

system program: A program that makes the resources and capabilities of the computer available for general purposes, such as an operating system or a language translator. Compare **application program**.

system software: The component of a computer system that supports application programs by managing system resources such as memory and I/O devices.

TAB: An ASCII character that commands a device such as a printer to start printing at a preset location (called a *tab stop*). There are two such characters: horizontal tab (hex 09) and vertical tab (hex 0B). TAB works like the tabs on a typewriter.

television set: A display device capable of receiving broadcast video signals (such as commercial television broadcasts) by means of an antenna. Can be used in combination with a radio-frequency modulator as a display device for the Apple II family of computers. Compare **video monitor**.

text: (1) Information presented in the form of readable characters. (2) The display of characters on a display screen. Compare **graphics**.

text window: An area on the video display screen within which text is displayed and scrolled.

traces: Electrical paths that connect the components on a circuit board.

transistor-transistor logic (TTL): (1) A family of integrated circuits having bipolar circuit logic; TTLs are used in computers and related devices. (2) A standard for interconnecting such circuits, which defines the voltages used to represent logical zeros and ones.

troubleshoot: To locate and correct the cause of a problem or malfunction, especially in hardware. Compare **debug**.

TTL: See **transistor-transistor logic**.

turnkey disk: See **startup disk**.

unary operator: An operator that applies to a single operand. For example, the minus sign (-) in a negative number such as -6 is a unary arithmetic operator. Compare **binary operator**.

unconditional branch: A branch that does not depend on the truth of any condition. Compare **conditional branch**.

value: An item of information that can be stored in a variable, such as a number or a string.

variable: (1) A location in the computer's memory where a value can be stored. (2) The symbol used in a program to represent such a location. Compare **constant**.

vector: (1) The starting address of a program segment, when used as a common point for transferring control from other programs. (2) A memory location used to hold a vector, or the address of such a location.

video: (1) A medium for transmitting information in the form of images to be displayed on the screen of a cathode-ray tube. (2) Information organized or transmitted in video form.

video monitor: A display device that can receive video signals by direct connection only, and that cannot receive broadcast signals such as commercial television. Can be connected directly to the computer as a display device. Compare **television set**.

viewport: All or part of the display screen used by an application program to display a portion of the information (such as a document, picture, or worksheet) on which a program is working. Compare **window**.

volume: A general term referring to a storage device; a source of or a destination for information. A volume has a name and a volume directory with the same name. Its information is organized into files.