

# Glossary

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## A

<b>abstract class</b>	A class that has no instances.
<b>abstraction</b>	Consists of focusing on the essential inherent aspects of an entity and ignoring its accidental properties i.e. what an object is and does before how it is implemented.
<b>address</b>	A number or string that specifies the destination for data sent across a network.
<b>API</b>	Application Programming Interface. The definition of functions used by Cisco EMF to perform tasks.
<b>ASCII</b>	The ASCII set of 128 characters includes letters, numbers, punctuation, and control codes (such as a character that marks the end of a line). Each letter or other character is represented by a number.
<b>ATM</b>	ATM (asynchronous transfer mode) is a dedicated-connection switching technology that organizes digital data into 53-byte cells or packets and transmits them over a medium using digital signal technology. Individually, a cell is processed asynchronously relative to other related cells and is queued before being multiplexed over the line. Because ATM is designed to be easily implemented by hardware (rather than software), faster processing speeds are possible.
<b>attribute</b>	A named property of a class describing a data value held by each object of the class.
<b>AVMT</b>	AccessVision Management Toolkit.

## B

<b>bit</b>	A binary digit, has a value of 0 or 1.
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## C

<b>class</b>	Abstraction that describes properties important to an application and ignores the rest. A description of a group of objects with similar properties, common behavior, common relationships, and common semantics (meanings).
<b>class attribute</b>	An attribute whose value is common to a class of objects rather than a value peculiar to each instance.
<b>classification</b>	Objects with the same data structure (attribute) and behavior (operation) are grouped in a class.
<b>CLI</b>	Command Line Interface.
<b>client</b>	An intelligent workstation that makes requests to servers.
<b>community</b>	A group of stations with the same access permission used as a security measure by SNMP.
<b>CORBA</b>	<p>Common Object Request Broker Architecture, a communication pathway between disparate systems.</p> <p>CORBA is an architecture and specification for creating, distributing, and managing distributed program objects in a network. It allows programs at different locations and developed by different vendors to communicate in a network through an “interface broker.” CORBA was developed by a consortium of vendors through the Object Management Group (OMG), which currently includes over 500 member companies. Both ISO and X/Open have sanctioned CORBA as the standard architecture for distributed objects (which are also known as components). CORBA 2.0 is the latest level.</p> <p>The essential concept in CORBA is the Object Request Broker (ORB). ORB support in a network of clients and servers on different computers means that a client program (which may itself be an object) can request services from a server program or object without having to understand where the server is in a distributed network or what the interface to the server program looks like. To make requests or return replies between the ORBs, programs use the General Inter-ORB Protocol (GIOP) and, for the Internet, its Internet Inter-ORB Protocol (IIOP). IIOP maps GIOP requests and replies to the Internet's Transmission Control Protocol (TCP) layer in each computer.</p>
<b>CPE</b>	Customer premises equipment.

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## D

- domain** A domain is a sphere of knowledge identified by a name. Typically, the knowledge is a collection of facts about some program entities or a number of network points.
- DSL** DSL (Digital Subscriber Line) is a technology for bringing high-bandwidth information to homes and small businesses over ordinary copper telephone lines.
- DSLAM** A Digital Subscriber Line Access Multiplexer (DSLAM) is a network device, usually at a telephone company central office, that receives signals from multiple customer Digital Subscriber Line (DSL) connections and puts the signals on a high-speed backbone line using multiplexing techniques. Depending on the product, DSLAM multiplexers connect DSL lines with some combination of asynchronous transfer mode (ATM), frame relay, or IP networks. DSLAM enables a phone company to offer business or homes users the fastest phone line technology (DSL) with the fastest backbone network technology (ATM).

## E

- EM** Event Manager
- event** (in dynamic modeling) something that happens instantaneously at a point in time.

## F

- FCAPS** Fault, Configuration, Accounting, Performance, and Security.
- feature** A Cisco EMF service.
- feature list** A collection of features that provides a level of functionality available to a user or group of users.

## G

- GUI** Graphical User Interface. User environment that uses pictorial as well as textual representations of the input and output of applications and the data structure in which information is stored. Conventions such as buttons, icons, and windows are typical, and many actions are performed by means of a pointing device, such as a mouse.

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<b>I</b>	
<b>ICMP</b>	Internet Control Message Protocol.
<b>inheritance</b>	The sharing of attributes and operations among classes based on a hierarchical relationship. A class can be defined broadly and then refined into successively finer subclasses. each subclass inherits (incorporates) all of the properties of its superclass and adds its own unique properties.
<b>instance</b>	A concrete example of a class member; something which can be manipulated in a program. An instance has its own state, behavior and identity.
<b>instantiation</b>	The creation of an instance from its class.
<b>Internet</b>	A collection of networks interconnected by a set of routers which allow them to function as a single, large virtual network. When written in upper case, Internet refers specifically to the DARPA (Defense Advanced Research Projects Agency) Internet and the TCP/IP protocols it uses.
<b>IP</b>	Internet Protocol, a protocol in the TCP/IP protocol suite that manages the routing of data packets between workstations on the same or different networks.
<b>IP address</b>	A 32-bit address assigned to every host, by which a specific network service can be found. Uses TCP/IP. Consists of a network number, a nose ID, and a socket number.

