

Apple II: A family of computers, including the original Apple II, the Apple II Plus, the Apple IIe, the Apple IIc, and the Apple IIGS. The original Apple II used Integer BASIC instead of Applesoft BASIC, and it required a keyboard command (PR#6) in order to start up from a disk.

Apple IIc: A transportable personal computer in the Apple II family, with a disk drive and 80-column display capability built in.

Apple IIe: A personal computer in the Apple II family with seven expansion slots and an auxiliary memory slot that allow the user to enhance the computer's capabilities with peripheral and auxiliary cards. The Apple IIe has been improved and enhanced over the years.

Apple IIe 80-Column Text Card: A peripheral card that plugs into the Apple IIe's auxiliary memory slot and allows the computer to display either 40 or 80 characters per line.

Apple IIe Extended 80-Column Text Card: A peripheral card that plugs into the Apple IIe's auxiliary memory slot and allows the computer to display either 40 or 80 characters per line while extending the computer's memory capacity by 64K.

Apple IIGS: A powerful new member of the Apple II family. The Apple IIGS uses a 16-bit microprocessor and has 256K of RAM. It has slots like the Apple IIe and ports like the Apple IIc, and contains a 15-voice custom sound chip.

Apple II Pascal: A software system for the Apple II family that lets you create and execute programs written in the Pascal programming language. Apple II Pascal was adapted by Apple Computer from the University of California, San Diego, Pascal Operating System (UCSD Pascal).

Apple II Plus: A personal computer in the Apple II family with expansion slots that allow the user to enhance the computer's capabilities with peripheral and auxiliary cards.

application program: A program written for some specific purpose, such as word processing data base management, graphics, or telecommunication. Compare **system program**.

argument: A value on which a function or statement operates; it can be a number or a variable. For example, in the BASIC statement VTAB 10, the number 10 is the argument. Compare **operand**.

arithmetic expression: A combination of numbers and arithmetic operators (such as $3 + 5$) that indicates some operation to be carried out.

arithmetic operator: An operator, such as +, that combines numeric values to produce a numeric result. Compare **logical operator**, **relational operator**.

ASCII: Acronym for *American Standard Code for Information Interchange*; pronounced "ASK-ee." A code in which the numbers from 0 to 127 stand for text characters. ASCII code is used for representing text inside a computer and for transmitting text between computers or between a computer and a peripheral device. Compare **EBCDIC**.

assembler: A language translator that converts a program written in assembly language into an equivalent program in machine language. The opposite of a **disassembler**.

assembly language: A low-level programming language in which individual machine-language instructions are written in a symbolic form that's easier to understand than machine language itself. Each assembly-language instruction produces one machine-language instruction. See also **machine language**.

asynchronous: Not synchronized by a mutual timing signal or clock. Compare **synchronous**.