

overflow: The condition that exists when an attempt is made to put more data into a given memory area than it can hold; for example, a computational result that exceeds the allowed range.

override: To modify or cancel an instruction by issuing another one.

overrun: A condition that occurs when the processor does not retrieve a received character from the receive data register of the Asynchronous Communications Interface Adapter (ACIA) before the subsequent character arrives. The ACIA automatically sets bit 2 (OVR) of its status register; subsequent characters are lost. The receive data register contains the last valid data word received.

page: (1) A screenful of information on a video display. In the Apple II family of computers, a page consists of 24 lines of 40 or 80 characters each. (2) An area of main memory containing text or graphical information being displayed on the screen. (3) A segment of main memory 256 bytes long and beginning at an address that is an even multiple of 256.

page zero: See **zero page**.

parallel interface: An **interface** in which several bits of information (typically eight bits, or one byte) are transmitted simultaneously over different wires or channels. Compare **serial interface**.

parity: Sameness of level or count, usually the count of 1 bits in each character, used for error checking in data transmission. See **even parity**, **MARK parity**, **odd parity**, **parity bit**.

Pascal: A high-level programming language with statements that resemble English phrases. Pascal was designed to teach programming as a systematic approach to problem solving. Named after the philosopher and mathematician Blaise Pascal.

pass: A single execution of a loop.

PC board: See **printed-circuit board**.

peek: To read information directly from a location in the computer's memory.

peripheral: (adj) At or outside the boundaries of the computer itself, either physically (as a peripheral device) or in a logical sense (as a peripheral card). (n) Short for *peripheral device*.

peripheral bus: The **bus** used for transmitting information between the computer and peripheral devices connected to the computer's expansion slots or ports.

peripheral card: A removable printed-circuit board that plugs into one of the computer's expansion slots. Peripheral cards allow the computer to use peripheral devices or to perform some subsidiary or peripheral function.

peripheral device: A piece of hardware—such as a video monitor, disk drive, printer, or modem—used in conjunction with a computer and under the computer's control. Peripheral devices are often (but not necessarily) physically separate from the computer and connected to it by wires, cables, or some other form of interface. They often require **peripheral cards**.

peripheral slot: See **expansion slot**.

phase: (1) A stage in a periodic process. A point in a cycle. For example, the 6502 microprocessor uses a clock cycle consisting of two phases called Φ 0 and Φ 1. (2) The relationship between two periodic signals or processes.

PILOT: Acronym for *Programmed Inquiry, Learning, Or Teaching*. A high-level programming language designed for teachers and used to create computer-aided instruction (CAI) lessons that include color graphics, sound effects, lesson text, and answer checking. SuperPILOT is an enhanced version of the original Apple II PILOT programming language.