## K

**keyword** Attribute of a class. Keywords can be overridden on a particular object.

## L

**LAN** Local Area Network, a network system confined to a small geographical area, usually limited by transportation media cable lengths.

**link** A link on a map is a graphical symbol which represents managed objects in the network or abstracted objects. Links can only exist as a connection between two nodes.

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## M

<b>metaclass</b>	A class describing other classes.
<b>metadata</b>	Data that describes other data.
<b>method</b>	A specific implementation of an operation by a certain class.
<b>MIB</b>	Management Information Base. A collection of objects that can be accessed via a network management protocol, such as SNMP and CMIP (Common Management Information Protocol).
<b>modem</b>	MOdulator-DEModulator. An electronic device used to convert digital signals to analog form for transmission over the telephone network.

## N

<b>navigation</b>	How the user moves pointers and cursors within the interface.
<b>node</b>	A general term used to refer to a computer or related device; often used to refer to a networked computer or device. A node on a map is a graphical symbol which represents a managed object in the network or abstracted objects. A node has an iconic representation while a link has a vector representation. Links can only exist as a connection between two nodes.

## O

<b>object</b>	A concept, abstraction, or thing with crisp boundaries and meaning for the problem at hand; an instance of a class. Each object has its own identity.
<b>object group</b>	An unordered collection of objects. Object groups may be persistent.
<b>operation</b>	An action or transformation that an object performs or is subject to.

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## P

<b>packet</b>	A unit of data transmitted on a network.
<b>password</b>	A unique set of characters that protects a network or device from unauthorized access.
<b>permissions</b>	Levels of security access available to a user at login.
<b>persistent</b>	An object group characteristic. Will survive an Object Group server re-start.
<b>persistent data</b>	Data that out lasts the execution of a particular program.
<b>ping</b>	Sends an ICMP request to a remote device to determine whether the device is active.
<b>profile</b>	A profile can be in a way of quickly applying a set of parameters to a number of similar type objects without the need for entering the same data numerous times.
<b>protocol</b>	A set of rules for exchanging data within a communications infrastructure.
<b>protocol filtering</b>	Allows IP traffic to be restricted and controlled. A filter can be attached to a specified interface or circuit and can act on incoming and outgoing traffic.
<b>PSTN</b>	Public Service Telephone Network.

## R

<b>RAS</b>	Reliability, Availability, and Serviceability.
<b>raw values</b>	Performance data in its most detailed format, i.e. not summarized.
<b>real-time basis</b>	Data is displayed as it changes in present time.
<b>root</b>	A user with all access and execution privileges, sometimes referred to as a superuser.
<b>routing</b>	Process of delivering a message across a network or networks using the most appropriate path.

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## S

<b>sampling period</b>	Point at which a snapshot of data is taken in Performance Manager.
<b>selection</b>	How the user selects individual or multiple elements for subsequent interaction.
<b>server</b>	Generally refers to a network device that provide file-sharing services to multiple workstations on a network.
<b>service</b>	A group of related functions (or operations) that work together to provide a functional capability.
<b>SNMP</b>	Simple Network Management Protocol. The standard management protocol for TCP/IP networks.
<b>state</b>	One possible condition in which an object may exist. The values of the attributes and links of an object at a particular time.
<b>state diagram</b>	Relates events and states. When an event is received, the next state depends on the current state as well as the event. A change of state caused by an event is called a transition. A state diagram is a graph whose nodes are states and whose directed arcs are transitions labeled by event names.
<b>subclass</b>	A class which inherits properties from one or more other classes; a descendent class.
<b>summary method</b>	One of the following methods used to summarize sample data: total; average; logical 'or'; peak; trough.
<b>superclass</b>	A class from which another class inherits properties; an ancestor class.
<b>superuser</b>	A user with all access and execution privileges.
<b>synchronous</b>	Behavior which runs uninterrupted to completion.

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## T

<b>TCP/IP</b>	Transmission Control Protocol/Internet Protocol.
<b>TCP</b>	Transmission Control Protocol. The major transport protocol in the Internet suite of protocols providing reliable, connection-oriented full-duplex streams.
<b>TFTP</b>	Trivial File Transfer Protocol. A simple file transfer protocol (a simplified version of FTP) that is often used to boot diskless workstations and other network devices such as routers over a network (typically a LAN). Has no password security.
<b>Telnet</b>	The virtual terminal protocol in the Internet suite of protocols. Allows users of one host to log into a remote host and act as normal terminal users of that host.
<b>time interval</b>	Represented as elapsed time e.g. x hours, 1 day, x days.
<b>time period</b>	Defined by a start date/time and an end date/time pairing.
<b>TGO</b>	Telecom Graphics Objects.
<b>TMN</b>	Telecom Management Network, a set of international standards which enable management system communication.
<b>type</b>	A list of attributes associated with the named type. The format in which a value is stored which in turn specifies the range of legal values that it may take.

## U

<b>UNIX</b>	Operating system developed by AT&T Laboratories.
<b>user group</b>	A collection of users of the Cisco EMF application.

## V

<b>view</b>	An Cisco EMF map.
<b>virtual</b>	Something that has conceptual but not actual existence.

## W

<b>WAN</b>	Wide Area Network. A data communications network that spans any distance and is usually provided by a public carrier (such as a telephone company or service provider).
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