

IT-113 IT Basics Glossary

Term	Definition
Action	The total amount of money bet in a specific period of time.
Arm	The gaming machines and/or electronic player interface (slot machine) arm is the lever located traditionally on the right side of the gaming machines and/or electronic player interface (slot machine). This arm/lever is pulled to activate the reels. Also, once pulled the arm stops the RNG and the symbols are determined. In newer gaming machines and/or electronic player interface (slot machine) versus traditional gaming machines and/or electronic player interface (slot machine), the arm no longer actually pulls the reel; they could just as easily use a button to activate the reel.
Bank	This is used in reference to a row of gaming machines and/or electronic player interface (slot machine) in an establishment.
Bars	Bars are a common symbol you'll see on many gaming machines and/or electronic player interface (slot machine). It is usually a rectangular shape with the word BAR printed on it. There are usually single, double, and triple bar symbols on the reel.
Bonus	The bonus on gaming machines and/or electronic player interface (slot machine) refers to a special feature of the particular game theme, which is activated when certain symbols appear in a winning combination. Bonuses vary depending upon the game. Some bonus rounds are a special session of free spins (the number of which is often based on the winning combination that triggers the bonus), often with a different or modified set of winning combinations as the main game, and often with winning credit values increased by a specific multiplier, which is prominently displayed as part of the bonus graphics and/or animation (which in many cases is of a slightly different design or color scheme from the main game). In other bonus rounds, the player is presented with several items on a screen from which to choose. As the player chooses items, a number of credits is revealed and awarded. Some bonuses use a mechanical device, such as a spinning wheel, that works in conjunction with the bonus to display the amount won.
Bonus Game	A secondary event in a gaming machines and/or electronic player interface (slot machine) game that permits the player to win additional money through an activity other than the spinning of reels.
Bonus Multiplier Slots	These machines offer larger top jackpots as incentive for gamers to play max coins. On these machines the top jackpot symbol will only payout if you have played the max coins on that spin.
Bonus Video Slots:	The most graphically loaded glitziest slots to hit the market. These machines offer the chance to go to a second level bonus round. They are known for their many features and options for players.
Call Attendant	When someone hits a major jackpot, this is the person who comes and makes a "hand" payout. Can also refer to the person who oversees the operation of the gaming machines and/or electronic player interface (slot machine).

IT-113 IT Basics Glossary

Term	Definition
Candle	A light on top of the gaming machines and/or electronic player interface (slot machine). It flashes to alert the operator that change is needed, hand pay is requested or a potential problem with the machine.
Carousel	Refers to a grouping of gaming machines and/or electronic player interface (slot machine)s, or many "banks" of gaming machines and/or electronic player interface (slot machine)s. Often times the gaming machines and/or electronic player interface (slot machine) carousels are organized by gaming machines and/or electronic player interface (slot machine)s of a similar type, and the gaming machines and/or electronic player interface (slot machine) grouping traditionally got the nickname "carousel" because the slots are often in an oval or circular shape.
Certified	Certified gaming machines and/or electronic player interface (slot machine) are examined by casino regulators to ensure the gaming machines and/or electronic player interface (slot machine) conforms to the laws for payout percentages. These machines are clearly marked as "certified."
Class II game characteristics	<p>The player is playing against other players and competing for a common prize. There is not necessarily a winner in each game. The game continues until there is a winner.</p> <p>In a given set there are a certain number of wins and losses. Once a certain combination has occurred it cannot occur again until a new batch is initiated. This is most obvious in scratch-card games using cards that come in packs. Once a card has been pulled from a pack, the combinations on that card cannot occur again until a new pack of cards is installed. One game is dependent on previous games.</p> <p>The player must be an active participant. They must recognize events as they occur and must recognize when they have won and announce their winning. Bingo is an excellent example here.</p> <p>All players play from the same set of numbers as the numbers are announced.</p>
Class III game characteristics	The player is playing against the house. Each game is independent of previous games. Any possible outcome can occur in any game. Wins are announced automatically.
Coin hopper	Normally this is a rotating container (older games) where the coins that are immediately available for payouts are held. The hopper is a mechanical device that rotates coins into the coin tray when a player collects credits/coins (by pressing a "Cash Out" button). When a certain preset coin capacity is reached, a coin diverter automatically redirects, or "drops," excess coins into a "drop bucket" or "drop box." (Unused coin hoppers can still be found even on games that exclusively employ Ticket-In Ticket-Out technology, as a vestige.)
Coin Size	This can reference the size of a bet. On multiple coin gaming machines and/or electronic player interface (slot machine) a player can use more than one coin on a spin.

