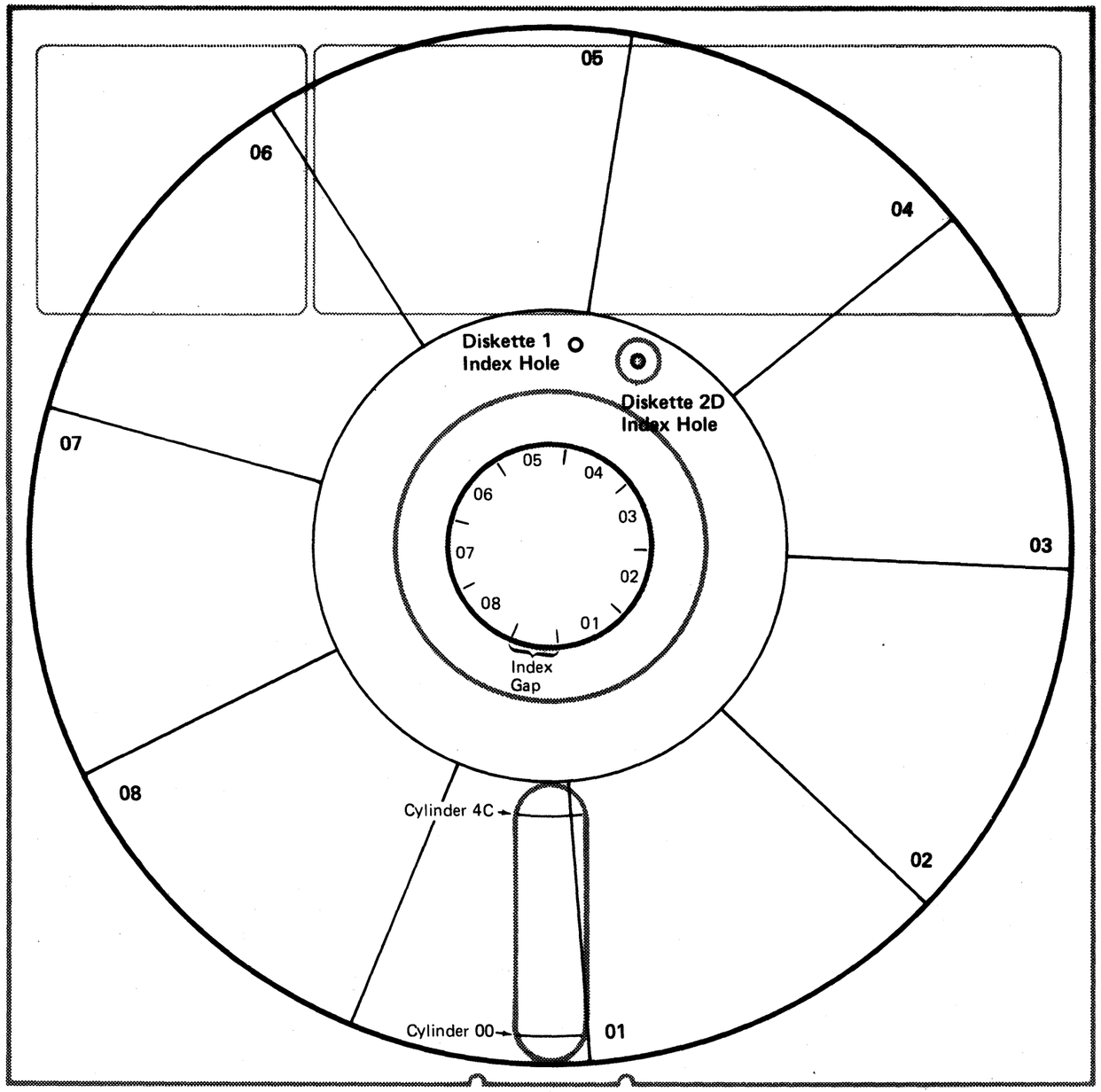
Appendix A. Diskette Formats



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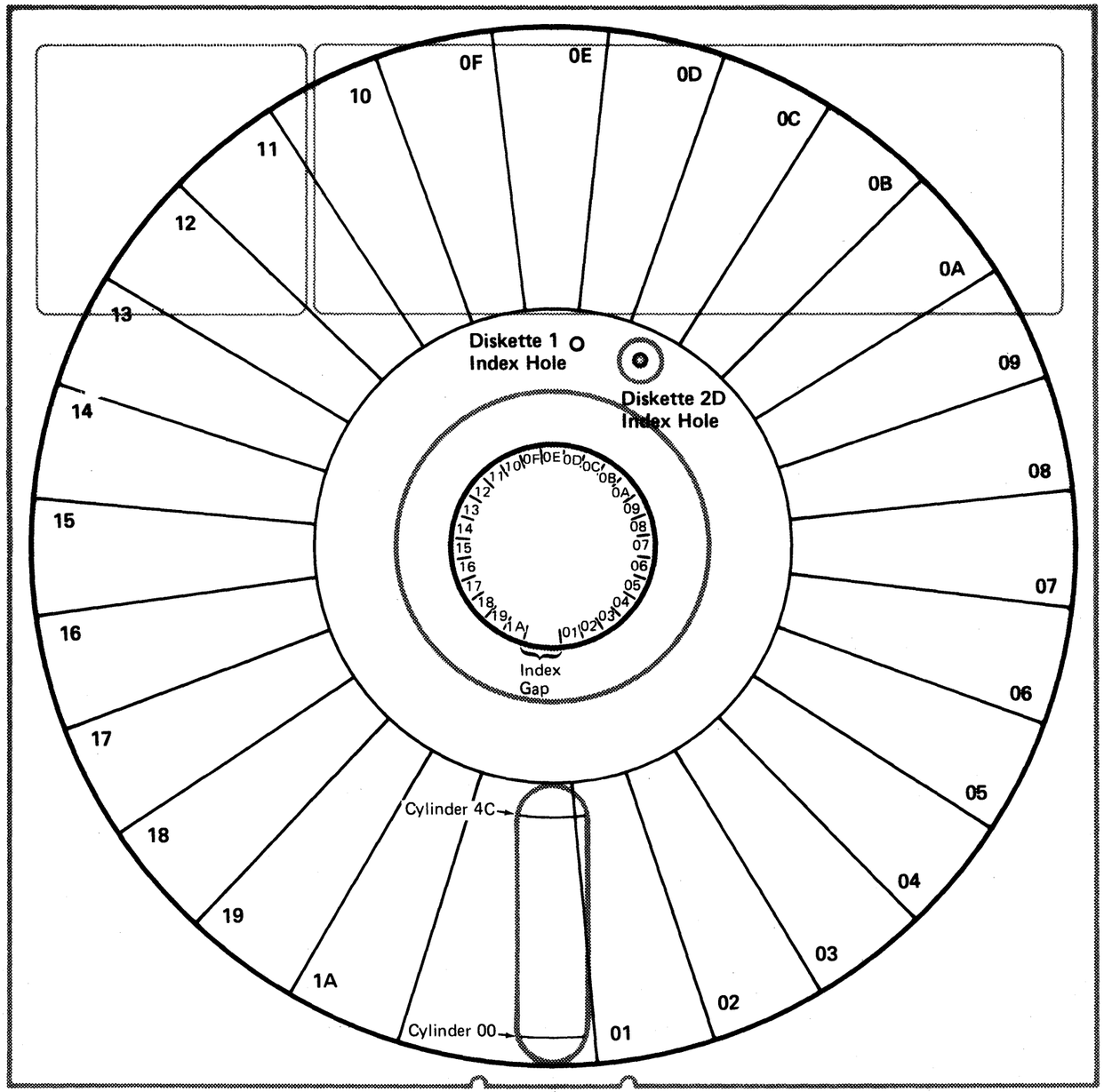

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Glossary

This glossary includes definitions developed by the American National Standards Institute (ANSI). This material is reproduced from the *American National Dictionary for Information Processing*, copyright 1977 by the Computer and Business Equipment Manufacturers Association, copies of which may be purchased from the American National Standards Institute, 1430 Broadway, New York, New York 10018.

ANSI definitions are identified by an asterisk. An asterisk to the right of the term indicates that the entire entry is reprinted from the *American National Dictionary for Information Processing*. Where definitions from other sources are included in the entry, ANSI definitions are identified by an asterisk to the right of the item number.

abortive disconnect: A disconnect that is not normal.

accumulate: To collect.

acknowledge character (ACK): In binary synchronous communications, a transmission control character transmitted to the sending station by a receiving station as a positive response to a data transmission. An acknowledge character can also be used as an accuracy control character.

acknowledgment: In binary synchronous communications, the transmission of acknowledge characters. See *acknowledge character*, *negative acknowledge character*.

ACK0: In binary synchronous communications, the even-numbered positive acknowledge sequence. See *acknowledge character*.

