

interface: (1) The point at which independent systems or diverse groups interact. The devices, rules, or conventions by which one component of a system communicates with another. Also, the point of communication between a person and a computer. (2) The part of a program that defines constants, variables, and data structures, rather than procedures.

interface card: A peripheral card that implements a particular interface (such as a parallel or serial interface) by which the computer can communicate with a peripheral device such as a printer or modem.

interpreter: A language translator that reads a program instruction by instruction and immediately translates each instruction for the computer to carry out. Compare **compiler**.

interrupt: A temporary suspension in the execution of a program that allows the computer to perform some other task, typically in response to a signal from a peripheral device or other source external to the computer.

inverse video: The display of text on the computer's display screen in the form of dark dots on a light (or other single phosphor color) background, instead of the usual light dots on a dark background.

I/O: See **input/output**.

I/O device: Input/output device. A device that transfers information into or out of a computer. See **input**, **output**, **peripheral device**.

I/O link: A fixed location that contains the address of an input/output subroutine in the computer's Monitor program.

IWM: "Integrated Woz Machine"; the custom chip that controls Apple's 3.5-inch disk drives.

joystick: A peripheral device with a lever, typically used to move creatures and objects in game programs; a joystick can also be used in applications such as computer-aided design and graphics programs.

K: See **kilobyte**.

keyboard: The set of keys, similar to a typewriter keyboard, used for entering information into the computer.

keyboard input connector: The connector inside the Apple II family of computers by which the keyboard is connected to the computer.

keyword: A special word or sequence of characters that identifies a particular type of statement or command, such as *RUN*, *BRUN*, or *PRINT*.

kilobyte (K): A unit of measurement consisting of 1024 (2^{10}) **bytes**. In this usage, *kilo* (from the Greek, meaning a thousand) stands for 1024. Thus, 64K memory equals 65,536 bytes. See also **megabyte**.

KSW: The symbolic name of the location in the computer's memory where the standard input link (namely, to the keyboard) is stored. KSW stands for *keyboard switch*.

language: See **programming language**.

language card: A peripheral card that, when placed in slot 0 of a 48K Apple II or Apple II Plus, gives the computer a total of 64K of memory. If you have an Apple II or Apple II Plus, you need a language card or the equivalent to use ProDOS.

language translator: A system program that reads another program written in a particular programming language and either executes it directly or converts it into some other language (such as machine language) for later execution. See **interpreter**, **compiler**, **assembler**.

leading zero: A zero occurring at the beginning of a decimal number, deleted by most computing programs.

least significant bit: The rightmost bit of a binary number. The least significant bit contributes the smallest quantity to the value of the number. Compare **most significant bit**.