IT-113 IT Basics Glossary

Term	Definition
Coin-Free Play	Gaming machines and/or electronic player interface (slot machine) play that involves using printed tickets or credit tokens instead of coins.
Coin-In	Refers to the total amount of money a player puts into a gaming machines and/or electronic player interface (slot machine).
Comps	These are complimentary amenities for higher rolling gamblers. Such “comps” may include: free drinks, buffets, show tickets, custom foods, discount hotel rooms, and even cash rebates.
Control (Main) Program	The control program (software that operates the gaming device’s functions such as metering, RNG, control of peripherals, e.g. bill acceptor)
Credit	A credit is the gaming machines and/or electronic player interface (slot machine) equivalent to coins. When you insert coins or bills into the machine you are awarded one credit for each coin. You are also awarded credits for winning spins. Each credit awarded is equivalent to one coin. You can turn your credits back into coins by pressing the Cash Out button on the machine.
Credit meter	A visual LED display of the amount of money or credits on the machine. On video reel machines this is either a simulated LED display, or represented in a different font altogether, based on the design of the game graphics.
Double Machines	These machines pay double or triple if winning combinations of certain symbols line up.
Drop Bucket	Also known as a “drop box,” the drop bucket collects the excess coins that the coin hopper drops. This “bucket” is located at the gaming machines and/or electronic player interface (slot machine)’s base and is collected regularly by the casino. Though the “drop box” and “drop bucket” are similar, traditionally “drop buckets” are found in lower denomination gaming machines and/or electronic player interface (slot machine) whereas “drop boxes” have lids and locks and are used in higher denomination gaming machines and/or electronic player interface (slot machine).
Drop bucket or drop box	A container located in a gaming machines and/or electronic player interface (slot machine)'s base where excess coins are diverted from the hopper. Typically, a drop bucket is used for low denomination gaming machines and/or electronic player interface (slot machine) and a drop box is used for high denomination gaming machines and/or electronic player interface (slot machine). A drop box contains a hinged lid with one or more locks whereas a drop bucket does not contain a lid. The contents of drop buckets and drop boxes are collected and counted by the casino on a scheduled basis.
EGM	Stands for "Electronic Gaming Machine" and is often referred to by initials.

IT-113 IT Basics Glossary

Term	Definition
Flat-Top	“Flat-top” gaming machines and/or electronic player interface (slot machine) pay out a non-progressive jackpot. The name also refers to the gaming machines and/or electronic player interface (slot machine)’s appearance—the machine has a flat-top that allows the player to sit while playing.
Fraud	<p>Mechanical gaming machines and/or electronic player interface (slot machine) and their coin acceptors were sometimes susceptible to cheating devices and other scams. One historical example involved spinning a coin with a short length of plastic wire. The weight and size of the coin would be accepted by the machine and credits would be granted. However, the spin created by the plastic wire would cause the coin to exit through the reject chute into the payout tray. This particular scam has become obsolete due to improvements in newer gaming machines and/or electronic player interface (slot machine).</p> <p>Modern gaming machines and/or electronic player interface (slot machine) are controlled by EPROM computer chips and, in large casinos; coin acceptors have become obsolete in favor of bill acceptors. These machines and their bill acceptors are designed with advanced anti-cheating and anti-counterfeiting measures and are difficult to defraud. Early computerized gaming machines and/or electronic player interface (slot machine) were sometimes defrauded through the use of cheating devices, such as the "slider" or "monkey paw" used by notorious gaming machines and/or electronic player interface (slot machine) cheat.</p>
Hand Pay	Refers to a payout made by an attendant or at an exchange point ("cage"), rather than by the gaming machines and/or electronic player interface (slot machine) itself. A hand pay occurs when the amount of the payout exceeds the maximum amount that was preset by the gaming machines and/or electronic player interface (slot machine) operator. Usually, the maximum amount is set at the level where the operator must begin to deduct taxes. A hand pay could also be necessary as a result of a short pay.
Hard Count	This is the process casinos (and banks) use to count coin currency. The hard count takes place in an extremely secure hard count room and is done through the use of weigh scales. The coins and tokens are divided by denominations, and then placed on a weigh scale programmed to calculate the total amount of the coins. The only exception to using the weigh scales for hard currency is with high end tokens—often \$25 dollars or more apiece, these are often hand counted.
Hit	Any winning combination of symbols on the pay line.
Hit Frequency	The frequency/hit rate with which a gaming machines and/or electronic player interface (slot machine) registers a winning combination relative to the number of games played.

