

English

A* search

accuracy

/ˈækjʊrəsi/

addition rule

/əˈdɪʃn ruːl/

addressing mode

/əˈdresɪŋ məʊd/

adjacency list

/əˈdʒeɪsənsɪ list/

adjacency matrix

algorithm design and
analysis

aliases

aliasing

/ˈeɪliəsɪŋ/

ALU

/ˌeɪ el ˈjuː/

ambiguity

/ˌæmbɪˈɡjuːɪti/

application

argument

/ˈɑːɡjuːmənt/

array

/əˈreɪ/

artificial intelligence and
machine learning

ASCII

/ˈæski/

assembler

/əˈseɪblə/

asymmetric

/ˌeɪsɪˈmetrɪk/

atomicity

English

authentication

/ɔːθentiˈkeɪʃn/

authorisation

/ˌɔːθəraɪˈzeɪʃn/

average memory access time

B-tree

backward chaining

base case

/beɪs keɪs/

Bayes’ theorem

Bayesian network

BFS

Big-O

/bɪɡ əv/

Big-Θ

bijjective

binary search

/ˈbʌnəri sɜːtʃ/

binary search tree

/ˈbʌnəri sɜːtʃ triː/

block offset

blocked

/blɒkt/

Boyce-Codd

branching model

breadth-first

/bredθ fɜːst/

byte-addressable

cache

/kæʃ/

cardinality

/ˌkɑːdɪˈnælɪti/

English
chaining
‎/ˈtʃeɪnɪŋ/‎
class
‎/klæs/‎
Class attributes
clustering
cohesion
‎/kəʊˈhiːʒn/‎
collision
‎/kəˈlɪʒn/‎
combination
‎/ˌkɒmbɪˈneɪʃn/‎
composition
‎/ˌkɒmpəˈzɪʃn/‎
computer architecture
computer networks
conditional probability
‎/kənˈdɪʃənl ˌprəbəˈbɪlɪti/‎
confusion matrix
consistency
context switch
‎/ˈkɒntɛkst swɪtʃ/‎
context-free grammars
context-free languages
contradiction
‎/ˌkɒntrəˈdɪkʃn/‎
contraposition
control
‎/kənˈtrəɔl/‎
controller
coupling
CPI

English
CRC
cuts
data governance
data structures and algorithms
databases
‎/ˈdeɪtəbeɪsɪz/‎
datapath
debugging
‎/ˈdiːbʌɡɪŋ/‎
decision boundary
decomposition
‎/ˌdiːkɒmpəˈzɪʃn/‎
delete anomaly
dependency order
dependency rule
depth-first
‎/dɛpθ fɜːst/‎
derivation
deterministic finite automaton
DFS
diagonalisation
‎/daɪˌæɡənəlaɪˈzeɪʃn/‎
dictionary
‎/ˈdɪkʃənəri/‎
direct proof
direct-mapped cache
discrete mathematics
distributed system

English
DMA
DNS
<i>/ˌdiː en ˈes/</i>
DP table
duck typing
durability
dynamic dispatch
dynamic programming
encapsulated
encapsulation
<i>/ɪnˌkæpsjəˈleɪʃn/</i>
entity
<i>/'entɪti/</i>
equality
<i>/iːˈkwɒləti/</i>
equivalence relation
<i>/ɪˈkwɪvələns rɪˈleɪʃn/</i>
error disparity
evicts
exceptions
exchange argument
FCFS
fetch-decode-execute cycle
file
<i>/faɪl/</i>
foreign key
<i>/'fɔrən kiː/</i>
forward chaining
forwarding

English
fragile base class
full adder
<i>/fʊl ˈædə/</i>
function
<i>/'fʌŋkʃn/</i>
functional dependency
functional requirement
Gantt chart
<i>/gænt tʃɑːt/</i>
gradient descent
<i>/'greɪdɪənt dɪ'sent/</i>
greedy algorithm
half adder
<i>/hɑːf ˈædə/</i>
halting problem
handshake lemma
happens-before
hash function
<i>/hæʃ ˈfʌŋkʃn/</i>
heap
<i>/hiːp/</i>
heuristic
<i>/hjuːˈrɪstɪk/</i>
HTTP
<i>/ˌeɪtʃ tiː ˈpiː/</i>
idempotence
identity
<i>/aɪˈdentɪti/</i>
IEEE-754
inclusion–exclusion
index
<i>/'ɪndeks/</i>
induction hypothesis