ACK1: In binary synchronous communications, the odd-numbered positive acknowledge sequence. See *acknowledge character*.

action control element: ACE.

action control word: ACW.

activate logical unit: ACTLU.

activate physical unit: ACTPU.

adapter control register: ACR.

adapter status register: ASR.

add operation: (1) A disk or diskette operation that adds records to a file that is already present. (2) A computer operation that adds a field to a field, a field to a register, or a register to a register.

address compare register: ACR.

address mark: AM.

address recall register (ARR): A 2-byte local storage register in the main storage processor that is used for temporary storage of an address that will be used later by the instruction being executed or by the program being run.

address translation registers (ATRs): Sixty-four 1-byte registers (32 for program-level tasks and 32 for I/O usage) that are used to convert the addresses specified by the program into the main storage addresses in which the program is stored. These registers are also used for main storage protection.

addressing: (1) In data communications, the means by which the sending or control station selects the unit to which it will send a message. Compare to *polling*. (2) A means of identifying storage locations.

algebraic: The rules of algebra that determine whether a result is positive or negative when numbers are added, subtracted, multiplied, or divided.

alphabetic character: Any one of the letters A through Z, or one of the special characters #, $, and @.

alphameric character: An alphabetic character, or one of the digits 0 through 9. See *alphabetic character*.

alternating current: AC.

alternating current terminal block: ACTB.

alternative cylinder: A cylinder on a diskette that is made available by the system in place of a cylinder that cannot be used.

alternative sector: A sector on a disk that is made available by the system in place of a sector that cannot be used. See *sector*.

American National Standard Code for Information Interchange, X3.4-1968 (ASCII): The standard code, using a character set containing 7-bit characters (8 bits including parity bit), used to transmit and receive information between data processing systems, communications systems, and associated equipment. The ASCII character set contains control characters and graphic characters.

amplifier: A device that intensifies a signal.

analog: A continuous variable voltage.

and or invert: AOI.

ANSI: American National Standards Institute.

arithmetic and logic unit (ALU): A part of a computer that performs arithmetic and logic operations.

array: matrix.

assembler: A computer program that automatically converts instructions written in a symbolic code into the equivalent machine code.

asynchronous transmission: In data communications, a mode of transmission in which the bits included in a character or block of characters occur during a fixed interval. However, the start of each character or block of characters can occur at any time during this interval.

attachment: Circuits that connect the system channel to an I/O device. The attachment controls the read, write, and control information passed between the channel and the I/O device.

attenuate: To reduce a signal.

auto: automatic.

auto network shutdown: ANS.

auto network shutdown complete: ANSC.

automatic answering: AA.

automatic equalizer: AEQ/AEL.

automatic gain control: AGC.

auto-answer: In data communications, a machine feature that permits a station to respond to a call that it receives over a switched line without operator action. Compare to *manual answer*.

auto-call: In data communications, a machine feature that permits a station to make a call over a switched line without operator action. Compare to *manual call*.

backup mode register: BMR.

bandpass filter: A filter that reduces signals of low and high frequency and passes those of medium frequency.

bandwidth: A range of frequencies passed by a bandpass filter, amplifier, or telephone network.

base cycle steal: An interrupt level on the channel used by the display adapter.

basic information unit: BIU.

basic link unit: BLU.

basic transmission unit: BTU.

baud: Bits per second.

BCD character code: A character set of sixty-four 6-bit characters. Compare to *EBCDIC*.

behind home: BH.

binary-coded decimal: BCD.

binary-coded decimal character code: See *BCD character code*.

binary synchronous communications (BSC): A flexible form of line control that supplies a set of rules for transmitting data over a communications line connecting two devices that use a communications adapter.

binary synchronous transmission: Data transmission in which synchronization of characters is controlled by timing signals generated at the sending and receiving stations. Compare to *asynchronous transmission*.

bit: A binary digit.

bit ring: BR.

bits per second (bps): (1) The rate at which a device transmits or receives binary information, or the rate at which a recording head reads or writes data. (2) In serial transmission, the rate at which a device or channel transmits a character.

blast: A condition within the control processor whereby the port lines are reset.

block: (1) A record or a collection of records recorded or operated on as a unit. (2) In System/34, a 10-sector unit of disk storage that contains 2,560 bytes. See *sector.*

block check character: BCC.

block processor clock: BPC.

branch instruction: An instruction that changes the sequence in which the instructions in a computer program are executed. Execution of instructions continues at the address specified in the branch instruction.

buffer: (1) *An area of storage that is temporarily reserved for use in performing an I/O operation, into which data is read or from which data is written. (2) Storage or program steps that permit differences in the rate of data flow, or in the times when events occur, when transmitting data from one part of a computer system to another.

burst cycle steal: A continuous transfer of data uninterrupted between two points. See *interrupt, cycle steal.*

burst mode operation: Same as *burst cycle steal.*

byte: (1) The 8 bits that represent one character. (2) A sequence of 8 bits that are operated on as a unit and are the smallest unit of data in System/34 that can be addressed. (3) The amount of storage needed for one EBCDIC character.

byte counter: BC.

call: (1) The action of preparing a computer program, a routine, or a subroutine for operation, usually by specifying the entry conditions and then branching to an entry point. (2) In data communications, the action performed by the calling party, or the operations necessary in making a call, or the effective use made of a connection between two stations. See *calling station.* (3) To activate a program or procedure at its entry point. Compare to *load.*

called station: On a switched line, the location to which a call is made.

calling station: On a switched line, the location from which a call is made.

cancel: To end the current job before the job is completed.

carrier detect: CD.

cathode-ray tube (CRT): The part of a display station on whose face graphic information is displayed.

caution notice: Identification of an action that could damage a machine, a program, or a data file. Compare to *danger notice.*

CBS coupler: An automatically answering coupler.