IT-113 IT Basics Glossary

Term	Definition
Hold and Re-spin	A non-traditional style gaming machines and/or electronic player interface (slot machine) that allows a player to hold one or more of the gaming machines and/or electronic player interface (slot machine) reels and spin the rest of the reels again. This type of gaming machines and/or electronic player interface (slot machine) gives the player the chance to obtain a better combination of reels on the second spin.
Hold Percentage	The "hold" is discussed among casino executives. It is the opposite of the payback percentage, and represents the amount of money the casino is making from a machine or the slot department in general. This can be thought of as a betting fee.
Hopper	This is where the money is stored inside the machine. When the hopper overflows, the excess change flows over into a bucket. The "excess" is the profit the casino takes home. Hoppers are generally emptied in the morning before the crowds arrive.
House	Another term for casino. Casino literally translates as house in Italian.
House Edge	Also known as Hold. Expressed as a percentage, this is the amount of money the casino holds out of a bet as profit for the casino. This can be thought of as a betting fee. It is the opposite of the payback percentage, and represents the amount of money the casino is making from a machine or the slot department in general.
Jackpot	A gaming machines and/or electronic player interface (slot machine)'s highest payout or can references the top prize in any gambling game.
Linked machines	Often machines are linked together in a way that allows a group of machines to offer a particularly large prize, or "jackpot." Each gaming machines and/or electronic player interface (slot machine) in the group contributes a small amount to this progressive jackpot, awarded to a player who gets, for example, a royal flush on a video poker machine or a specific combination of symbols on a regular or nine-line gaming machines and/or electronic player interface (slot machine). The amount paid for the progressive jackpot is usually far higher than any single gaming machines and/or electronic player interface (slot machine) could pay on its own.
Load	Used as a verb. To play the maximum number of coins or tokens allowable in a specific gaming machines and/or electronic player interface (slot machine).
Loose Machine	A gaming machines and/or electronic player interface (slot machine) that is paying out well. This is likely because it is set with a higher payout percentage.
Low Level	Also known as a "Slant Top" gaming machines and/or electronic player interface (slot machine), this type of slot includes a stool so that players can sit while they play.
Max Bet	The maximum amount a player can bet on one spin.

IT-113 IT Basics Glossary

Term	Definition
MEAL book (Machine entry authorization log)	A log of the employee's entries into the machine.
Mechanical Slots	This refers to the traditional gaming machines and/or electronic player interface (slot machine) that operate with mechanical reels.
MODIFY (AP)	A status used to classify a product that has been modified from its' previous version, which may include: <ol style="list-style-type: none"> 1. Manufacturer name change; 2. Future implementation of new technology; 3. Additional support for new peripheral equipment (Bill Validator, Printer).
Multiline /Multi-line	A gaming machines and/or electronic player interface (slot machine) with more than one pay line. Gaming machines and/or electronic player interface (slot machine) may have several pay lines.
Multiplier	A gaming machines and/or electronic player interface (slot machine) with a pay schedule where the pay schedule for each winning combination is multiplied evenly by each coin wagered.
NON-MANDATORY UPGRADE (NU)	A status used to classify a product that has been superseded by a non-critical upgraded version. Items classified as obsolete may remain in use but it is recommended NU items not be used for new installations. An 'NU' status generally indicates that the software still fully meets the applicable technical standards of the jurisdiction. Reasons for this assigned status may include: <ol style="list-style-type: none"> 1. Inconsequential bug fixes which do not constitute a revocation; 2. Program enhancements in the form of new features; 3. Help screen verbiage clarification which does not constitute a revocation; 4. Issues that require a power cycle to restore (inconvenient but not critical).
Not Approved (NA)	Status for items that have not been tested against or meets GLI-11 standards for Gaming devices in Casinos and/or under the GLI-13 standards for On-Line Monitoring and Control Systems (MCS) and Validation Systems in Casinos.
Odds	The probability of an event. Odds are traditionally expressed as a ratio.
Optimal Play	This is the payout percentage if a player uses the optimal strategy on a skill based gaming machines and/or electronic player interface (slot machine).
Pay Cycle	This refers to a belief among slots players that a machine might be due to payout in order to meet the payout percentage. It is important to understand that the payout percentages work over the course of thousands of plays.

