

BREAK: A SPACE (0) signal, sent over a communication line, of long enough duration to interrupt the sender. This signal is often used to end a session with a time-sharing service. BREAK is also used in BASIC to stop execution of a program. It's generated by pressing Control-C.

BRK: A "software interrupt." An instruction that causes the 6502 or 65C02 microprocessor to halt. Pronounced "break."

buffer: A "holding area" of the computer's memory where information can be stored by one program or device and then read at a different rate by another; for example, a print buffer. In editing functions, an area in memory where deleted (cut) or copied data is held. In some applications, this area is called the *Clipboard*.

bug: An error in a program that causes it not to work as intended. The expression reportedly comes from the early days of computing when an itinerant moth shorted a connection and caused a breakdown in a room-size computer.

bus: A group of wires or circuits that transmit related information from one part of a computer system to another. In a network, a line of cable with connectors linking devices together. A bus network has a beginning and an end. (It's not in a closed circle or T shape.)

byte: A unit of information consisting of a fixed number of **bits**. On Apple II systems, one byte consists of a series of eight bits, and a byte can represent any value between 0 and 255. The sequence represents an instruction, letter, number, punctuation mark, or other character. See also **kilobyte**, **megabyte**.

cable: An insulated bundle of wires with connectors on the ends; the number of wires varies with the type of connection. Examples are serial cables, disk drive cables, and AppleTalk cables.

call: (v) To request the execution of a subroutine, function, or procedure. (n) A request from the keyboard or from a procedure to execute a named procedure. See **procedure**.

carriage return: An ASCII character (decimal 13) that ordinarily causes a printer or display device to place the next character on the left margin.

carrier: The background signal on a communication channel that is modified to carry information. Under RS-232-C rules, the carrier signal is equivalent to a continuous MARK (1) signal; a transition to 0 then represents a start bit.

carry flag: A status bit in the 6502 or 65C02 microprocessor, used as a ninth bit with the eight accumulator bits in addition, subtraction, rotation, and shift operations.

central processing unit (CPU): The "brain" of the computer; the microprocessor that performs the actual computations in machine language. See **microprocessor**.

character: Any symbol that has a widely understood meaning and thus can convey information. Some characters—such as letters, numbers, and punctuation—can be displayed on the monitor screen and printed on a printer. Compare **control character**.

character code: A number used to represent a character for processing by a computer system.

character set: The entire set of characters that can be either shown on a monitor or used to code computer instructions. In a printer, the entire set of characters that the printer is capable of printing.

Clear To Send: An RS-232-C signal from a DCE to a DTE that is normally kept false until the DCE makes it true, indicating that all circuits are ready to transfer data out. See **Data Communication Equipment**, **Data Terminal Equipment**.