access to shared resources. 2. Simulated; performing the functions of something that isn't really there. An imaginative child's doll may be a virtual playmate. Oppose real.

## 1.1897 virtual Friday

virtual Friday: n. (also 'logical Friday') The last day before an extended weekend, if that day is not a 'real' Friday. For example, the U.S. holiday Thanksgiving is always on a Thursday. The next day is often also a holiday or taken as an extra day off, in which case Wednesday of that week is a virtual Friday (and Thursday is a virtual Saturday, as is Friday). There are also 'virtual Mondays' that are actually Tuesdays, after the three-day weekends associated with many national holidays in the U.S.

## 1.1898 virtual reality

virtual reality: n. 1. Computer simulations that use 3-D graphics and devices such as the Dataglove to allow the user to interact with the simulation. See cyberspace. 2. A form of network interaction incorporating aspects of role-playing games, interactive theater, improvisational comedy, and 'true confessions' magazines. In a virtual reality forum (such as USENET's alt.callahans newsgroup or the MUD experiments on Internet), interaction between the participants is written like a shared novel complete with scenery, 'foreground characters' that may be personae utterly unlike the people who write them, and common 'background characters' manipulable by all parties. The one iron law is that you may not write irreversible changes to a character without the consent of the person who 'owns' it. Otherwise anything goes. See bamf, cyberspace.

## 1.1899 virtual shredder

virtual shredder: n. The jargonic equivalent of the bit bucket at shops using IBM's VM/CMS operating system. VM/CMS officially supports a whole bestiary of virtual card readers, virtual printers, and other phantom devices; these are used to supply some of the same capabilities UNIX gets from pipes and I/O redirection.

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## 1.1900 virus

virus: [from the obvious analogy with biological viruses, via SF]  
n. A cracker program that searches out other programs and 'infects' them by embedding a copy of itself in them, so that they become Trojan horses. When these programs are executed, the embedded virus is executed too, thus propagating the 'infection'. This normally happens invisibly to the user. Unlike a worm, a virus cannot infect other computers without assistance. It is propagated by vectors such as humans trading programs with their friends (see SEX). The virus may do nothing but propagate itself and then allow the program to run normally. Usually, however, after propagating silently for a while, it starts doing things like writing cute messages on the terminal or playing strange tricks with the display (some viruses include nice display hacks). Many nasty viruses, written by particularly perversely minded crackers, do irreversible damage, like nuking all the user's files.

In the 1990s, viruses have become a serious problem, especially among IBM PC and Macintosh users (the lack of security on these machines enables viruses to spread easily, even infecting the operating system). The production of special anti-virus software has become an industry, and a number of exaggerated media reports have caused outbreaks of near hysteria among users; many users tend to blame \*everything\* that doesn't work as they had expected on virus attacks. Accordingly, this sense of 'virus' has passed not only into techspeak but into also popular usage (where it is often incorrectly used to denote a worm or even a Trojan horse). See phage; compare back door; see also UNIX conspiracy.

## 1.1901 visionary

visionary: n. 1. One who hacks vision, in the sense of an Artificial Intelligence researcher working on the problem of getting computers to 'see' things using TV cameras. (There isn't any problem in sending information from a TV camera to a computer. The problem is, how can the computer be programmed to make use of the camera information? See SMOP, AI-complete.) 2. [IBM] One who reads the outside literature. At IBM, apparently, such a penchant is viewed with awe and wonder.

## 1.1902 VMS

VMS: /V-M-S/ n. DEC's proprietary operating system for its VAX minicomputer; one of the seven or so environments that loom largest in hacker folklore. Many UNIX fans generously concede that VMS would probably be the hacker's favorite commercial OS if UNIX didn't exist; though true, this makes VMS fans furious. One major

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hacker gripe with VMS concerns its slowness --- thus the following limerick:

There once was a system called VMS  
Of cycles by no means abstemious.  
It's chock-full of hacks  
And runs on a VAX  
And makes my poor stomach all squeamious.  
--- The Great Quux

See also VAX, TOPS-10, TOPS-20, UNIX, runic.

### 1.1903 voice

voice: vt. To phone someone, as opposed to emailing them or connecting in talk mode. "I'm busy now; I'll voice you later."

### 1.1904 voice-net

voice-net: n. Hackish way of referring to the telephone system, analogizing it to a digital network. USENET sig blocks not uncommonly include the sender's phone next to a "Voice:" or "Voice-Net:" header; common variants of this are "Voicenet" and "V-Net". Compare paper-net, snail-mail.

### 1.1905 voodoo programming

voodoo programming: [from George Bush's "voodoo economics"] n. The use by guess or cookbook of an obscure or hairy system, feature, or algorithm that one does not truly understand. The implication is that the technique may not work, and if it doesn't, one will never know why. Almost synonymous with black magic, except that black magic typically isn't documented and \*nobody\* understands it. Compare magic, deep magic, heavy wizardry, rain dance, cargo cult programming, wave a dead chicken.

### 1.1906 VR

VR: // [MUD] n. On-line abbrev for virtual reality, as opposed to RL.

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## 1.1907 Vulcan nerve pinch

Vulcan nerve pinch: n. [from the old "Star Trek" TV series via Commodore Amiga hackers] The keyboard combination that forces a soft-boot or jump to ROM monitor (on machines that support such a feature). On many micros this is Ctrl-Alt-Del; on Suns, Ll-A; on some Macintoshes, it is <Cmd>-<Power switch>! Also called three-finger salute. Compare quadruple bucky.

## 1.1908 vulture capitalist

vulture capitalist: n. Pejorative hackerism for 'venture capitalist', deriving from the common practice of pushing contracts that deprive inventors of control over their own innovations and most of the money they ought to have made from them.

## 1.1909 wabbit

wabbit: /wab'it/ [almost certainly from Elmer Fudd's immortal line "You wascawwy wabbit!"] n. 1. A legendary early hack reported on a System/360 at RPI and elsewhere around 1978; this may have descended (if only by inspiration) from hack called RABBITS reported from 1969 on a Burroughs 55000 at the University of Washington Computer Center. The program would make two copies of itself every time it was run, eventually crashing the system. 2. By extension, any hack that includes infinite self-replication but is not a virus or worm. See fork bomb and rabbit job, see also cookie monster.

## 1.1910 WAITS

WAITS:: /ways/ n. The mutant cousin of TOPS-10 used on a handful of systems at SAIL up to 1990. There was never an 'official' expansion of WAITS (the name itself having been arrived at by a rather sideways process), but it was frequently glossed as 'West-coast Alternative to ITS'. Though WAITS was less visible than ITS, there was frequent exchange of people and ideas between the two communities, and innovations pioneered at WAITS exerted enormous indirect influence. The early screen modes of EMACS, for example, were directly inspired by WAITS's 'E' editor --- one of a family of editors that were the first to do 'real-time editing', in which the editing commands were invisible and where one typed text at the point of insertion/overwriting. The modern style of multi-region windowing is said to have originated there, and WAITS alumni at XEROX PARC and elsewhere played major roles in the developments that led to the XEROX Star, the Macintosh, and the

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Sun workstations. Bucky bits were also invented there --- thus, the ALT key on every IBM PC is a WAITS legacy. One notable WAITS feature seldom duplicated elsewhere was a news-wire interface that allowed WAITS hackers to read, store, and filter AP and UPI dispatches from their terminals; the system also featured a still-unusual level of support for what is now called 'multimedia' computing, allowing analog audio and video signals to be switched to programming terminals.

## 1.1911 waldo

waldo: /wol'doh/ [From Robert A. Heinlein's story "Waldo"]

1. A mechanical agent, such as a gripper arm, controlled by a human limb. When these were developed for the nuclear industry in the mid-1940s they were named after the invention described by Heinlein in the story, which he wrote in 1942. Now known by the more generic term 'telefactoring', this technology is of intense interest to NASA for tasks like space station maintenance. 2. At Harvard (particularly by Tom Cheatham and students), this is used instead of foobar as a metasyntactic variable and general nonsense word. See foo, bar, foobar, quux.

## 1.1912 walk

walk: n.,vt. Traversal of a data structure, especially an array or linked-list data structure in core. See also codewalker, silly walk, clobber.

## 1.1913 walk off the end of

walk off the end of: vt. To run past the end of an array, list, or medium after stepping through it --- a good way to land in trouble. Often the result of an off-by-one error. Compare clobber, roach, smash the stack.