IT-113 IT Basics Glossary

Term	Definition
Pay For Play	These are generally one-two-three coins option gaming machines and/or electronic player interface (slot machine) with staggered payoffs. The more coins you put the better the payoffs.
Pay Line	Usually the line in the middle of the slot window but also it can be three lines, five lines or even more on video slots. Only symbols on a pay line will result in a win.
Pay Table	This is the payoff schedule. It tells you what symbols you need to line up to win and how much you will be paid if you get the right order. Many gaming machines and/or electronic player interface (slot machine) have the pay table printed directly on the machine. However, most video gaming machines and/or electronic player interface (slot machine) have opted to hide the pay table. For these, you simply need to hit a button to bring it up. Online slots usually have the pay table posted on the same screen or via a button on the machine.
Payback	The percentage of winnings a machine will payout in relation to the amount put in, also known as payout percentage.
Payback Percentage	This is the amount of money the gaming machines and/or electronic player interface (slot machine) eventually pays back to its slot players. This number is not over a few spins, but rather, covers tens or even hundreds of thousands of spins. This term is often misunderstood. The payback percentage applies to total dollars run through the machine and not the money you personally have entered.
Pay-line:	The pay-line is the line drawn on the glass or screen where the symbols must line up to create a payoff. Many newer gaming machines and/or electronic player interface (slot machine), especially video gaming machines and/or electronic player interface (slot machine) have many V-shaped pay-lines that go up, down, across, and diagonally.
Personality (Data) Program	The personality program (software that contains data example reel strips, cards, help screens, graphic sequences to be used by main program)
Poker Machine	Also known as "pokie." The name for a gaming machines and/or electronic player interface (slot machine) in Australia.
Progressive Jackpot	The jackpot on a gaming machines and/or electronic player interface (slot machine) grows as each bet is played. There are two types of progressive jackpots: individual progressive jackpot and multiple progressive jackpot. Individual jackpot is a progressive jackpot that only builds on the bets of one gaming machines and/or electronic player interface (slot machine). Multiple jackpots build as bets are placed on multiple gaming machines and/or electronic player interface (slot machine). More than one gaming machines and/or electronic player interface (slot machine) is linked to a single progressive jackpot; jackpots grow very quickly on multiple progressive jackpots.

IT-113 IT Basics Glossary

Term	Definition
Progressive Slots	A group of gaming machines and/or electronic player interface (slot machine) linked together to pay one common big jackpot.
Progressive Ticker	Also known as a Progressive Meter. This shows how much a progressive jackpot is worth.
Random Number Generators	All modern machines are designed using pseudo random number generators ("PRNGs"), which are constantly generating random numbers, at a rate of hundreds or perhaps thousands per second. As soon as the "Play" button is pressed, the most recent random number is used to determine the result. This means that the result varies depending on exactly when the game is played.
Reels	The symbol-covered wheel. In traditional gaming machines and/or electronic player interface (slot machine), these reels spin around and come to a stop in random fashion dictated by the payout percentage. There are multiple types of reel games i.e. three, four and five reels to name a few. The more reels the harder it is to hit a jackpot.
REVOKED (RV)	<p>A status used to classify items that should be removed from use due to the Existence of critical issues. A jurisdiction has the choice of continuing to use items that have been placed in a revoked status. A 'RV' status generally indicates that the software does not meet the applicable technical standards of the jurisdiction; however, please be reminded, revocations may also at times be requested by the gaming suppliers due to compatibility issues that are unrelated to compliance with the technical standards. Reasons for revocation may include:</p> <ol style="list-style-type: none"> 1. Game integrity issues; 2. Affects accounting/revenue reporting; 3. Issues which may prompt a patron dispute; 4. Previous version was found to be non-compliant with jurisdictional regulation; 5. Malfunctions requiring a RAM Clear; 6. Help/Pay screen was incorrect or misleading; 7. Loss of data.
RNG	Each gaming machines and/or electronic player interface (slot machine) has a computer chip in it that selects random numbers. RNG means Random Number Generator. The RNG determines if your spin is a winner or loser. This computer chip constantly cycles though numbers until a coin is placed in the gaming machines and/or electronic player interface (slot machine). Once the button or lever is pushed the reel stops on the symbol combination determined by the number the RNG stopped on as the coin was inserted.
Rollup	The sounds used to announce a win while the gaming machines and/or electronic player interface (slot machine) meters tally the amount won.