CE panel: A panel that contains indicator lights and switches used by the CE during system maintenance.

CE track: An area on disk used as a read/write area for CE diagnostics.

cell: One bit time.

Celsius: C.

change of direction: COD.

channel: (1) A device or circuits that connect two or more devices that can receive, transmit, store, and process data. (2) A device that connects the processing unit and main storage with the I/O control units.

channel command bus: CCB.

character set: A group of characters used for a specific purpose; for example, the set of characters a printer can print.

check: CHK.

circuit breaker: CB.

clamp: In data communications, to inhibit a signal from its normal state.

clear to send: CTS.

clear to send/carrier detect: CSCD.

Cmd (key): A display station function control key that, when pressed, causes System/34 to recognize the 14 keys on the top row of the keyboard as command function keys. See *command function keys, function control keys.*

column: A vertical arrangement of characters, as on a punched card or a coding form. Compare to *position.*

command: A request for the performance of an operation or the execution of a specific program. See *execution.*

command bus in: CBI.

command bus out: CBO.

command function keys: The 14 keys on the top row of the display station keyboard that are used with the Cmd function control key to request functions of program products and user programs. Compare to *function control keys.*

command reject: CMDR.

common carrier: In data communications, any government-regulated company that furnishes communication services to the general public.

communications: COMM.

communications adapter: A hardware feature that enables System/34 to become a part of a data communications network.

communications control characters: See *transmission control characters.*

communications terminal block: COMTB.

compare: COMP.

computer: An electronic device that can store, get access to, and process data under control of a program.

configuration control register: CCR.

connect data set to line: CDSTL.

connection point manager: CPMGR.

console: CONS.

control: CTL.

control character: A character that starts, changes, or stops a control operation. A control character may be recorded for later use. A control character is not a graphic character, but may have a graphic that represents it. See *transmission control characters.*

control mode register: CMR.

control output register: COR.

control processor (CP): A group of programs that execute control storage instructions that determine channel data movements and main storage assignment.

control station: The primary or controlling computer in a multipoint data communications configuration. The control station controls the sending and receiving of data.

control storage (CS): Storage that contains control processor instructions and data. Compare to *main storage.*

control storage initial program load (CSIPL): The loading of system microcode from disk or diskette to control storage.

control storage interrupt level status word: CSILSW.

control storage program: A group of modules that include all code which loads to and executes in the control processor. See *module*.

controller: A device that controls operation of one or more input/output devices; for example, a work station controller.

controller command bus out: CCBO.

controller data bus in: CDBI.

controller data bus out: CDBO.

coupler: A device that connects a modem to a telephone network.

coupler cut through: CCT.

cradle: The part of a telephone that holds the handset.

crystal rectifier: CR.

cycle steal (CS): The process by which a device uses cycles of another machine or device. If, for example, the processing unit is performing an arithmetic operation when the disk needs service, the arithmetic operation is stopped while a byte of data is moved to or from the disk.

cyclic redundancy check (CRC): A method of error checking using a special check character following each block of data that is sent over a data link, or to or from an I/O device, such as a disk or diskette.

danger notice: Identification of an action or condition that could result in injury to a person. Compare to *caution notice.*

data access arrangement: DAA.

data address register: DAR.

data bus in: DBI.

data bus out: DBO.

data communications: The transmission of data between systems or remote devices over a communications line. See *remote.*

data communications attachment: The part of the system that permits the sending or receiving of data to or from a remote device over a data link.

data count field: DCF.

data link: The equipment and rules (protocols) used for sending data over a communications line.

data link control: DLC.

data link escape: DLE.

data link escape transparent mode: XDLE.

data management: A major function of the System Support Program Product (SSP) that receives a user program request to send or receive data, schedules the request, puts the data in the correct format, and performs other similar actions.

data modem ready: DA.

data ring: DR.

data set ready: DSR.

data storage facility: DSF.

data stream: All data transmitted over a data link during a single read or write operation.

data terminal equipment: DTE.

data terminal ready: DTR.

data tip: DT.

data transmission: The sending of data from one place to another. See also *data communications.*

de-activate logical unit: DACTLU.

de-activate physical unit: DACTPU.

deceleration: slowing down.

delimiter: A character that groups or separates words or values.

demodulate: To set a modulated signal to its original state.

descramble: To set a scrambled data block to its original state.

deserialize: To convert a sequence of 8 bits into a byte.

destination address field: DAF.

device address: DA.

device end: DE.

diagnostic control program (DCP): The supervisor program that executes diagnostic programs. Compare to *SSP utility program.*

diagnostic control register: DCR.

dibit: Two bits taken together.

differential phase shift keying: DPSK.

differentiator-amplifier: AR-DIFF.