## 1.1914 walking drives

walking drives: n. An occasional failure mode of magnetic-disk drives back in the days when they were huge, clunky washing machines. Those old dinosaur parts carried terrific angular momentum; the combination of a misaligned spindle or worn bearings and stick-slip interactions with the floor could cause them to 'walk' across a room, lurching alternate corners forward a couple

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of millimeters at a time. There is a legend about a drive that walked over to the only door to the computer room and jammed it shut; the staff had to cut a hole in the wall in order to get at it! Walking could also be induced by certain patterns of drive access (a fast seek across the whole width of the disk, followed by a slow seek in the other direction). Some bands of old-time hackers figured out how to induce disk-accessing patterns that would do this to particular drive models and held disk-drive races.

## 1.1915 wall

wall: [WPI] interj. 1. An indication of confusion, usually spoken with a quizzical tone: "Wall??" 2. A request for further explication. Compare octal forty. 3. [UNIX, from 'write all'] v. To send a message to everyone currently logged in, esp. with the wall(8) utility.

It is said that sense 1 came from the idiom 'like talking to a blank wall'. It was originally used in situations where, after you had carefully answered a question, the questioner stared at you blankly, clearly having understood nothing that was explained. You would then throw out a "Hello, wall?" to elicit some sort of response from the questioner. Later, confused questioners began voicing "Wall?" themselves.

## 1.1916 wall follower

wall follower: n. A person or algorithm that compensates for lack of sophistication or native stupidity by efficiently following some simple procedure shown to have been effective in the past. Used of an algorithm, this is not necessarily pejorative; it recalls 'Harvey Wallbanger', the winning robot in an early AI contest (named, of course, after the cocktail). Harvey successfully solved mazes by keeping a 'finger' on one wall and running till it came out the other end. This was inelegant, but it was mathematically guaranteed to work on simply-connected mazes --- and, in fact, Harvey outperformed more sophisticated robots that tried to 'learn' each maze by building an internal representation of it. Used of humans, the term \*is\* pejorative and implies an uncreative, bureaucratic, by-the-book mentality. See also code grinder, droid.

## 1.1917 wall time

wall time: n. (also 'wall clock time') 1. 'Real world' time (what the clock on the wall shows), as opposed to the system clock's idea of time. 2. The real running time of a program, as opposed to the

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number of ticks required to execute it (on a timesharing system these always differ, as no one program gets all the ticks, and on multiprocessor systems with good thread support one may get more processor time than real time).

## 1.1918 wallpaper

wallpaper: n. 1. A file containing a listing (e.g., assembly listing) or a transcript, esp. a file containing a transcript of all or part of a login session. (The idea was that the paper for such listings was essentially good only for wallpaper, as evidenced at Stanford, where it was used to cover windows.) Now rare, esp. since other systems have developed other terms for it (e.g., PHOTO on TWENEX). However, the UNIX world doesn't have an equivalent term, so perhaps wallpaper will take hold there. The term probably originated on ITS, where the commands to begin and end transcript files were ':WALBEG' and ':WALEND', with default file 'WALL PAPER' (the space was a path delimiter). 2. The background pattern used on graphical workstations (this is techspeak under the 'Windows' graphical user interface to MS-DOS). 3. 'wallpaper file' n. The file that contains the wallpaper information before it is actually printed on paper. (Even if you don't intend ever to produce a real paper copy of the file, it is still called a wallpaper file.)

## 1.1919 wango

wango: /wang'goh/ n. Random bit-level grovelling going on in a system during some unspecified operation. Often used in combination with mumble. For example: "You start with the '.o' file, run it through this postprocessor that does mumble-wango --- and it comes out a snazzy object-oriented executable."

## 1.1920 wank

wank: /wangk/ [Columbia University: prob. by mutation from Commonwealth slang v. 'wank', to masturbate] n.,v. Used much as hack is elsewhere, as a noun denoting a clever technique or person or the result of such cleverness. May describe (negatively) the act of hacking for hacking's sake ("Quit wanking, let's go get supper!") or (more positively) a wizard. Adj. 'wanky' describes something particularly clever (a person, program, or algorithm). Conversations can also get wanky when there are too many wanks involved. This excess wankiness is signalled by an overload of the 'wankometer' (compare bogometer). When the wankometer overloads, the conversation's subject must be changed, or all non-wanks will leave. Compare 'neep-neeping' (under

neep-neep). Usage: U.S. only. In Britain and the Commonwealth this word is *\*extremely\** rude and is best avoided unless one intends to give offense.

## 1.1921 wannabee

wannabee: /won'\*-bee/ (also, more plausibly, spelled 'wannabe') [from a term recently used to describe Madonna fans who dress, talk, and act like their idol; prob. originally from biker slang] n. A would-be hacker. The connotations of this term differ sharply depending on the age and exposure of the subject. Used of a person who is in or might be entering larval stage, it is semi-approving; such wannabees can be annoying but most hackers remember that they, too, were once such creatures. When used of any professional programmer, CS academic, writer, or suit, it is derogatory, implying that said person is trying to cuddle up to the hacker mystique but doesn't, fundamentally, have a prayer of understanding what it is all about. Overuse of terms from this lexicon is often an indication of the wannabee nature. Compare newbie.

Historical note: The wannabee phenomenon has a slightly different flavor now (1993) than it did ten or fifteen years ago. When the people who are now hackerdom's tribal elders were in larval stage, the process of becoming a hacker was largely unconscious and unaffected by models known in popular culture --- communities formed spontaneously around people who, *\*as individuals\**, felt irresistibly drawn to do hackerly things, and what wannabees experienced was a fairly pure, skill-focused desire to become similarly wizardly. Those days of innocence are gone forever; society's adaptation to the advent of the microcomputer after 1980 included the elevation of the hacker as a new kind of folk hero, and the result is that some people semi-consciously set out to *\*be hackers\** and borrow hackish prestige by fitting the popular image of hackers. Fortunately, to do this really well, one has to actually become a wizard. Nevertheless, old-time hackers tend to share a poorly articulated disquiet about the change; among other things, it gives them mixed feelings about the effects of public compendia of lore like this one.

## 1.1922 warlording

warlording: [from the USENET group alt.fan.warlord] v. The act of excoriating a bloated, ugly, or derivative sig block. Common grounds for warlording include the presence of a signature rendered in a BUAF, over-used or cliched sig quotes, ugly ASCII art, or simply excessive size. The original 'Warlord' was a BIFF-like newbie c.1991 who featured in his sig a particularly large and obnoxious ASCII graphic resembling the sword of Conan the Barbarian in the 1981 John Milius movie; the group

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name alt.fan.warlord was sarcasm, and the characteristic mode of warlording is devastatingly sarcastic praise.

### 1.1923 warm boot

warm boot: n. See boot.

### 1.1924 wart

wart: n. A small, crocky feature that sticks out of an otherwise clean design. Something conspicuous for localized ugliness, especially a special-case exception to a general rule. For example, in some versions of 'csh(1)', single quotes literalize every character inside them except '!'. In ANSI C, the '??' syntax used for obtaining ASCII characters in a foreign environment is a wart. See also miswart.

### 1.1925 washing machine

washing machine: n. Old-style 14-inch hard disks in floor-standing cabinets. So called because of the size of the cabinet and the 'top-loading' access to the media packs --- and, of course, they were always set on 'spin cycle'. The washing-machine idiom transcends language barriers; it is even used in Russian hacker jargon. See also walking drives. The thick channel cables connecting these were called 'bit hoses' (see hose, sense 3).

### 1.1926 water MIPS

water MIPS: n. (see MIPS, sense 2) Large, water-cooled machines of either today's ECL-supercomputer flavor or yesterday's traditional mainframe type.

### 1.1927 wave a dead chicken

wave a dead chicken: v. To perform a ritual in the direction of crashed software or hardware that one believes to be futile but is nevertheless necessary so that others are satisfied that an appropriate degree of effort has been expended. "I'll wave a dead chicken over the source code, but I really think we've run into an

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OS bug." Compare voodoo programming, rain dance.

## 1.1928 weasel

weasel: n. [Cambridge] A naive user, one who deliberately or accidentally does things that are stupid or ill-advised. Roughly synonymous with loser.

