

68000: The microprocessor used in the Macintosh and Macintosh Plus.

slot: A narrow socket inside the computer where you can install peripheral cards. Also called an **expansion slot**.

soft switch: Also called a *software switch*; a means of changing some feature of the computer from within a program. For example, **DIP switch** settings on ImageWriter printers can be overridden with soft switches. Specifically, a soft switch is a location in memory that produces some special effect whenever its contents are read or written.

software: A collective term for **programs**, the instructions that tell the computer what to do. They're usually stored on disks. Compare **hardware**, **firmware**.

source code: See **source program**.

source program: The form of a program given to a language translator, such as a compiler or assembler, for conversion into another form; sometimes called *source code*. Compare **object program**.

space character: A text character whose printed representation is a blank space, typed from the keyboard by pressing the Space bar.

stack: A list in which entries are added (pushed) or removed (popped) at one end only (the top of the stack), causing them to be removed in last-in, first-out (LIFO) order. Compare **queue**.

standard instruction: An instruction automatically present when no superseding instruction has been received.

starting value: The value assigned to the index variable on the first pass through a loop.

start up: To get the system running. Starting up is the process of first reading the operating system program from the disk, and then running an application program.

startup disk: A disk with all the necessary program files—such as the Finder and System files contained in the System folder in Macintosh—to set the computer into operation. In Apple II, sometimes called a *boot disk*.

statement: A unit of a program in a high-level language that specifies an action for the computer to perform. A statement typically corresponds to several instructions of machine language.

step value: The amount by which the index variable changes on each pass through a loop.

string: An item of information consisting of a sequence of text characters.

stroke: A signal whose change is used to trigger some action.

subroutine: A part of a program that can be executed on request from another point in the program and that returns control, on completion, to the point of the request.

synchronous: A mode of data transmission in which a constant time interval exists between transmission of successive bits, characters, or events. Compare **asynchronous**.

synchronous transmission: A transmission process that uses a clocking signal to ensure an integral number of unit (time) intervals between any two characters. Compare **asynchronous transmission**.

syntax: (1) The rules governing the structure of statements or instructions in a programming language. (2) A representation of a command that specifies all the possible forms the command can take.

system: A coordinated collection of interrelated and interacting parts organized to perform some function or achieve some purpose—for example, a computer system comprising a processor, keyboard, monitor, and disk drive.

system configuration: See **configuration**.