

80/40-column switch: A switch that controls the maximum number of columns or characters across the screen. A television can legibly display a maximum of 40 characters across the screen, whereas a video monitor can display 80 characters.

embedded: Contained within. For example, the string 'HUMPTY DUMPTY' is said to contain an embedded space.

emulate: To operate in a way identical to a different system. For example, the Apple II 2780/3780 Protocol Emulator and the Apple II 3270 BSC Protocol Emulator, together with the Apple Communications Protocol Card (ACPC), allow the Apple II, Apple II Plus, or Apple IIe to emulate the operations of IBM 3278 and 3277 terminals and 3274 and 3271 control units.

end-of-command mark: A punctuation mark used to separate commands sent to a peripheral device such as a printer or plotter. Also called a *command terminator*.

end-of-line character: A character that indicates that the preceding text constitutes a full line.

error code: A number or other symbol representing a type of error.

error message: A message displayed or printed to tell you of an error or problem in the execution of a program or in your communication with the system. An error message is often accompanied by a beep.

ESCAPE character: An ASCII character that, with many programs and devices, allows you to perform special functions when used in combination keypresses.

escape code: A sequence of characters that begins with an ESCAPE character and constitutes a complete command. Usually synonymous with **escape sequence**.

Escape key: A key on Apple II-family computers that generates the ESCAPE character. The Escape key is labeled *Esc*. In many applications, pressing Escape allows you to return to a previous **menu** or to stop a procedure.

escape mode: A state of the Apple IIe and IIc entered by pressing the Escape key and certain other keys. The other keys take on special meanings for positioning the cursor and controlling the display of text on the screen.

escape sequence: A sequence of keystrokes, beginning with the Escape key. In **escape mode**, escape sequences are used for positioning the cursor and controlling the display of text on the screen. Escape sequences are also used as codes to control printers.

Esc key: See **Escape key**.

even/odd parity check: In data transmission, a check that tests whether the number of 1 bits in a group of binary digits is even (even parity check) or odd (odd parity check).

even parity: In data transmission, the use of an extra bit set to 0 or 1 as necessary to make the total number of 1 bits an even number; used as a means of error checking. Compare **MARK parity**, **odd parity**.

exclusive OR: A logical operator that produces a true result if one of its operands is true and the other false, and a false result if its operands are both true or both false. Compare **OR**, **AND**, and **NOT**.

execute: To perform the actions specified by a program command or sequence of commands.

expansion slot: A connector into which you can install a peripheral card. Sometimes called a *peripheral slot*. See also **auxiliary slot**.

expression: A formula in a program that defines a calculation to be performed.

FIFO: Acronym for "first in, first out" order, as in a **queue**.