## 1.1929 wedged

wedged: adj. 1. To be stuck, incapable of proceeding without help. This is different from having crashed. If the system has crashed, it has become totally non-functioning. If the system is wedged, it is trying to do something but cannot make progress; it may be capable of doing a few things, but not be fully operational. For example, a process may become wedged if it deadlocks with another (but not all instances of wedging are deadlocks). See also gronk, locked up, hosed.  
2. Often refers to humans suffering misconceptions. "He's totally wedged --- he's convinced that he can levitate through meditation." 3. [UNIX] Specifically used to describe the state of a TTY left in a losing state by abort of a screen-oriented program or one that has messed with the line discipline in some obscure way.

There is some dispute over the origin of this term. It is usually thought to derive from a common description of recto-cranial inversion; however, it may actually have originated with older 'hot-press' printing technology in which physical type elements were locked into type frames with wedges driven in by mallets. Once this had been done, no changes in the typesetting for that page could be made.

## 1.1930 wedgie

wedgie: [Fairchild] n. A bug. Prob. related to wedged.

## 1.1931 wedgitude

wedgitude: /wedj'i-t[y]ood/ n. The quality or state of being wedged.

## 1.1932 weeble

weeble: /weeb'l/ [Cambridge] interj. Used to denote frustration, usually at amazing stupidity. "I stuck the disk in upside down." "Weeble...." Compare gurfle.

## 1.1933 weeds

weeds: n. 1. Refers to development projects or algorithms that have no possible relevance or practical application. Comes from 'off in the weeds'. Used in phrases like "lexical analysis for microcode is serious weeds...." 2. At CDC/ETA before its demise, the phrase 'go off in the weeds' was equivalent to IBM's branch to Fishkill and mainstream hackerdom's jump off into never-never land.

## 1.1934 weenie

weenie: n. 1. [on BBSes] Any of a species of luser resembling a less amusing version of BIFF that infests many BBS systems. The typical weenie is a teenage boy with poor social skills travelling under a grandiose handle derived from fantasy or heavy-metal rock lyrics. Among sysops, 'the weenie problem' refers to the marginally literate and profanity-laden flamage weenies tend to spew all over a newly-discovered BBS. Compare spod, computer geek, terminal junkie. 2. [Among hackers] When used with a qualifier (for example, as in UNIX weenie, VMS weenie, IBM weenie) this can be either an insult or a term of praise, depending on context, tone of voice, and whether or not it is applied by a person who considers him or herself to be the same sort of weenie. Implies that the weenie has put a major investment of time, effort, and concentration into the area indicated; whether this is good or bad depends on the hearer's judgment of how the speaker feels about that area. See also bigot. 3. The semicolon character, ';' (ASCII 0111011).

## 1.1935 Weenix

Weenix: /wee'niks/ [ITS] n. A derogatory term for UNIX, derived from UNIX weenie. According to one noted ex-ITSer, it is "the operating system preferred by Unix Weenies: typified by poor modularity, poor reliability, hard file deletion, no file version numbers, case sensitivity everywhere, and users who believe that these are all advantages". Some ITS fans behave as though they believe UNIX stole a future that rightfully belonged to them.

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See ITS, sense 2.

## 1.1936 well-behaved

well-behaved: adj. 1. [primarily MS-DOS] Said of software conforming to system interface guidelines and standards. Well-behaved software uses the operating system to do chores such as keyboard input, allocating memory and drawing graphics. Oppose ill-behaved. 2. Software that does its job quietly and without counterintuitive effects. Esp. said of software having an interface spec sufficiently simple and well-defined that it can be used as a tool by other software. See cat.

## 1.1937 well-connected

well-connected: adj. Said of a computer installation, asserts that it has reliable email links with the network and/or that it relays a large fraction of available USENET newsgroups. 'Well-known' can be almost synonymous, but also implies that the site's name is familiar to many (due perhaps to an archive service or active USENET users).

## 1.1938 wetware

wetware: /wet'weir/ [prob. from the novels of Rudy Rucker] n.  
1. The human nervous system, as opposed to computer hardware or software. "Wetware has 7 plus or minus 2 temporary registers."  
2. Human beings (programmers, operators, administrators) attached to a computer system, as opposed to the system's hardware or software. See liveware, meatware.

## 1.1939 whack

whack: v. According to arch-hacker James Gosling, to "...modify a program with no idea whatsoever how it works." (See whacker.) It is actually possible to do this in nontrivial circumstances if the change is small and well-defined and you are very good at glarking things from context. As a trivial example, it is relatively easy to change all 'stderr' writes to 'stdout' writes in a piece of C filter code which remains otherwise mysterious.

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## 1.1940 whacker

whacker: [University of Maryland: from hacker] n. 1. A person, similar to a hacker, who enjoys exploring the details of programmable systems and how to stretch their capabilities. Whereas a hacker tends to produce great hacks, a whacker only ends up whacking the system or program in question. Whackers are often quite egotistical and eager to claim wizard status, regardless of the views of their peers. 2. A person who is good at programming quickly, though rather poorly and ineptly.

## 1.1941 whales

whales: n. See like kicking dead whales down the beach.

## 1.1942 whalesong

whalesong: n. The peculiar clicking and whooshing sounds made by a PEP modem such as the Telebit Trailblazer as it tries to synchronize with another PEP modem for their special high-speed mode. This sound isn't anything like the normal two-tone handshake between conventional modems and is instantly recognizable to anyone who has heard it more than once. It sounds, in fact, very much like whale songs. This noise is also called "the moose call" or "moose tones".

## 1.1943 What's a spline?

What's a spline?: [XEROX PARC] This phrase expands to: "You have just used a term that I've heard for a year and a half, and I feel I should know, but don't. My curiosity has finally overcome my guilt." The PARC lexicon adds "Moral: don't hesitate to ask questions, even if they seem obvious."

## 1.1944 wheel

wheel: [from slang 'big wheel' for a powerful person] n. A person who has an active wheel bit. "We need to find a wheel to unwedge the hung tape drives." (See wedged, sense 1.)

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## 1.1945 wheel bit

wheel bit: n. A privilege bit that allows the possessor to perform some restricted operation on a timesharing system, such as read or write any file on the system regardless of protections, change or look at any address in the running monitor, crash or reload the system, and kill or create jobs and user accounts. The term was invented on the TENEX operating system, and carried over to TOPS-20, XEROX-IFS, and others. The state of being in a privileged logon is sometimes called 'wheel mode'. This term entered the UNIX culture from TWENEX in the mid-1980s and has been gaining popularity there (esp. at university sites). See also root.

## 1.1946 wheel wars

wheel wars: [Stanford University] A period in larval stage during which student hackers hassle each other by attempting to log each other out of the system, delete each other's files, and otherwise wreak havoc, usually at the expense of the lesser users.

## 1.1947 White Book

White Book: n. 1. Syn. K&R. 2. Adobe's fourth book in the PostScript series, describing the previously-secret format of Type 1 fonts; "Adobe Type 1 Font Format, version 1.1", (Addison-Wesley, 1990, ISBN 0-201-57044-0). See also Red Book, Green Book, Blue Book.

## 1.1948 whizzy

whizzy: [Sun] adj. (alt. 'wizzy') Describes a cuspy program; one that is feature-rich and well presented.

## 1.1949 WIBNI

WIBNI: // [Bell Labs: Wouldn't It Be Nice If] n. What most requirements documents and specifications consist entirely of. Compare IWBNI.

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## 1.1950 widget

widget: n. 1. A meta-thing. Used to stand for a real object in didactic examples (especially database tutorials). Legend has it that the original widgets were holders for buggy whips. "But suppose the parts list for a widget has 52 entries...."  
2. [poss. evoking 'window gadget'] A user interface object in X graphical user interfaces.

## 1.1951 wiggles

wiggles: n. [scientific computation] In solving partial differential equations by finite difference and similar methods, wiggles are sawtooth (up-down-up-down) oscillations at the shortest wavelength representable on the grid. If an algorithm is unstable, this is often the most unstable waveform, so it grows to dominate the solution. Alternatively, stable (though inaccurate) wiggles can be generated near a discontinuity by a Gibbs phenomenon.

## 1.1952 WIMP environment

WIMP environment: n. [acronym: 'Window, Icon, Menu, Pointing device (or Pull-down menu)'] A graphical-user-interface environment such as X or the Macintosh interface, esp. as described by a hacker who prefers command-line interfaces for their superior flexibility and extensibility. However, it is also used without negative connotations; one must pay attention to voice tone and other signals to interpret correctly. See menuitis, user-obsequious.