Digital Data Service Adapter (DDSA): In data communications, a device used in place of a modem when transmitting data over private lines. Compare to *modem.*

digital-to-analog converter: DAC.

direct current: DC.

DISC: In data communications, the BSC transmission control sequence for disconnect.

disconnected mode: DM.

disk: A flat, circular plate with a magnetic surface on which programs and data files can be stored.

disk drive: The mechanism used to read from and write on disk.

disk drive A: The first disk drive installed on the system.

disk drive B: The second disk drive installed on the system.

disk enclosure: The part of the disk drive that contains the disk, the spindle, and the actuator.

diskette: A thin, flexible magnetic disk permanently sealed in a protective cover.

diskette door: The cover over the diskette slot. See *diskette slot.*

diskette drive: The mechanism used to read and write diskettes. See *diskette 1 drive, diskette 2 MFM drive.*

diskette slot: The opening into which the diskette is inserted before being written or read.

diskette 1 drive: The diskette drive mechanism (33FD) used to read and write Diskette 1 diskettes.

diskette 2 MFM drive: The diskette drive mechanism (53FD) used to read and write Diskette 2D diskettes.

displacement byte: A byte in an indexed instruction that is added to an index register to obtain a real address or to change the contents of an index register. See *byte, register.*

display: DPLY.

display screen: The part of a display station on which data, messages, or other information is displayed.

DLE (data link escape): In binary synchronous communications, a control character used only to supply additional line control information.

driver/receiver activity register: DRAR.

dump: (1) To copy the contents of all or part of storage, usually from storage to an output device. (2) Data that has been dumped.

duplex: A data communications network that permits data communications in opposite directions at the same time. Same as *full duplex*. Compare to *half duplex*.

EBCDIC (extended binary-coded decimal interchange code): A character set of two hundred and fifty-six 8-bit characters. Compare to *BCD character code.*

echo: A reflection of a signal used in channel operation.

Electronic Industries Association: EIA.

emitter column counter: ECC.

enable interrupt register: EIR.

end of file: EOF.

end of text: ETX.

end of text block: ETB.

end of transmission: EOT.

end write gap: EWG.

engineering change: EC

enquiry: ENQ.

equalization: The action performed by an equalizer. See *equalizer*.

equalizer: A device that corrects the waveshape of the signal to make it more suitable for a telephone network.

equivalent: Equal in force, amount, or value.

error recording analysis procedure: ERAP.

error recovery procedure (ERP): A procedure that aids you to isolate and, where possible, to recover from equipment errors. ERPs are often used with programs that record information about machine failures.

ETB: In binary synchronous communications, the end-of-transmission-block character.

ETX: In binary synchronous communications, the end-of-text character.

even positive acknowledgment: Same as *ACK0*.

exchange station ID: XID.

exclusively: One or the other, but not both.

execute: To cause an instruction, customer program, utility program, or other machine function to be performed. See *Utilities Program Product.*

execution: (1) The process of carrying out the instructions of a computer program by a processor. (2) The machine logic process that causes an instruction to be executed.

execution time: The time during which the operation specified by an instruction is performed.

expedited flow indicator: EFI.

extended binary-coded decimal interchange code: Same as *EBCDIC*. Compare to *BCD character code.*

extended storage control: ESC.

fetch: See *instruction fetch.*

field: One or more bytes of similar information in a record. See *byte.*

field effect transistor: FET.

field replaceable unit: FRU.

field service logic: FSL.

flip-flop: FF.

flip latch: FL.

format identification field: FID.

formatted diskette: A diskette on which track and sector control information has been written but which may or may not contain any data. See *sector.*

frequency modulation: FM.

frequency shift keying: FSK.

full duplex: Same as *duplex.*

function control keys: Special keys on the keyboard that are used to request specific system functions. Compare to *command function keys.*

guard band: GB.

half duplex: Permitting data communications in opposite directions, but not at the same time. Compare to *duplex.*

handset: The part of a telephone that sends and receives sound.

heading: (1) A title printed at the top of a column or page. (2) In ASCII and data communications, a sequence of characters, preceded by the SOH (start-of-heading) character, that controls the path of a message from the sending station to the receiving station. Compare to *text.*

hexadecimal: Pertaining to a numbering system with a base of 16; valid digits range from 0 (zero) through F (15).

