Usage Encyclopedia Article

Usage

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Usage

The term usage can take several meanings in the context of computer science and **programming**. First, usage refers to the **transition** from the development of an application with a software program to the deployment of the application in the computer's operating system. Put another way, usage is the execution of a software application.

An example is found in the **Java** programming language. There, the Java **Runtime** Environment (JRE) defines the core of the Java operating system. A critical subset of JRE **applications** can be bundled into a developed application to ensure that the application runs as it should when installed on another computer. The same principal applies to other operating languages. For example, in the **CGI** language, so-called scripts can be obtained, and the **code** used for the execution of tasks.

Usage also involves the use of the codes as they are supplied. If a code has been written for a set purpose--a certain font size or the specification of bolded text are two examples--then that usage is maintained.

Usage also refers to the extent to which the resources of one segment of an operating system are used by another segment of the system. The most common example of this type of usage is the usage of **memory** by a program or by a **function** operating within a program. This type of usage can be **static**, in the sense that a program requires a set portion of memory to run. Or, memory usage can be a shifting trait, as **data** is retrieved, stored, deleted or manipulated.