## 1.1953 win

win: [MIT] 1. vi. To succeed. A program wins if no unexpected conditions arise, or (especially) if it sufficiently robust to take exceptions in stride. 2. n. Success, or a specific instance thereof. A pleasing outcome. "So it turned out I could use a lexer generator instead of hand-coding my own pattern recognizer. What a win!" Emphatic forms: 'moby win', 'super win', 'hyper-win' (often used interjectively as a reply). For some reason 'suitable win' is also common at MIT, usually in reference to a satisfactory solution to a problem. Oppose lose; see also big win, which isn't quite just an intensification of 'win'.

## 1.1954 win big

win big: vi. To experience serendipity. "I went shopping and won big; there was a 2-for-1 sale." See big win.

## 1.1955 win win

win win: interj. Expresses pleasure at a win.

## 1.1956 Winchester

Winchester:: n. Informal generic term for 'floating-head' magnetic-disk drives in which the read-write head planes over the disk surface on an air cushion. The name arose because the original 1973 engineering prototype for what later became the IBM 3340 featured two 30-megabyte volumes; 30--30 became 'Winchester' when somebody noticed the similarity to the common term for a famous Winchester rifle (in the latter, the first 30 referred to caliber and the second to the grain weight of the charge).

## 1.1957 window shopping

window shopping: [US Geological Survey] n. Among users of WIMP environments like X or the Macintosh, extended experimentation with new window colors, fonts, and icon shapes. This activity can take up hours of what might otherwise have been productive working time. "I spent the afternoon window shopping until I found the coolest shade of green for my active window borders --- now they perfectly match my medium slate blue background." Serious window shoppers will spend their days with bitmap editors, creating new and different icons and background patterns for all to see. Also: 'window dressing', the act of applying new fonts, colors, etc. See fritterware, compare macdink.

## 1.1958 Windoze

Windoze: /win'dohz/ n. See Microsloth Windows.

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## 1.1959 winged comments

winged comments: n. Comments set on the same line as code, as opposed to boxed comments. In C, for example:

```
d = sqrt(x*x + y*y); /* distance from origin */
```

Generally these refer only to the action(s) taken on that line.

## 1.1960 winkey

winkey: n. (alt. 'winkey face') See emoticon.

## 1.1961 winnage

winnage: /win'\*j/ n. The situation when a lossage is corrected, or when something is winning.

## 1.1962 winner

winner: 1. n. An unexpectedly good situation, program, programmer, or person. 2. 'real winner': Often sarcastic, but also used as high praise (see also the note under user). "He's a real winner --- never reports a bug till he can duplicate it and send in an example."

## 1.1963 winnitude

winnitude: /win'\*-t[y]ood/ n. The quality of winning (as opposed to winnage, which is the result of winning). "Guess what? They tweaked the microcode and now the LISP interpreter runs twice as fast as it used to." "That's really great! Boy, what winnitude!" "Yup. I'll probably get a half-hour's winnage on the next run of my program." Perhaps curiously, the obvious antonym 'lossitude' is rare.

## 1.1964 wired

wired: n. See hardwired.

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## 1.1965 wirehead

wirehead: /wi:r'hed/ n. [prob. from SF slang for an electrical-brain-stimulation addict] 1. A hardware hacker, especially one who concentrates on communications hardware. 2. An expert in local-area networks. A wirehead can be a network software wizard too, but will always have the ability to deal with network hardware, down to the smallest component. Wireheads are known for their ability to lash up an Ethernet terminator from spare resistors, for example.

## 1.1966 wirewater

wirewater: n. Syn. programming fluid. This melds the mainstream slang adjective 'wired' (stimulated, up, hyperactive) with 'firewater'; however, it refers to caffeinacious rather than alcoholic beverages.

## 1.1967 wish list

wish list: n. A list of desired features or bug fixes that probably won't get done for a long time, usually because the person responsible for the code is too busy or can't think of a clean way to do it. "OK, I'll add automatic filename completion to the wish list for the new interface." Compare tick-list features.

## 1.1968 within delta of

within delta of: adj. See delta.

## 1.1969 within epsilon of

within epsilon of: adj. See epsilon.

## 1.1970 wizard

wizard: n. 1. A person who knows how a complex piece of software or hardware works (that is, who groks it); esp. someone who can find and fix bugs quickly in an emergency. Someone is a hacker if he or she has general hacking ability, but is a wizard with respect to something only if he or she has specific detailed knowledge of that thing. A good hacker could become a wizard for something given the time to study it. 2. A person who is permitted to do things forbidden to ordinary people; one who has wheel privileges on a system. 3. A UNIX expert, esp. a UNIX systems programmer. This usage is well enough established that 'UNIX Wizard' is a recognized job title at some corporations and to most headhunters. See guru, lord high fixer. See also deep magic, heavy wizardry, incantation, magic, mutter, rain dance, voodoo programming, wave a dead chicken.

## 1.1971 Wizard Book

Wizard Book: n. Hal Abelson's, Jerry Sussman's and Julie Sussman's "Structure and Interpretation of Computer Programs" (MIT Press, 1984; ISBN 0-262-01077-1), an excellent computer science text used in introductory courses at MIT. So called because of the wizard on the jacket. One of the bibles of the LISP/Scheme world. Also, less commonly, known as the Purple Book.

## 1.1972 wizard mode

wizard mode: [from rogue] n. A special access mode of a program or system, usually passworded, that permits some users godlike privileges. Generally not used for operating systems themselves ('root mode' or 'wheel mode' would be used instead). This term is often used with respect to games that have editable state.

## 1.1973 wizardly

wizardly: adj. Pertaining to wizards. A wizardly feature is one that only a wizard could understand or use properly.

## 1.1974 womb box

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womb box: n. 1. [TMRC] Storage space for equipment. 2. [proposed]  
A variety of hard-shell equipment case with heavy interior padding  
and/or shaped carrier cutouts in a foam-rubber matrix; mundanely  
called a 'flight case'. Used for delicate test equipment,  
electronics, and musical instruments.

## 1.1975 WOMBAT

WOMBAT: [Waste Of Money, Brains, And Time] adj. Applied to problems  
which are both profoundly uninteresting in themselves and  
unlikely to benefit anyone interesting even if solved. Often used  
in fanciful constructions such as 'wrestling with a wombat'. See  
also crawling horror, SMOP. Also note the rather different  
usage as a metasyntactic variable in Commonwealth Hackish.

## 1.1976 wonky

wonky: /wong'kee/ [from Australian slang] adj. Yet another  
approximate synonym for broken. Specifically connotes a  
malfunction that produces behavior seen as crazy, humorous, or  
amusingly perverse. "That was the day the printer's font logic  
went wonky and everybody's listings came out in Tengwar." Also in  
'wonked out'. See funky, demented, bozotic.

## 1.1977 woofer

woofer: [University of Waterloo] n. Some varieties of wide paper  
for printers have a perforation 8.5 inches from the left margin  
that allows the excess on the right-hand side to be torn off when  
the print format is 80 columns or less wide. The right-hand excess  
may be called 'woofer'. This term (like tweeter) has been  
in use at Waterloo since 1972, but is elsewhere unknown. In audio  
jargon, the word refers to the bass speaker(s) on a hi-fi.

## 1.1978 workaround

workaround: n. 1. A temporary kluge used to bypass, mask, or  
otherwise avoid a bug or misfeature in some system.  
Theoretically, workarounds are always replaced by fixes; in  
practice, customers often find themselves living with workarounds  
for long periods of time. "The code died on NUL characters in the  
input, so I fixed it to interpret them as spaces." "That's not a  
fix, that's a workaround!" 2. A procedure to be employed by the

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user in order to do what some currently non-working feature should do. Hypothetical example: "Using META-F7 crashes the 4.43 build of Weemax, but as a workaround you can type CTRL-R, then SHIFT-F5, and delete the remaining cruft by hand."

## 1.1979 working as designed

working as designed: [IBM] adj. 1. In conformance to a wrong or inappropriate specification; useful, but misdesigned. 2. Frequently used as a sardonic comment on a program's utility. 3. Unfortunately also used as a bogus reason for not accepting a criticism or suggestion. At IBM, this sense is used in official documents! See BAD.

## 1.1980 worm

worm: [from 'tapeworm' in John Brunner's novel "The Shockwave Rider", via XEROX PARC] n. A program that propagates itself over a network, reproducing itself as it goes. Compare virus. Nowadays the term has negative connotations, as it is assumed that only crackers write worms. Perhaps the best-known example was Robert T. Morris's 'Internet Worm' of 1988, a 'benign' one that got out of control and hogged hundreds of Suns and VAXen across the U.S. See also cracker, RTM, Trojan horse, ice, and Great Worm, the.