I/O interruption: An interruption caused by the ending of an I/O operation or by an operator action. See *interruption.*

identification, identifier: ID.

identification buffer: IDB.

immediate power off: IPO.

impression control singleshot: IMPSS.

indexed address: An address that is changed by the content of an index register before or during the execution of an instruction. See *execution.*

indexed instruction: An instruction that needs address changes before the data byte is read from storage.

initial program load (IPL): A sequence of events that loads the system programs and prepares the system for execution of jobs.

initialization complete: INITC.

input: See *input data.*

input data: *Input to be processed.

input/output (I/O): (1) Relative to either input or output or both. (2) A general term for the equipment used to communicate with a computer. (3) The data transmitted during communication with a computer.

input/output block (IOB): A data area that may be used to pass the necessary information from the calling program to the input/output supervisor for data operations. See *call.* Compare to *loader parameter.*

input/output control handler (IOCH): Modules that supply the interface between the input/output supervisor and the I/O device or the device controller. These modules issue the commands to control the I/O device.

input/output supervisor (IOS): A routine or group of routines for moving data between main storage and the input/output control handler. See *input/output control handler.*

inquiry: (1) A request (entered from a display station) for information in storage. See also *inquiry program.* (2) A request for information that puts the system into inquiry mode. Compare to *response.*

inquiry program: (1) A program that enables the operator to access information from a disk file. See *inquiry.* (2) A program that is executed while the system is in inquiry mode.

instruction (INSN): A set of characters that specify an operation and the values or locations of the data to be processed.

instruction address: *The address that must be used to fetch an instruction. See *instruction fetch.*

instruction address register (IAR): A 2-byte local storage register in the main storage processor that contains the address of the instruction being read from main storage during instruction fetch time. See *instruction fetch.*

instruction fetch (I-fetch): The action of getting an instruction from storage and loading it into the correct registers. Compare to *execution time.*

interface: The hardware and programs that permit exchange of information between computer systems or devices. Also describes the junction of two or more devices.

interlock: (1) To prevent a machine or device from starting any more operations until the operation being executed is complete. (2) A part of a device that inhibits operation of the device when conditions are present that could cause personal injury or damage the device.

intermediate block check: In binary synchronous communications, a function that permits checking each record, instead of checking the contents of the total buffer, when large buffers of data are received. See *buffer.*

intermediate text block (ITB): In data communications, the intermediate-text-block character.

interrupt: (1) To stop a process in such a way that it can be started again. (2) In data communications, to take an action at a receiving station that causes the sending station to terminate a transmission.

interrupt level: IL.

interruption: A break in the normal sequence in which instructions are executed.

invalid: Not valid.

job control block: JCB.

job output stream: Same as *output stream.*

key: (1) One or more characters included in a data record that are used to identify or control the use of that data. (2)*To enter information from the keyboard. (3) A finger-operated switch that is part of a keyboard.

kilohertz: kHz.

landing zone: LZ.

latch: A circuit used to store a single bit of information.

leased line (LL): A connection between systems or devices that does not have to be completed by dialing. Same as *nonswitched line.* Compare to *switched line.*

least positive down level: LPDL.

least positive up level: LPUL.

length count recall register (LCRR): A register in the main storage local storage register (LSR) stack that stores the R-byte of the supervisor call (SVC) instruction. This information is then used by the control storage interrupt level 5 program routine when executing this nonexecutable instruction received from the main storage processor.

light-emitting diode: LED.

line printer: A device that prints all characters of a line in a single operation. Compare to *serial printer.*

link control: LC.

load: (1) To enter data or programs into storage. (2) To prepare an I/O device for operation; for example, to load paper in a printer.

loader parameter: A set of values that are used to pass the necessary information, from the calling program to the input/output supervisor, to enter programs into storage. See *call.* Compare to *input/output block.*

local: Pertaining to a device having a controller that is directly connected to or contained within a system without using a communication line. Compare to *remote.*

local session identifier: LSID.

local storage register: LSR.

logical unit: LU.

logical unit status: LUSTAT.

longitudinal redundancy check: LRC.

machine check interruption (MCI): An interruption that occurs as a result of an equipment failure or error.

macroinstruction: A single computer instruction that stands for a sequence of operations.

magnetic character reader: MCR.

magnetic ink character recognition: MICR.

main program level: MPL.

main storage: (1) General-purpose storage of a computer. (2) All storage that can be addressed by programs, from which instructions can be executed, and from which data can be loaded directly into registers. (3) Compare to *control storage.*

main storage address register: MSAR.

main storage initial program load (MSIPL): The loading of system microcode from disk or diskette to main storage.

main storage processor (MSP): Hardware that executes system instructions in main storage.

maintenance analysis procedure: MAP.

manual answer: In data communications, operator actions to make a station ready when the station receives a call over a switched line. Compare to *auto-answer.*

manual call: In data communications, operator actions to make a connection with a station over a switched line. Compare to *auto-call.*

MAP diagnostic integration: MDI.

mapping field: MPF.

mask: A pattern that controls the keeping, deleting, or testing of parts of another pattern of characters.

mega (M): Ten to the sixth power (1,000,000 in decimal notation). When referring to storage capacity, 2 to the 20th power (1,048,576 in decimal notation).