IT-113 IT Basics Glossary

Term	Definition
Scatter Pay	Scatter pay gaming machines and/or electronic player interface (slot machine) are ones that will pay you something back just for having a particular symbol anywhere in the window. Rather than paying out based on winning symbols aligning on a single payline, scatter pay gaming machines and/or electronic player interface (slot machine) allow the winning combinations to be “scattered” across the screen.
Short Pay	References a gaming machines and/or electronic player interface (slot machine) partial payout of a players gaming machines and/or electronic player interface (slot machine) winnings. If the coin hopper is low, a gaming machine and/or electronic player interface (slot machine) attendant or the cage will hand pay the remainder amount due to the player.
Signature Slots	The house brand of gaming machines and/or electronic player interface (slot machine). Casinos create their own brand of looser gaming machines and/or electronic player interface (slot machine) to generate PR for the casino.
Slant Top Slot	Also known as a “Low Level” gaming machines and/or electronic player interface (slot machine), this type of slot includes a stool so that players can sit while they play.
Slot Club	A frequent gaming machines and/or electronic player interface (slot machine) player can join a slot club at a casino to earn rewards and incentives for time and money spent at the gaming machines and/or electronic player interface (slot machine). A player receives a slot club card which is then inserted into a gaming machines and/or electronic player interface (slot machine) while a player is gaming. The card then records the time and money spent on the slots and rewards bonuses and comps accordingly.
Slot Placement	Strategy facilities use to tempt players; facilities generally position the better paying gaming machines and/or electronic player interface (slot machine) in areas where other players can see gaming machines and/or electronic player interface (slot machine) payout.
Slot Schedule	This is information posted on the front of slot that discloses what type of slot, denomination, and win amounts possible for each coin played.
Slot Talk	The information traded between players, a good way to improve slots knowledge.
Slot Tournament	A special event in which players compete for preset cash prizes on specially programmed gaming machines and/or electronic player interface (slot machine), receiving points for accumulated credits. Tournaments are free for players and during a tournament a player doesn’t use coins to activate the machines. Tournament prizes are based off the number of credits a player accumulates during the competition. Often times the freebies and prizes are worth significantly more than the price of admission into the tournament.

IT-113 IT Basics Glossary

Term	Definition
Slots	The nickname for gaming machines and/or electronic player interface (slot machine).
Slots Drop	The amount of money that goes through the gaming machines and/or electronic player interface (slot machine).
Stand Up Slot	Also known as an “Upright” gaming machines and/or electronic player interface (slot machine), this type of machine allows player to stand up while playing.
Stops	This is the dead space between the symbols on a reel. When a reel spins around and a symbol does not land on a payline, it has landed on a stop.
Symbols	These are the fun characters and items that appear on the gaming machines and/or electronic player interface (slot machine)'s reel. A common symbol is a colored bar or a piece of fruit, like a cherry.
Take/Pay Cycle	Based on the assumption that most gaming machines and/or electronic player interface (slot machine) work on cycles, it is when to expect a machine to pay out following a certain amount of money fed into the game.
Theoretical Hold Worksheet	A document provided by the manufacturer for all gaming machines and/or electronic player interface (slot machine), which indicates the theoretical percentage that the gaming machines and/or electronic player interface (slot machine) should hold based on the amount paid in. The worksheet also indicates the reel strip settings, number of coins that may be played, the payout schedule, the number of reels and other information descriptive of the particular type of gaming machines and/or electronic player interface (slot machine).
Tight Machine	A gaming machines and/or electronic player interface (slot machine) that is not paying much out. This is likely because it is set with a lower payout percentage.
Tilt	This term originates with the older mechanical gaming machines and/or electronic player interface (slot machine). Mechanical gaming machines and/or electronic player interface (slot machine) had tilt switches. If a coin is jammed in the gaming machines and/or electronic player interface (slot machine) now, the tilt light comes on, if the machine owes the player any winnings it is stored in the memory and pays out once the problem is fixed. Today, the term tilt can refer to many different kinds of mechanical failure from reel motor failure to door switch problems.
Token	A form or payment gaming machines and/or electronic player interface (slot machine) take to authorize a play. The tokens work just like coins and can be bought to represent different monetary denominations.
Upright	Also known as a “Stand Up” gaming machines and/or electronic player interface (slot machine), this type of machine allows player to stand up while playing.

