

asynchronous transmission: A method of data transmission in which the receiving and sending devices don't share a common timer, and no timing data is transmitted. Each information character is individually synchronized, usually by the use of start and stop bits. The time interval between characters isn't necessarily fixed. Compare **synchronous transmission**.

auxiliary slot: The special expansion slot inside the Apple IIe used for the Apple IIe 80-Column Text Card or Extended 80-Column Text Card, and also for the RGB monitor card. The slot is labeled "AUX. CONNECTOR" on the circuit board.

base address: In *indexed addressing*, the fixed component of an address.

BASIC: Acronym for *Beginners All-purpose Symbolic Instruction Code*. BASIC is a high-level programming language designed to be easy to learn. Two versions of BASIC are available from Apple Computer for use with all Apple II-family systems: Applesoft BASIC (built into the firmware) and Integer BASIC.

baud: A unit of data transmission speed: the number of discrete signal state changes per second. Often, but not always, equivalent to *bits per second*. Compare **bit rate**.

binary: Characterized by having two different components, or by having only two alternatives or values available; sometimes used synonymously with **binary system**.

binary digit: The smallest unit of information in the binary number system; a 0 or a 1. Also called a **bit**.

binary operator: An operator that combines two operands to produce a result. For example, + is a binary arithmetic operator; < is a binary relational operator; OR is a binary logical operator. Compare **unary operator**.

binary system: The representation of numbers in the base-2 system, using only the two digits 0 and 1. For example, the numbers 0, 1, 2, 3, and 4 become 0, 1, 10, 11, and 100 in binary notation. The binary system is commonly used in computers because the values 0 and 1 can easily be represented in a variety of ways, such as the presence or absence of current, positive or negative voltage, or a white or black dot on the display screen. A single binary digit—a 0 or a 1—is called a **bit**. Compare **decimal**, **hexadecimal**.

bit: A contraction of *binary digit*. The smallest unit of information that a computer can hold. The value of a bit (1 or 0) represents a simple two-way choice, such as yes or no, on or off, positive or negative, something or nothing. See also **binary system**.

bit rate: The speed at which bits are transmitted, usually expressed as *bits per second*, or *bps*. Compare **baud**.

bits per second: See **bit rate**.

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

body: In BASIC, the statements or instructions that make up a part of a program, such as a loop or a subroutine.

boot: Another way to say **start up**. A computer boots by loading a program into memory from an external storage medium such as a disk. Starting up is often accomplished by first loading a small program, which then reads a larger program into memory. The program is said to "pull itself up by its own bootstraps"—hence the term *bootstrapping* or *booting*.

boot disk: See **startup disk**.

bootstrap: See **boot**.

bps: See **bit rate**.

branch: (v) To pass program control to a line or statement other than the next in sequence. (n) A statement that performs a branch. See **conditional branch**, **unconditional branch**.