## 1.1981 wound around the axle

wound around the axle: adj. In an infinite loop. Often used by older computer types.

## 1.1982 wrap around

wrap around: vi. (also n. 'wraparound' and v. shorthand 'wrap') 1. [techspeak] The action of a counter that starts over at zero or at 'minus infinity' (see infinity) after its maximum value has been reached, and continues incrementing, either because it is programmed to do so or because of an overflow (as when a car's odometer starts over at 0). 2. To change phase gradually and continuously by maintaining a steady wake-sleep cycle somewhat longer than 24 hours, e.g., living six long (28-hour) days in a week (or, equivalently, sleeping at the rate of 10 microhertz). This sense is also called phase-wrapping.

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### 1.1983 write-only code

write-only code: [a play on 'read-only memory'] n. Code so arcane, complex, or ill-structured that it cannot be modified or even comprehended by anyone but its author, and possibly not even by him/her. A Bad Thing.

### 1.1984 write-only language

write-only language: n. A language with syntax (or semantics) sufficiently dense and bizarre that any routine of significant size is automatically write-only code. A sobriquet applied occasionally to C and often to APL, though INTERCAL and TECO certainly deserve it more.

### 1.1985 write-only memory

write-only memory: n. The obvious antonym to 'read-only memory'. Out of frustration with the long and seemingly useless chain of approvals required of component specifications, during which no actual checking seemed to occur, an engineer at Signetics once created a specification for a write-only memory and included it with a bunch of other specifications to be approved. This inclusion came to the attention of Signetics management only when regular customers started calling and asking for pricing information. Signetics published a corrected edition of the data book and requested the return of the 'erroneous' ones. Later, around 1974, Signetics bought a double-page spread in "Electronics" magazine's April issue and used the spec as an April Fools' Day joke. Instead of the more conventional characteristic curves, the 25120 "fully encoded, 9046 x N, Random Access, write-only-memory" data sheet included diagrams of "bit capacity vs. Temp.", "Iff vs. Vff", "Number of pins remaining vs. number of socket insertions", and "AQL vs. selling price". The 25120 required a 6.3 VAC VFF supply, a +10V VCC, and VDD of 0V, +/- 2%.

### 1.1986 Wrong Thing

Wrong Thing: n. A design, action, or decision that is clearly incorrect or inappropriate. Often capitalized; always emphasized in speech as if capitalized. The opposite of the Right Thing; more generally, anything that is not the Right Thing. In cases where 'the good is the enemy of the best', the merely good --- although good --- is nevertheless the Wrong Thing. "In C, the default is for module-level declarations to be visible everywhere, rather than just within the module. This is clearly the Wrong

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Thing."

## 1.1987 wugga wugga

wugga wugga: /wuh'g\* wuh'g\*/ n. Imaginary sound that a computer program makes as it labors with a tedious or difficult task. Compare cruncha cruncha cruncha, grind (sense 4).

## 1.1988 wumpus

wumpus: /wuhm'p\*s/ n. The central monster (and, in many versions, the name) of a famous family of very early computer games called "Hunt The Wumpus", dating back at least to 1972 (several years before ADVENT) on the Dartmouth Time-Sharing System. The wumpus lived somewhere in a cave with the topology of an dodecahedron's edge/vertex graph (later versions supported other topologies, including an icosahedron and M"obius strip). The player started somewhere at random in the cave with five 'crooked arrows'; these could be shot through up to three connected rooms, and would kill the wumpus on a hit (later versions introduced the wounded wumpus, which got very angry). Unfortunately for players, the movement necessary to map the maze was made hazardous not merely by the wumpus (which would eat you if you stepped on him) but also by bottomless pits and colonies of super bats that would pick you up and drop you at a random location (later versions added 'anaerobic termites' that ate arrows, bat migrations, and earthquakes that randomly changed pit locations).

This game appears to have been the first to use a non-random graph-structured map (as opposed to a rectangular grid like the even older Star Trek games). In this respect, as in the dungeon-like setting and its terse, amusing messages, it prefigured ADVENT and Zork and was directly ancestral to both (Zork acknowledged this heritage by including a super-bat colony). Today, a port is distributed with SunOS and as freeware for the Mac. A C emulation of the original Basic game is in circulation as freeware on the net.

## 1.1989 WYSIAYG

WYSIAYG: /wiz'ee-ayg/ adj. Describes a user interface under which "What You See Is \*All\* You Get"; an unhappy variant of WYSIWYG. Visual, 'point-and-shoot'-style interfaces tend to have easy initial learning curves, but also to lack depth; they often frustrate advanced users who would be better served by a command-style interface. When this happens, the frustrated user has a WYSIAYG problem. This term is most often used of editors,

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word processors, and document formatting programs. WYSIWYG 'desktop publishing' programs, for example, are a clear win for creating small documents with lots of fonts and graphics in them, especially things like newsletters and presentation slides. When typesetting book-length manuscripts, on the other hand, scale changes the nature of the task; one quickly runs into WYSIAYG limitations, and the increased power and flexibility of a command-driven formatter like TeX or UNIX's troff becomes not just desirable but a necessity. Compare YAFIYGI.

## 1.1990 WYSIWYG

WYSIWYG: /wiz'ee-wig/ adj. Describes a user interface under which "What You See Is What You Get", as opposed to one that uses more-or-less obscure commands that do not result in immediate visual feedback. True WYSIWYG in environments supporting multiple fonts or graphics is a rarely-attained ideal; there are variants of this term to express real-world manifestations including WYSIAWYG (What You See Is \*Almost\* What You Get) and WYSIMOLWYG (What You See Is More or Less What You Get). All these can be mildly derogatory, as they are often used to refer to dumbed-down user-friendly interfaces targeted at non-programmers; a hacker has no fear of obscure commands (compare WYSIAYG). On the other hand, EMACS was one of the very first WYSIWYG editors, replacing (actually, at first overlaying) the extremely obscure, command-based TECO. See also WIMP environment. [Oddly enough, WYSIWYG has already made it into the OED, in lower case yet. --- ESR]

## 1.1991 X

X: /X/ n. 1. Used in various speech and writing contexts (also in lowercase) in roughly its algebraic sense of 'unknown within a set defined by context' (compare N). Thus, the abbreviation 680x0 stands for 68000, 68010, 68020, 68030, or 68040, and 80x86 stands for 80186, 80286 80386 or 80486 (note that a UNIX hacker might write these as 680[0-4]0 and 80[1-4]86 or 680?0 and 80?86 respectively; see glob). 2. [after the name of an earlier window system called 'W'] An over-sized, over-featured, over-engineered and incredibly over-complicated window system developed at MIT and widely used on UNIX systems.

## 1.1992 XEROX PARC

XEROX PARC: /zee'roks park'/ The famed Palo Alto Research Center. For more than a decade, from the early 1970s into the mid-1980s, PARC yielded an astonishing volume of groundbreaking

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hardware and software innovations. The modern mice, windows, and icons style of software interface was invented there. So was the laser printer and the local-area network; and PARC's series of D machines anticipated the powerful personal computers of the 1980s by a decade. Sadly, the prophets at PARC were without honor in their own company, so much so that it became a standard joke to describe PARC as a place that specialized in developing brilliant ideas for everyone else.

The stunning shortsightedness and obtusity of XEROX's top-level suits has been well anatomized in "Fumbling The Future: How XEROX Invented, Then Ignored, the First Personal Computer" by Douglas K. Smith and Robert C. Alexander (William Morrow & Co., 1988, ISBN 0-688-09511-9).

## 1.1993 XOFF

XOFF: /X-of/ n. Syn. control-S.

## 1.1994 XON

XON: /X-on/ n. Syn. control-Q.

## 1.1995 xor

xor: /X'or/, /kzor/ conj. Exclusive or. 'A xor B' means 'A or B, but not both'. "I want to get cherry pie xor a banana split." This derives from the technical use of the term as a function on truth-values that is true if exactly one of its two arguments is true.

## 1.1996 xref

xref: /X'ref/ vt., n. Hackish standard abbreviation for 'cross-reference'.

## 1.1997 XXX

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XXX: /X-X-X/ n. A marker that attention is needed.  
Commonly used in program comments to indicate areas that are kluged up or need to be. Some hackers liken 'XXX' to the notional heavy-porn movie rating. Compare FIXME.