IT-113 IT Basics Glossary

Term	Definition
Video Lottery Terminal	Video lottery terminal is connected to a centralized computer system that allows the lottery jurisdiction to monitor game play and perform control functions. A video lottery terminal at a minimum will utilize randomness in determination of prizes, contain some form of activation to initiate the selection process, and make use of a methodology for delivery of the determined outcome.
Video Gaming machines and/or electronic player interface (slot machine)	A gaming machines and/or electronic player interface (slot machine) with a video screen on which the reels and other elements are simulated with graphics and animation.
Virtual Reel	Virtual reels are on video gaming machines and/or electronic player interface (slot machine) and they rely on computerized selection of reel symbols. Just like mechanical reels, the results are determined by the RNG.
Volatility	The ratio of size versus frequency of jackpots in a slot game.
Wild Symbol	Essentially acts like the joker in some cards came. The wild symbol can act as any other symbol on the reel.

IT-113 IT Basics Glossary

Table of Acronyms/Abbreviations Networking

ARP	Address Resolution Protocol
ATA	Advanced Technology Attachment
C&A	Certification and Accreditation
CCE	Common Configuration Enumeration
CGE	Cisco Global Exploiter
CIO	Chief Information Officer
CIRT	Computer Incident Response Team
CISO	Chief Information Security Officer
CTO	Chief Technology Officer
CVE	Common Vulnerabilities and Exposures
CVSS	Common Vulnerability Scoring System
CWE	Common Weakness Enumeration
DNS	Domain Name System
DoS	Denial of Service
DSL	Digital Subscriber Line
FIPS	Federal Information Processing Standards
FISMA	Federal Information Security Management Act
FrSIRT	French Security Incident Response Team
FTP	File Transfer Protocol
GOTS	Government Off-the-Shelf
GPS	Global Positioning System
GUI	Graphical User Interface
HHS	Department of Health and Human Services

IT-113 IT Basics Glossary

HTTP	Hypertext Transfer Protocol
IAM	Information Assessment Methodology
ICMP	Internet Control Message Protocol
IDART	Information Design Assurance Red Team
IDPS	Intrusion Detection and Prevention System
IDS	Intrusion Detection System
IEEE	Institute of Electrical and Electronics Engineers
IIS	Internet Information Server
IP	Internet Protocol
IPS	Intrusion Prevention System
ISO	International Standards Organization
ISSO	Information Systems Security Officer
IT	Information Technology
ITL	Information Technology Laboratory
IV	Initialization Vector
LAN	Local Area Network
MAC	Media Access Control
NAT	Network Address Translation
NIS	Network Information System
NIST	National Institute of Standards and Technology
NSA	National Security Agency
NVD	National Vulnerability Database
OMB	Office of Management and Budget
OS	Operating System
OSSTMM	Open Source Security Testing Methodology Manual

IT-113 IT Basics Glossary

OWASP	Open Web Application Security Project
P2P	Peer-to-Peer
PBX	Private Branch Exchange
PDA	Personal Digital Assistant
PII	Personally Identifiable Information
PIN	Personal Identification Number
POA&M	Plan of Action and Milestones
POP	Post Office Protocol
RF	Radio Frequency
ROE	Rules of Engagement
SCADA	Supervisory Control and Data Acquisition
SCAP	Security Content Automation Protocol
SHA	Secure Hash Algorithm
SIP	Session Initiation Protocol
SME	Subject Matter Expert
SMTP	Simple Mail Transfer Protocol
SNMP	Simple Network Management Protocol
SP	Special Publication
SQL	Structured Query Language
SSH	Secure Shell
SSID	Service Set Identifier
SSL	Secure Sockets Layer
SSN	Social Security Number
STD	Security Tool Distribution
TCP	Transmission Control Protocol

IT-113 IT Basics Glossary

TCP/IP	Transmission Control Protocol/Internet Protocol
TCP/UDP	Transmission Control Protocol/User Datagram Protocol
TFTP	Trivial File Transfer Protocol
THC	The Hacker's Choice
UDP	User Datagram Protocol
URL	Uniform Resource Locator
US-CERT	United States Computer Emergency Readiness Team
USB	Universal Serial Bus
VM	Virtual Machine
VoIP	Voice Over Internet Protocol
VPN	Virtual Private Network
WAN	Wide Area Network
WEP	Wired Equivalent Privacy
WIDPS	Wireless Intrusion Detection and Prevention System
WLAN	Wireless Local Area Network
WVE	Wireless Vulnerabilities and Exploits
XML	Extensible Markup Language