

# Internet glossary



## ban:

excluding/prohibiting one or more persons from a concrete channel (consequently the user will not be able to sign in again even after the change of his nickname.)

## banner:

“banner advertising”, the most frequent means of internet advertising (“Button” = advertisement in more little pixel size than that of banner).

## bookmark:

Possibility offered by the browser programme to mark the internet site visited in order to facilitate the return thereto.

## botnet:

“robot network”, network of zombie computers that, by virtue of various viruses and Trojan softwares, get under control of a cracker. Following that the powers of the PC will be used for his own purposes in most cases without the knowledge of the owner or the user of the PC. These PCs governed by bots are used by spam senders (zombie PCs are capable of sending even 25.000 spams/hour) and other criminal gangs with maliciously (tort, intimidation etc.).

## browsing:

search in the net, visiting numerous sites by starting from one webpage through multiple sites when finally getting to unknown pages (surfing).

## browser:

a programme intended to search for, and inspection of, information on different websites.

## bug:

Bug: error or malfunction in programmes (resulting in e.g. “frozen” screen or total system collapse).

## cache:

swiftly operating automatic data storage with a view to temporarily store the frequently used data.

## chat:

two or more people conversing with each other online where the chat room is provided by chat programmes.

## clicks and mortar:

a mixture of traditional and virtual commercial activity.

## cloud computing:

a common feature of daily growing IT services where the services are provided neither by the user’s PC nor by the company’s central PC but by a remote server which can be located anywhere in the world. The most frequent cloud computing facilities include the online mailing systems, web hosting sides, developer environments, virtual work stations (e.g.: Gmail, Dropbox). A benefit for customers thereby is that cost-effective and personalized IT solutions are offered to them, but the application raises privacy concerns since the movement of data is not really traceable.

**cookie:**

short data files that are placed by the homepage visited on the client's PC – theoretically with the consent of the user. Its objective is to facilitate and make the respective infocommunication (ICT) and online service more comfortable. Several types of cookies exist; however, they can be arranged into two categories. Temporary cookies are placed for an interim session (e.g.: during online banking for authentication) whilst permanent cookies (e.g.: language settings on a website) remain on the PC until they are erased by the user.

**CTCP:**

Client-To-Client Protocol, direct data exchange between two PCs.

**cyber bullying / bullying:**

“online bullying”, transmission or disclosure of text/image contents via internet, mobile phones and other modern technologies which are capable of humiliating another person. The harassment is directed against an intended victim recurrently against whom s/he is unable to protect him/herself.

**deleb:**

dead celebrity

**domain name:**

a unique identifier of a website.

**e-commerce:**

“electronic commercial service”

**electronic signature (e-signature):**

authentic signature produced via IT methods and approved by law.

**grooming:**

online dating by giving a false identity

**hashtag:**

searching for similar comments on Twitter

**hoax:**

chain letters, rumors spreaded via e-mails, “false news”

**intexticated:**

sending messages during driving a car

**lamer:**

negative attribute, often used by users indicating their unfamiliarity with specific topics and requesting patience should they ask or say pointless things.

**meme:**

disseminating digital files (mainly images) online in order to make others to enjoy a painful or even a false/manipulated image/video (meming).

**msg (private):**

separate conversation that can be followed only by the chatting partners; many people wrongly call it private channels but if we wish to exchange messages with our partner we do not need to be present at the same channel.

**netiquette:**

ethical norms in the internet

**nick:**

a unique username chosen by the user

**off topic:**

far from the general subject of a discussion

**op or @:**

before the name of a user: a person (or a bot) who is authorized to act as operator on the respective channel due to his reliability (may exclude others from the channel).

**plugin / social plugin:**

“like” and “share” buttons

**pop-up window:**

a new window opening up automatically when you download a website, usually containing information from the webpage downloaded (campaigns, advertisements).

**post:**

leaving a message on an image board or a website.

**smartphone:**

“smart mobile phone”, mobile phones capable of installing and using external applications.

**sexting:**

messaging with erotic text/image contents közzvetíti, ahogy éppen játszik).

**teamspeak:**

communication by voice so as to hear the reactions of fellow participants (receive only) as well as to enable us to comment.

**topic:**

“theme”, headline of the channel

**torrent:**

fast download shared with numerous PCs during which the downloaded file is split up into multiple smaller files and these files are being downloaded by multiple PCs simultaneously (used primarily for illegal downloading of music, movies).

**troll:**

provoking, anti-social utterance, kind of “verbal insulting”

**unfriend:**

rejection of a person

**URL:**

Uniform Resource Locator, standardised internet domain informing on the location of the document.

**viber:**

an installable programme similar to Skype that enables free (or very cheap) internet telephoning and sending of messages to friends who have also installed the programme.

**website:**

combination of homepages to be located under the same domain name in close relation to each other.

**webpage:**

“website”, document appearing in the browser as a complete site. It may contain texts, hyperlinks, images, voice, animations, videos and active programmes starting when the site appears. The “home” is usually the starting point and the index of the website from where we can access to almost all contents of the page. The website is regularly the site which appears when entering a domain name.