## 1.1998 xyzzz

xyzzz: /X-Y-Z-Z-Y/, /X-Y-ziz'ee/, /ziz'ee/, or /ik-ziz'ee/  
[from the ADVENT game] adj. The canonical 'magic word'.  
This comes from ADVENT, in which the idea is to explore an underground cave with many rooms and to collect the treasures you find there. If you type 'xyzzz' at the appropriate time, you can move instantly between two otherwise distant points. If, therefore, you encounter some bit of magic, you might remark on this quite succinctly by saying simply "Xyzzz!" "Ordinarily you can't look at someone else's screen if he has protected it, but if you type quadruple-bucky-clear the system will let you do it anyway." "Xyzzz!" Xyzzz has actually been implemented as an undocumented no-op command on several OSes; in Data General's AOS/VS, for example, it would typically respond "Nothing happens", just as ADVENT did if the magic was invoked at the wrong spot or before a player had performed the action that enabled the word. In more recent 32-bit versions, by the way, AOS/VS responds "Twice as much happens". See also plugh.

## 1.1999 YA-

YA-: [Yet Another] abbrev. In hackish acronyms this almost invariably expands to Yet Another, following the precedent set by UNIX 'yacc(1)' (Yet Another Compiler-Compiler). See YABA.

## 1.2000 YABA

YABA: /ya'b\*/ [Cambridge] n. Yet Another Bloody Acronym.  
Whenever some program is being named, someone invariably suggests that it be given a name that is acronymic. The response from those with a trace of originality is to remark ironically that the proposed name would then be 'YABA-compatible'. Also used in response to questions like "What is WYSIWYG?" See also TLA.

## 1.2001 YAFIYGI

YAFIYGI: /yaf'ee-y\*-gee/ adj. [coined in response to WYSIWYG]  
Describes the command-oriented ed/vi/nroff/TeX style of word processing or other user interface, the opposite of WYSIWYG. Stands for "You asked for it, you got it", because what you actually asked for is often not apparent until long after it is too late to do anything about it. Used to denote perversity ("Real Programmers use YAFIYGI tools...and \*like\* it!") or, less often, a necessary tradeoff ("Only a YAFIYGI tool can have full programmable flexibility in its interface.").

This precise sense of "You asked for it, you got it" seems to have first appeared in Ed Post's classic parody "Real Programmers don't use Pascal"; the acronym is a more recent (as of 1993) invention.

## 1.2002 YAUN

YAUN: /yawn/ [Acronym for 'Yet Another UNIX Nerd'] n. Reported from the San Diego Computer Society (predominantly a microcomputer users' group) as a good-natured punning insult aimed at UNIX zealots.

## 1.2003 Yellow Book

Yellow Book: [proposed] n. The print version of this Jargon File; "The New Hacker's Dictionary", MIT Press, 1991 (ISBN 0-262-68069-6). Includes all the material in the 2.9.6 version of the File, plus a Foreword by Guy L. Steele Jr. and a Preface by Eric S. Raymond. Most importantly, the book version is nicely typeset and includes almost all of the infamous Crunchly cartoons by the Great Quux, each attached to an appropriate entry.

## 1.2004 yellow wire

yellow wire: [IBM] n. Repair wires used when connectors (especially ribbon connectors) got broken due to some schlemiel pinching them, or to reconnect cut traces after the FE mistakenly cut one. Compare blue wire, purple wire, red wire.

## 1.2005 Yet Another

Yet Another: adj. [From UNIX's 'yacc(1)', 'Yet Another Compiler-Compiler', a LALR parser generator] 1. Of your own work: A humorous allusion often used in titles to acknowledge that the topic is not original, though the content is. As in 'Yet Another AI Group' or 'Yet Another Simulated Annealing Algorithm'. 2. Of others' work: Describes something of which there are already far too many. See also YA-, YABA, YAUN.

## 1.2006 YKYBHTLW

YKYBHTLW: // Abbreviation of 'You know you've been hacking too long when...', which became established on the USENET group alt.folklore.computers during extended discussion of the indicated entry in the Jargon File.

## 1.2007 You are not expected to understand this

You are not expected to understand this: [UNIX] cav. The canonical comment describing something magic or too complicated to bother explaining properly. From an infamous comment in the context-switching code of the V6 UNIX kernel.

## 1.2008 You know you've been hacking too long when...

You know you've been hacking too long when...: The set-up line for a genre of one-liners told by hackers about themselves. These include the following:

- \* not only do you check your email more often than your paper mail, but you remember your network address faster than your postal one.
- \* your SO kisses you on the neck and the first thing you think is "Uh, oh, priority interrupt."
- \* you go to balance your checkbook and discover that you're doing it in octal.
- \* your computers have a higher street value than your car.
- \* in your universe, 'round numbers' are powers of 2, not 10.
- \* more than once, you have woken up recalling a dream in some programming language.
- \* you realize you have never seen half of your best friends.

[An early version of this entry said "All but one of these have been reliably reported as hacker traits (some of them quite often). Even hackers may have trouble spotting the ringer." The

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ringer was balancing one's checkbook in octal, which I made up out of whole cloth. Although more respondents picked that one out as fiction than any of the others, I also received multiple independent reports of its actually happening, most famously to Grace Hopper while she was working with BINAC in 1949. --- ESR]

## 1.2009 Your mileage may vary

Your mileage may vary: [from the standard disclaimer attached to EPA mileage ratings by American car manufacturers] cav. 1. A ritual warning often found in UNIX freeware distributions. Translates roughly as "Hey, I tried to write this portably, but who \*knows\* what'll happen on your system?" 2. More generally, a qualifier attached to advice. "I find that sending flowers works well, but your mileage may vary."

## 1.2010 Yow!

Yow!: /yow/ [from "Zippy the Pinhead" comix] interj. A favored hacker expression of humorous surprise or emphasis. "Yow! Check out what happens when you twiddle the foo option on this display hack!" Compare gurgle.

## 1.2011 yoyo mode

yoyo mode: n. The state in which the system is said to be when it rapidly alternates several times between being up and being down. Interestingly (and perhaps not by coincidence), many hardware vendors give out free yoyos at Usenix exhibits.

Sun Microsystems gave out logoized yoyos at SIGPLAN '88. Tourists staying at one of Atlanta's most respectable hotels were subsequently treated to the sight of 200 of the country's top computer scientists testing yo-yo algorithms in the lobby.

## 1.2012 Yu-Shiang Whole Fish

Yu-Shiang Whole Fish: /yoo-shyang hohl fish/ n. obs. The character gamma (extended SAIL ASCII 0001001), which with a loop in its tail looks like a little fish swimming down the page. The term is actually the name of a Chinese dish in which a fish is cooked whole (not parsed) and covered with Yu-Shiang (or Yu-Hsiang) sauce. Usage: primarily by people on the MIT LISP Machine, which

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could display this character on the screen. Tends to elicit incredulity from people who hear about it second-hand.

## 1.2013 zap

zap: 1. n. Spiciness. 2. vt. To make food spicy. 3. vt. To make someone 'suffer' by making his food spicy. (Most hackers love spicy food. Hot-and-sour soup is considered wimpy unless it makes you wipe your nose for the rest of the meal.) See zapped. 4. vt. To modify, usually to correct; esp. used when the action is performed with a debugger or binary patching tool. Also implies surgical precision. "Zap the debug level to 6 and run it again." In the IBM mainframe world, binary patches are applied to programs or to the OS with a program called 'superzap', whose file name is 'IMASPZAP' (possibly contrived from I M A SuPerZAP). 5. vt. To erase or reset. 6. To fry a chip with static electricity. "Uh oh --- I think that lightning strike may have zapped the disk controller."

## 1.2014 zapped

zapped: adj. Spicy. This term is used to distinguish between food that is hot (in temperature) and food that is \*spicy\*-hot. For example, the Chinese appetizer Bon Bon Chicken is a kind of chicken salad that is cold but zapped; by contrast, vanilla wonton soup is hot but not zapped. See also oriental food, laser chicken. See zap, senses 1 and 2.

## 1.2015 zen

zen: vt. To figure out something by meditation or by a sudden flash of enlightenment. Originally applied to bugs, but occasionally applied to problems of life in general. "How'd you figure out the buffer allocation problem?" "Oh, I zenned it." Contrast grok, which connotes a time-extended version of zenning a system. Compare hack mode. See also guru.

