

LIFO: Acronym for “first in, last out” order, as in a **stack**.

line: See **program line**.

line feed: An ASCII character (decimal 10) that ordinarily causes a printer or video display to advance to the next line.

line number: A number identifying a program line in an Applesoft BASIC program.

line width: The number of characters that fit on a line on the screen or on a page.

list: To display on a monitor, or print on a printer, the contents of memory or of a file.

load: To transfer information from a peripheral storage medium (such as a disk) into main memory for use—for example, to transfer a program into memory for execution.

location: See **memory location**.

logic: (1) In microcomputers, a mathematical treatment of formal logic using a set of symbols to represent quantities and relationships that can be translated into switching circuits, or *gates*. AND, OR, and NOT are examples of logical gates. Each gate has two states, open or closed, allowing the application of **binary** numbers for solving problems. (2) The systematic scheme that defines the interactions of signals in the design of an automatic data processing system.

logical operator: An operator, such as AND, that combines logical values to produce a logical result, such as true or false; sometimes called a *Boolean operator*. Compare **arithmetic operator**, **relational operator**.

logic board: See **main logic board**.

loop: A section of a program that is executed repeatedly until a limit or condition is met, such as an index variable's reaching a specified ending value.

loop variable: See **index variable**.

low-level language: A programming language that is relatively close to the form the computer's processor can execute directly. One statement in a low-level language corresponds to a single machine-language instruction. Examples are 6502 machine language, 6502 assembly language, and 68000 machine and assembly languages. Compare **high-level language**.

low-order byte: The less significant half of a memory address or other two-byte quantity. In the 6502 microprocessor used in the Apple II family of computers, the low-order byte of an address is usually stored first, and the **high-order byte** second. The opposite is true for Macintosh computers.

low-power Schottky (LS): A type of **transistor-transistor logic (TTL)** integrated circuit having lower power and higher speed than a conventional TTL integrated circuit; named for Walter Schottky (1886–1956), a semiconductor physicist.

low-resolution graphics: The display of graphics on a display screen as a 16-color array of blocks, 40 columns wide and 48 rows high. For example, on a Macintosh when the text window is in use, the visible low-resolution graphics display is 40 by 40 plotting points—that is, 40 by 40 **pixels**. See **high-resolution graphics**.

LS: See **low-power Schottky**.

machine language: The form in which instructions to a computer are stored in memory for direct execution by the computer's processor. Each model of computer processor (such as the 6502 microprocessor used in the Apple II family of computers) has its own form of machine language.

mainframe computer: A central processing unit or computer that is larger and more powerful than a minicomputer or a personal computer (microcomputer). Frequently called simply a *mainframe* for short. The Apple Access II program and MacTerminal make it possible to communicate with mainframe computers over telecommunications media.