megabyte: MB.

megahertz: MHz.

menu: A displayed list of items (usually jobs) from which the operator makes a selection.

message identification code (MIC): A 4-digit number that identifies a record in a message member. This number can be part of the message identifier.

microaddress backup register: MAB.

microaddress register (MAR): A 2-byte local storage register in the control processor that is used to address the instruction byte being read from control storage during instruction fetch (I-fetch) time.

micro-operation register: MOR.

modem (modulator/demodulator): A device that connects a communications adapter to a communications line.

modem status register: MSR.

modified frequency modulation (MFM) recording: The recording method used on Diskette 2D diskettes.

modulation: Changes made in the frequency or amplitude of one signal by using the frequency or amplitude of another signal.

module: *(1) A program unit that is discrete and identifiable with respect to compiling, combining with other units, and loading; for example, the input to, or output from, an assembler, compiler, linkage editor, or executive routine. (2) A packaged functional hardware unit designed for use with other components.

monolithic storage technology: MST.

most positive down level: MPDL.

most positive up level: MPUL.

multiplex: To concurrently transmit two or more units of data on a single channel.

multiplexer port out: MPXPO.

multipoint data link: In data communications, pertaining to a network configuration in which connected stations communicate with each other in a time-sharing mode.

multitasking: Performing the processing for up to eight main storage tasks at the same time.

negative acknowledge character (NAK): In binary synchronous communications, a transmission control character transmitted by a station as a negative response to the station that the connection is set up with.

network: The term network has at least two meanings. A *public network* is a network established and operated by common carriers or telecommunications administrations for the specific purpose of providing circuit-switched, packet-switched, and nonswitched-circuit services to the public. A *user application network* is a configuration of data processing products (such as processing units or work stations) established and operated by users for the purpose of data processing or information exchange; such a network may use transport services offered by common carriers or telecommunications administrations. *Network,* as used in this publication, refers to a user application network.

network addressable unit: NAU.

no trouble found: NTF.

node: In systems network architecture, a junction point in a network, represented by a physical unit.

nonsequenced acknowledgment: NSA.

nonswitched line: A connection between systems or devices that does not have to be made by dialing. Same as *leased line.* Compare to *switched line.*

normal disconnect mode: NDM.

normal response mode: NRM.

normally closed: N/C.

normally open: N/O.

odd positive acknowledgment: Same as *ACK1.*

off-chip driver: OCD.

off hook (OH): Not on the cradle (a position of the telephone handset).

option: A choice.

origin address field: OAF.

oscillator: An electric signal generator.

output stream: Diagnostic messages and other output data, given out by an operating system or a processing program and displayed on output devices.

over current: O/C.

parameter: (1) A variable that is given a specific value for a specific purpose or process. (2) A value specified in a command statement or a control statement.

parity: P.

parity check: PC.

parity generate/parity generator: PG.

parity predict: PP.

party: See *called station, calling station.*

path control: PC.

path information unit: PIU.

phase lock oscillator: PLO.

phototransistor: PTX.

physical unit: PU.

point-to-point line: Data communications circuits and hardware used to connect a single remote station to a data processing system. A point-to-point line can be either switched or nonswitched.

polarity hold: PH.

poll/final: P/F.

polling: (1) (SDLC) A method by which each of the stations sharing a communications line is tested at fixed intervals to determine if it needs servicing. (2) (BSC) In a multipoint environment, a request to send, transmitted from the primary station to a specific secondary station.

port: An access point for receiving or transmitting data.

position: The address (location) of a character in a series, as in a displayed message or a computer printout. Compare to *column.*

position pulse: P.

power: PWR.

power distribution terminal board: PDTB.

power logic board: PLB.

power on reset: POR.

preamplifier: The first stage of an amplifier.

preequalizer: The first stage of an equalizer.

preload: To load before needed.

prepare to switch: PREPS.

presentation: The method by which information is given.

previous: PREV.

print fire number: PFN.

print position: PP.

print subscan: PSS.

printed circuit board: PCB.

processing unit (CPU): The parts of a computer that perform the processing and control functions for the system, perform operations on data, and control output. For System/34, these units include main storage, the main storage processor, control storage, and the control processor. See *main storage processor, control processor.*

processor (PROC): See *main storage processor, control processor.*

processor condition register: PCR.

program: (1) A sequence of instructions to a system, written in a special form that the system can interpret. A program instructs the system where to get input, how to process input, and where to put the results. (2) A set of instructions that instruct the system which operations are to be done and how to do them.

program mode register: PMR.

program product (PP): An IBM-written, licensed program for which a monthly charge is made. A program product performs functions pertaining to processing user data.

program status register: PSR.

public: Not private.

public switched network: PSN.

raw: A signal that has not been filtered properly.

read-only storage (ROS): Storage that can be read but not changed.

read/write: R/W.

recalibrate: Return to a starting position.