## 1.2016 zero

zero: vt. 1. To set to 0. Usually said of small pieces of data, such as bits or words (esp. in the construction 'zero out'). 2. To erase; to discard all data from. Said of disks and directories, where 'zeroing' need not involve actually writing zeroes throughout

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the area being zeroed. One may speak of something being 'logically zeroed' rather than being 'physically zeroed'. See scribble.

## 1.2017 zero-content

zero-content: adj. Syn. content-free.

## 1.2018 zeroth

zeroth: /zee'rohth/ adj. First. Among software designers, comes from C's and LISP's 0-based indexing of arrays. Hardware people also tend to start counting at 0 instead of 1; this is natural since, e.g., the 256 states of 8 bits correspond to the binary numbers 0, 1, ..., 255 and the digital devices known as 'counters' count in this way.

Hackers and computer scientists often like to call the first chapter of a publication 'chapter 0', especially if it is of an introductory nature (one of the classic instances was in the First Edition of K&R). In recent years this trait has also been observed among many pure mathematicians (who have an independent tradition of numbering from 0). Zero-based numbering tends to reduce fencepost errors, though it cannot eliminate them entirely.

## 1.2019 zigamorph

zigamorph: /zig'\*-morf/ n. 1. Hex FF (11111111) when used as a delimiter or fence character. Usage: primarily at IBM shops. 2. [proposed] n. The Unicode non-character +UFFFF (1111111111111111), a character code which is not assigned to any character, and so is usable as end-of-string. (Unicode (a subset of ISO 10646) is a 16-bit character code intended to cover all of the world's writing systems, including Roman, Greek, Cyrillic, Chinese, hiragana, katakana, Devanagari, Easter Island 'rongo-rongo', and even Elvish.)

## 1.2020 zip

zip: [primarily MS-DOS] vt. To create a compressed archive from a group of files using PKWare's PKZIP or a compatible archiver. Its use is spreading now that portable implementations of the algorithm

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have been written. Commonly used as follows: "I'll zip it up and send it to you." See tar and feather.

## 1.2021 zipperhead

zipperhead: [IBM] n. A person with a closed mind.

## 1.2022 zombie

zombie: [UNIX] n. A process that has died but has not yet relinquished its process table slot (because the parent process hasn't executed a 'wait(2)' for it yet). These can be seen in 'ps(1)' listings occasionally. Compare orphan.

## 1.2023 zorch

zorch: /zorch/ 1. [TMRC] v. To attack with an inverse heat sink. 2. [TMRC] v. To travel, with v approaching c [that is, with velocity approaching lightspeed --- ESR]. 3. [MIT] v. To propel something very quickly. "The new comm software is very fast; it really zorches files through the network." 4. [MIT] n. Influence. Brownie points. Good karma. The intangible and fuzzy currency in which favors are measured. "I'd rather not ask him for that just yet; I think I've used up my quota of zorch with him for the week." 5. [MIT] n. Energy, drive, or ability. "I think I'll punt that change for now; I've been up for 30 hours and I've run out of zorch." 6. [MIT] v. To flunk an exam or course.

## 1.2024 Zork

Zork: /zork/ n. The second of the great early experiments in computer fantasy gaming; see ADVENT. Originally written on MIT-DM during the late 1970s, later distributed with BSD UNIX (as a patched, sourceless RT-11 FORTRAN binary; see retrocomputing) and commercialized as 'The Zork Trilogy' by Infocom. The FORTRAN source was later rewritten for portability and released to USENET under the name "Dungeon". Both FORTRAN "Dungeon" and translated C versions are available at many FTP sites.

## 1.2025 zorkmid

zorkmid: /zork'mid/ n. The canonical unit of currency in hacker-written games. This originated in zork but has spread to nethack and is referred to in several other games.

## 1.2026 'Snooze

'Snooze: /snooz/ [FidoNet] n. Fidonews, the weekly official on-line newsletter of FidoNet. As the editorial policy of Fidonews is "anything that arrives, we print", there are often large articles completely unrelated to FidoNet, which in turn tend to elicit flamage in subsequent issues.

## 1.2027 (TM)

(TM): // [USENET] ASCII rendition of the trademark-superscript symbol appended to phrases that the author feels should be recorded for posterity, perhaps in future editions of this lexicon. Sometimes used ironically as a form of protest against the recent spate of software and algorithm patents and 'look and feel' lawsuits. See also UN\*X.

## 1.2028 -oid

-oid: [from 'android'] suff. 1. Used as in mainstream English to indicate a poor imitation, a counterfeit, or some otherwise slightly bogus resemblance. Hackers will happily use it with all sorts of non-Greco/Latin stem words that wouldn't keep company with it in mainstream English. For example, "He's a nerdoid" means that he superficially resembles a nerd but can't make the grade; a 'modemoid' might be a 300-baud box (Real Modems run at 9600 or up); a 'computeroid' might be any bitty box. The word 'keyboid' could be used to describe a chiclet keyboard, but would have to be written; spoken, it would confuse the listener as to the speaker's city of origin. 2. More specifically, an indicator for 'resembling an android' which in the past has been confined to science-fiction fans and hackers. It too has recently (in 1991) started to go mainstream (most notably in the term 'trendoid' for victims of terminal hipness). This is probably traceable to the popularization of the term droid in "Star Wars" and its sequels.

Coinages in both forms have been common in science fiction for at least fifty years, and hackers (who are often SF fans) have probably been making '-oid' jargon for almost that long

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[though GLS and I can personally confirm only that they were already common in the mid-1970s --- ESR].

## 1.2029 -ware

-ware: [from 'software'] suff. Commonly used to form jargon terms for classes of software. For examples, see careware, crippleware, crudware, freeware, fritterware, guiltware, liveware, meatware, payware, psychedellicware, shareware, shelfware, vaporware, wetware.

## 1.2030 /dev/null

/dev/null: /dev-nuhl/ [from the UNIX null device, used as a data sink] n. A notional 'black hole' in any information space being discussed, used, or referred to. A controversial posting, for example, might end "Kudos to raspustin@kremlin.org, flames to /dev/null". See bit bucket.

## 1.2031 0

0: Numeric zero, as opposed to the letter 'O' (the 15th letter of the English alphabet). In their unmodified forms they look a lot alike, and various kluges invented to make them visually distinct have compounded the confusion. If your zero is center-dotted and letter-O is not, or if letter-O looks almost rectangular but zero looks more like an American football stood on end (or the reverse), you're probably looking at a modern character display (though the dotted zero seems to have originated as an option on IBM 3270 controllers). If your zero is slashed but letter-O is not, you're probably looking at an old-style ASCII graphic set descended from the default typewheel on the venerable ASR-33 Teletype (Scandinavians, for whom slashed-O is a letter, curse this arrangement). If letter-O has a slash across it and the zero does not, your display is tuned for a very old convention used at IBM and a few other early mainframe makers (Scandinavians curse \*this\* arrangement even more, because it means two of their letters collide). Some Burroughs/Unisys equipment displays a zero with a \*reversed\* slash. And yet another convention common on early line printers left zero unornamented but added a tail or hook to the letter-O so that it resembled an inverted Q or cursive capital letter-O. Are we sufficiently confused yet?

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## 1.2032 1TBS

1TBS: // n. The "One True Brace Style"; see indent style.

## 1.2033 120 reset

120 reset: /wuhn-twen'tee ree'set/ [from 120 volts, U.S. wall voltage] n. To cycle power on a machine in order to reset or unjam it. Compare Big Red Switch, power cycle.

## 1.2034 2

2: infix. In translation software written by hackers, infix 2 often represents the syllable \*to\* with the connotation 'translate to': as in dvi2ps (DVI to PostScript), int2string (integer to string), and texi2roff (Texinfo to [nt]roff).

## 1.2035 @-party

n. (alt. '@-sign party' /at'si:n par'tee/) A semi-closed party thrown for hackers at a science-fiction convention (esp. the annual Worldcon); one must have a network address to get in, or at least be in company with someone who does. One of the most reliable opportunities for hackers to meet face to face with people who might otherwise be represented by mere phosphor dots on their screens. Compare boink.

## 1.2036 @Begin

## 1.2037 \begin

\begin: // [from the LaTeX command] With \end, used humorously in writing to indicate a context or to remark on the surrounded text. For example:

```
\beginflame
Predicate logic is the only good programming
language. Anyone who would use anything else
is an idiot. Also, all computers should be
tredecimal instead of binary.
\endflame
```

The Scribe users at CMU and elsewhere used to use @Begin/@End in an identical way (LaTeX was built to resemble Scribe). On USENET, this construct would more frequently be rendered as '<FLAME ON>' and '<FLAME OFF>', or '#ifdef FLAME' and '#endif FLAME'.

