Message Encyclopedia Article

Message

The following sections of this BookRags Literature Study Guide is offprint from Gale's For Students Series: Presenting Analysis, Context, and Criticism on Commonly Studied Works: Introduction, Author Biography, Plot Summary, Characters, Themes, Style, Historical Context, Critical Overview, Criticism and Critical Essays, Media Adaptations, Topics for Further Study, Compare & Contrast, What Do I Read Next?, For Further Study, and Sources.

(c)1998-2002; (c)2002 by Gale. Gale is an imprint of The Gale Group, Inc., a division of Thomson Learning, Inc. Gale and Design and Thomson Learning are trademarks used herein under license.

The following sections, if they exist, are offprint from Beacham's Encyclopedia of Popular Fiction: "Social Concerns", "Thematic Overview", "Techniques", "Literary Precedents", "Key Questions", "Related Titles", "Adaptations", "Related Web Sites". (c)1994-2005, by Walton Beacham.

The following sections, if they exist, are offprint from Beacham's Guide to Literature for Young Adults: "About the Author", "Overview", "Setting", "Literary Qualities", "Social Sensitivity", "Topics for Discussion", "Ideas for Reports and Papers". (c)1994-2005, by Walton Beacham.

All other sections in this Literature Study Guide are owned and copyrighted by BookRags, Inc.

Contents

Message Encyclopedia Article.....1

Contents.....2

Message.....3

Message

Messages are usually text based displays designed to update the computer user on system status or to issue warnings regarding specific operations.

Messages that contain numerical **data** usually have the numerical data converted to **string** format prior to display. Most messages are programmed responses to certain default conditions or sets of **programming** flags. Other messages provide standard warnings against the **deletion** of files or the opening of insecure documents. **Internet** messages often update the user on the status of a page search (e.g., "Page not found messages") or warn against the sending of information over an insecure link.

Although often similar in appearance, messages differ from dialog boxes in that messages do not require a user response. Modified message formats may ask the user to acknowledge the message by pressing a prompt key before the message is removed from the screen and operations or programs proceed.

Programming or software objects also communicate via messages, and these messages become a vital part of program **operation**. Because of this, programming objects do not need to be in the same program, process or physical machine--as long as there is an establishable communication link between the objects. A program may set a certain number of flags (indirect message) or send a direct message to a **subroutine** to execute a certain portion of a program. The sending **object** is, in a programming sense, sending a message to the second object so that the second object performs a specific operation.

Although messages may have multiple components or parameters, almost all messages contain at least three vital components. First, the message must contain the address of the object to which it is directed. Second, the message must contain sufficient information to direct the receiving object what to do when the message is received. Finally, the message must contain any information required to perform the desired operation(s).