English
logistic regression
longest prefix match
loss surface
MAC
 /mæk/
MAC address
 /mæk əˈdrɛs/
memory hierarchy
merge conflicts
merge sort
 /mɜːdʒ sɔːt/
min-heap
multiplexer
 /ˈmʌtɪplɛksə/
multiplication rule
 /ˌmʌtɪplɪˈkeɪʃn ruːl/
mutual exclusion
NAND
network
 /ˈnetwɜːk/
node
 /nəʊd/
non-functional requirement
NP-completeness
object
 /ˈɒbdʒɛkt/
object-oriented
programming
 /ˈɒbdʒɛkt ˈɔːriəntɪd ˈprəʊɡræmɪŋ/
open addressing
operating systems

English
page fault
 /peɪdʒ fɔʊt/
page table
 /peɪdʒ ˈteɪbl/
parameter
 /pəˈræmɪtə/
parameterised statements
parse tree
partial failure
permutation
 /pɜːmjuːˈteɪʃn/
physical
 /ˈfɪzɪkl/
physical frame
pipelining
 /ˈpaɪplaɪnɪŋ/
polymorphism
 /ˈpɒlɪmɔːfɪzəm/
power set
precision
 /prɪˈsɪʒn/
predicate logic
preprocessor
 /prɪˈprəʊsɛsə/
primary key
 /ˈpraɪməri kiː/
principle of least privilege
 /ˈprɪnsɪpl ʊv liːst ˈprɪvɪlɪdʒ/
process
 /ˈprəʊsɛs/
process control block
 /ˈprəʊsɛs kənˈtrəʊl blɒk/
programmed I/O
programming fundamentals
 /ˈprəʊɡræmɪŋ fʌndəˈmɛntɪz/

English
projection /prəˈdʒɛkʃɪn/ propositional logic
pumping lemma
query plan
queue /kjuː/ quicksort
read-after-write hazard
ready
recall /ˈriːkɔːl/ recurrence /rɪˈkʌrəns/ recursion tree
reduction /rɪˈdʌkʃɪn/ reference /ˈrɛfrəns/ referential integrity /ˌrɛfəˈrɛnʃl mɪˈtɛɡrɪti/ relationship /rɪˈleɪʃənʃɪp/ requirements engineering
retires
retro
return value /rɪˈtɜːn ˈvæljuː/ rings
RISC /rɪsk/ round robin /raʊnd ˈrɒbɪn/

English
routing table /ˈraʊtɪŋ ˈteɪbl/ running
sample space /ˈsæmpl speɪs/ search tree
second normal form
selection /sɪˈlɛkʃɪn/ serializability
service /ˈsɜːvɪs/ set /sɛt/ single responsibility principle
SJF
SMT
software engineering
spin /spɪn/ stack /stæk/ standup
states /steɪts/ status codes
string /strɪŋ/ substitution /ˌsʌbstɪˈtjuːʃɪn/ surjective /sɜːˈdʒɛktɪv/

English
symbol table /ˈsɪmbl ˈteɪbl/
symbolic reasoning
symmetric /sɪˈmetrɪk/
system call
tag /tæɡ/
TCP /ˌtiː siː ˈpiː/
test pyramid
testing /ˈtestɪŋ/
theory of computation and compilers
third normal form
thread
threat model
three-way handshake
TLB
TLS /ˌtiː el ˈes/
tokens /ˈtɒkənz/
trace table /treɪs ˈteɪbl/
transaction /trænˈsækʃn/
transitions /trænˈsɪʃnz/
transport /ˈtrænsˌpɔːt/
tree /triː/

English
truth table /truːθ ˈteɪbl/
TTL
tuple /ˈtuːpl/
Turing machine
turnaround time
two’s complement /tuːz ˈkɒmplɪmənt/
two-phase locking
type /taɪp/
UDP /juː diː ˈpiː/
Unicode /ˈjuːnɪkəʊd/
uninformed
unit tests
unsigned /ʌnˈsaɪnd/
update anomaly
use case
user stories
value /ˈvæljuː/
variables /ˈveəriəblz/
virtual address
virtual memory /ˈvɜːtʃuːəl ˈmeməri/
waiting time