## 1.2038 (Lexicon Entries End Here)

(Lexicon Entries End Here):

## 1.2039 G"odel, Escher, Bach

G"odel, Escher, Bach: An Eternal Golden Braid:  
Douglas Hofstadter  
Basic Books, 1979  
ISBN 0-394-74502-7

This book reads like an intellectual Grand Tour of hacker preoccupations. Music, mathematical logic, programming, speculations on the nature of intelligence, biology, and Zen are woven into a brilliant tapestry themed on the concept of encoded self-reference. The perfect left-brain companion to "Illuminatus".

## 1.2040 Illuminatus!

Illuminatus!:  
I. "The Eye in the Pyramid"  
II. "The Golden Apple"  
III. "Leviathan".  
Robert Shea and Robert Anton Wilson  
Dell, 1988  
ISBN 0-440-53981-1

This work of alleged fiction is an incredible berserko-surrealist rollercoaster of world-girdling conspiracies, intelligent dolphins, the fall of Atlantis, who really killed JFK, sex, drugs, rock'n'roll, and the Cosmic Giggle Factor. First published in three volumes, but there is now a one-volume trade paperback, carried by most chain bookstores under SF. The perfect right-brain companion to Hofstadter's "G"odel, Escher, Bach". See Eris, Discordianism, random numbers, Church of the SubGenius.

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## 1.2041 The Hitchhiker's Guide to the Galaxy

The Hitchhiker's Guide to the Galaxy:

Douglas Adams

Pocket Books, 1981

ISBN 0-671-46149-4

This 'Monty Python in Space' spoof of SF genre traditions has been popular among hackers ever since the original British radio show. Read it if only to learn about Vogons (see bogon) and the significance of the number 42 (see random numbers) --- and why the winningest chess program of 1990 was called 'Deep Thought'.

## 1.2042 The Tao of Programming

The Tao of Programming:

James Geoffrey

Infobooks, 1987

ISBN 0-931137-07-1

This gentle, funny spoof of the "Tao Te Ching" contains much that is illuminating about the hacker way of thought. "When you have learned to snatch the error code from the trap frame, it will be time for you to leave."

## 1.2043 Hackers

Hackers:

Steven Levy

Anchor/Doubleday 1984

ISBN 0-385-19195-2

Levy's book is at its best in describing the early MIT hackers at the Model Railroad Club and the early days of the microcomputer revolution. He never understood UNIX or the networks, though, and his enshrinement of Richard Stallman as "the last true hacker" turns out (thankfully) to have been quite misleading. Numerous minor factual errors also mar the text; for example, Levy's claim that the original Jargon File derived from the TMRC Dictionary (the File originated at Stanford and was brought to MIT in 1976; the co-authors of the first edition had never seen the dictionary in question). There are also numerous misspellings in the book that inflame the passions of old-timers; as Dan Murphy, the author of TECO, once said: "You would have thought he'd take the trouble to spell the name of a winning editor right." Nevertheless, this remains a useful and stimulating book that captures the feel of several important hackish subcultures.

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## 1.2044 The Devil's DP Dictionary

The Devil's DP Dictionary:  
Stan Kelly-Bootle  
McGraw-Hill, 1981  
ISBN 0-07-034022-6

This pastiche of Ambrose Bierce's famous work is similar in format to the Jargon File (and quotes several entries from jargon-1) but somewhat different in tone and intent. It is more satirical and less anthropological, and is largely a product of the author's literate and quirky imagination. For example, it defines 'computer science' as "a study akin to numerology and astrology, but lacking the precision of the former and the success of the latter" and "the boring art of coping with a large number of trivialities."

## 1.2045 The Devouring Fungus

The Devouring Fungus: Tales from the Computer Age:  
Karla Jennings  
Norton, 1990  
ISBN 0-393-30732-8

The author of this pioneering compendium knits together a great deal of computer- and hacker-related folklore with good writing and a few well-chosen cartoons. She has a keen eye for the human aspects of the lore and is very good at illuminating the psychology and evolution of hackerdom. Unfortunately, a number of small errors and awkwardnesses suggest that she didn't have the final manuscript checked over by a native speaker; the glossary in the back is particularly embarrassing, and at least one classic tale (the Magic Switch story, retold here under A Story About 'Magic' in appendix A) is given in incomplete and badly mangled form. Nevertheless, this book is a win overall and can be enjoyed by hacker and non-hacker alike.

## 1.2046 The Soul of a New Machine

The Soul of a New Machine:  
Tracy Kidder  
Little, Brown, 1981  
(paperback: Avon, 1982  
ISBN 0-380-59931-7)

This book (a 1982 Pulitzer Prize winner) documents the adventure of the design of a new Data General computer, the MV-8000 Eagle. It is an amazingly well-done portrait of the hacker mindset --- although largely the hardware hacker --- done by a complete outsider. It is a bit thin in spots, but with enough technical information to be entertaining to

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the serious hacker while providing non-technical people a view of what day-to-day life can be like --- the fun, the excitement, the disasters. During one period, when the microcode and logic were glitching at the nanosecond level, one of the overworked engineers departed the company, leaving behind a note on his terminal as his letter of resignation: "I am going to a commune in Vermont and will deal with no unit of time shorter than a season."

## 1.2047 Life with UNIX

Life with UNIX: a Guide for Everyone:  
Don Libes and Sandy Ressler  
Prentice-Hall, 1989  
ISBN 0-13-536657-7

The authors of this book set out to tell you all the things about UNIX that tutorials and technical books won't. The result is gossipy, funny, opinionated, downright weird in spots, and invaluable. Along the way they expose you to enough of UNIX's history, folklore and humor to qualify as a first-class source for these things. Because so much of today's hackerdom is involved with UNIX, this in turn illuminates many of its in-jokes and preoccupations.

## 1.2048 True Names ... and Other Dangers

True Names ... and Other Dangers:  
Vernor Vinge  
Baen Books, 1987  
ISBN 0-671-65363-6

Hacker demigod Richard Stallman believes the title story of this book "expresses the spirit of hacking best". This may well be true; it's certainly difficult to recall a better job. The other stories in this collection are also fine work by an author who is perhaps one of today's very best practitioners of hard SF.

## 1.2049 Cyberpunk

Cyberpunk: Outlaws and Hackers on the Computer Frontier:  
Katie Hafner & John Markoff  
Simon & Schuster 1991  
ISBN 0-671-68322-5

This book gathers narratives about the careers of three notorious

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crackers into a clear-eyed but sympathetic portrait of hackerdom's dark side. The principals are Kevin Mitnick, "Pengo" and "Hagbard" of the Chaos Computer Club, and Robert T. Morris (see RTM, sense 2) . Markoff and Hafner focus as much on their psychologies and motivations as on the details of their exploits, but don't slight the latter. The result is a balanced and fascinating account, particularly useful when read immediately before or after Cliff Stoll's *The Cuckoo's Egg*. It is especially instructive to compare RTM, a true hacker who blundered, with the sociopathic phone-freak Mitnick and the alienated, drug-addled crackers who made the Chaos Club notorious. The gulf between wizard and wannabee has seldom been made more obvious.

## 1.2050 Technobabble

Technobabble:  
John Barry  
MIT Press 1991  
ISBN 0-262-02333-4

Barry's book takes a critical and humorous look at the 'technobabble' of acronyms, neologisms, hyperbole, and metaphor spawned by the computer industry. Though he discusses some of the same mechanisms of jargon formation that occur in hackish, most of what he chronicles is actually suit-speak --- the obfuscatory language of press releases, marketroids, and Silicon Valley CEOs rather than the playful jargon of hackers (most of whom wouldn't be caught dead uttering the kind of pompous, passive-voiced word salad he deplores).

## 1.2051 The Cuckoo's Egg

The Cuckoo's Egg:  
Clifford Stoll  
Doubleday 1989  
ISBN 0-385-24946-2

Clifford Stoll's absorbing tale of how he tracked Markus Hess and the Chaos Club cracking ring nicely illustrates the difference between 'hacker' and 'cracker'. Stoll's portrait of himself, his lady Martha, and his friends at Berkeley and on the Internet paints a marvelously vivid picture of how hackers and the people around them like to live and how they think.

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