

**pipelining:** A feature of a processor that enables it to begin fetching the next instruction before it has finished executing the current instruction. All else being equal, processors with this feature run faster than those without it.

**pixel:** Short for *picture element*. A point on the graphics screen; the visual representation of a bit on the screen (white if the bit is 0, black if it's 1). Also, a location in video memory that maps to a point on the graphics screen when the viewing window includes that location.

**plotting vector:** A code representing a single step in drawing a shape on the high-resolution graphics screen. The plotting vector specifies whether to plot a point at the current screen position, and in what direction to move (up, down, left, or right) before processing the next vector.

**pointer:** An item of information consisting of the memory address of some other item. For example, Applesoft BASIC maintains internal pointers to the most recently stored variable, the most recently typed program line, and the most recently read data item, among other things. The 6502 uses one of its internal registers as a pointer to the top of the stack.

**point of call:** The point in a program from which a subroutine or function is called.

**poke:** To store information directly into a location in the computer's memory.

**pop:** To remove the top entry from a **stack**, moving the stack pointer to the entry below it. Synonymous with *pull*. Compare **push**.

**power supply:** A circuit that draws electrical power from a power outlet and converts it to the kind of power the computer can use.

**power supply case:** The metal case inside most Apple II and Macintosh computers that houses the power supply. The Apple IIc uses an external power supply case.

**PR#:** An Applesoft BASIC command that sends output to a slot or a machine-language program. It specifies an output routine in the ROM on a peripheral card or in a machine-language routine in RAM by changing the address of the standard output routine used by the computer.

**precedence:** The order in which operators are applied in evaluating an expression. Precedence varies from language to language, but usually resembles the precedence rules of algebra.

**printed-circuit board:** A hardware component of a computer or other electronic device, consisting of a flat, rectangular piece of rigid material, commonly Fiberglass, to which integrated circuits and other electronic components are connected.

**procedure:** In the Pascal and Logo programming languages, a set of instructions that work as a unit; approximately equivalent to the term **subroutine** in BASIC.

**processor:** The hardware component of a computer that performs the actual computation by directly executing instructions represented in machine language and stored in main memory. See **microprocessor**.

**ProDOS:** An Apple II operating system designed to support hard disk drives like the ProFile, as well as floppy disk storage devices. ProDOS stands for *Professional Disk Operating System*. Compare **DOS**.

**ProDOS command:** Any one of the 28 commands recognized by ProDOS.

**program:** (n) A set of instructions describing actions for a computer to perform in order to accomplish some task, conforming to the rules and conventions of a particular programming language. (v) To write a program.

**program line:** The basic unit of an Applesoft BASIC program, consisting of one or more statements separated by colons (:).