receive initial: In binary synchronous communications, a programming command that permits the communications adapter to receive synchronization characters.

receive time-out: In data communications, a signal that no data has been received by a BSC or SDLC communications adapter in a given interval.

recovery procedure: An action performed by the operator when an error message appears on the display screen. Usually, this action permits the program to continue or permits the operator to run the next job.

register: A group of latches or polarity hold circuits used to store one or more bytes of information.

remote: Relative to a device having a controller that is connected to a system over a communications line. Compare to *local.*

request: REQ.

request block: RB.

request header: RH.

request indicator byte (RIB): A byte of information used when an SVC instruction is transmitted. The request indicator byte indicates to the supervisor program what action the supervisor program should take.

request maintenance statistics error log: REQMS.

request recovery: RQR.

request shutdown: RSHUTD.

request to send: RTS.

request unit: RU.

reset: RST.

resistor/capacitor: R/C.

response: An answer to an inquiry. Compare to *inquiry*.

response header: RH.

response unit: RU.

result field: (1) The field that will contain the result of an operation. (2) An area in storage where the result is stored after an instruction is executed.

reverse interrupt: RVI.

ring indicate: RI.

RPG II: A commercially oriented programming language specifically designed for writing application programs that meet common business processing requirements.

scramble: To encode data such that repeating patterns that may cause timing problems in the modem are less probable.

sector: (1) An area on a disk track or a diskette track reserved to record a unit of data. (2) The smallest amount of data that can be written to or read from a disk or diskette during a single read or write operation.

sense input/output: SNS.

sense interrupt level status byte: SILSB.

separate: To divide.

sequence counter: SC.

sequence number field: SNF.

sequencer: circuit to establish order of operation.

sequential sector (SS): The format for representing the sequential sector address of a data sector on disk.

serial printer: A printer that prints characters one-at-a-time. Compare to *line printer*.

serialize: To convert a byte into a sequence of 8 bits.

serializer/deserializer: SERDES.

set and test sequence numbers: STSN.

signal ground: SG.

singleshot: SS.

solid logic technology: SLT.

spindle: The shaft that turns the disk.

SSP utility program: An SSP control program used by programmers in their daily system operations. For example, SSP utility programs can be used to copy files or initialize diskettes.

stage: A segment or part of the initial program load function.

standard character string: SCS.

start data traffic: SDT.

start input/output: SIO.

start of header (SOH): In binary synchronous communications, the start-of-heading character.

start of text (STX): In binary synchronous communications, the start-of-text character.

start write gap: SWG.

state: condition.

station: A system or device that can send or receive data over a communications line.

stepper: Advance one step at a time.

storage: STG/STOR.

storage address register (SAR): A register that points to the next byte to be written into or read from storage during execution time.

storage buffer address register: SBAR.

storage data register: SDR.

supervisor call (SVC): An instruction that causes control to be passed to the control processor; for example, a transfer control/system transient instruction.

swap: To exchange two parts that are exactly the same in a machine.

switch complete: SWICOM.

switch hook: SH.

switched line: In data communications, a connection between a communication controller and a remote station, or between two stations, that is completed by dialing. Compare to *nonswitched line*.

switched network backup (SNBU): A technique used in data communications to provide an alternative method of connecting two systems over telephone lines when the primary method of connection is via leased lines.

synchronous data link control (SDLC): Rules that control data movement over a communications line connecting two devices that use a communications adapter.

synchronous idle (SYN): In binary synchronous communications, the line synchronization character.

system bus in: SBI.

system bus out: SBO.

system console: A display station named to activate specific system functions, and to control and monitor system operation, in addition to operating as a work station. Compare to *work station*.

system interrupt level status word: SILSW.

system printer: The printer, named at system configuration time, that is used for system and display station printed output, unless the output is specifically sent to another printer.

system services control point: SSCP.

System Support Program Product: SSP.

system unit: The part of System/34 that houses the disk, the diskette drive, and the processing unit.

systems network architecture: SNA.

task: A unit of work for the main storage processor.

task control block: TCB.

temporary text delay: TTD.

terminal block: TB.

terminal unit block: TUB.

test header point: THP.

test mask: TM.

text: (1) In binary synchronous communications, a sequence of characters that are transmitted as a group when preceded by an STX transmission control character and followed by an ETX transmission control character. Compare to *heading*. (2) The control sections of an object module or load module. (3) The data section of a data communications message.

time delay: TD.

timer queue element: TQE.

track: A circular path on the surface of a disk or diskette upon which information is magnetically recorded and from which recorded information is read.

transient area: An area of main storage or control storage used for temporary storage of transient routines. See *transient routine.*

transient routine: A routine permanently stored on disk that is loaded into the transient area when needed for execution. See *transient area, execution.*

transmission control characters: In data communications, special characters that are included in a message to control communication over a data link. For example, the sending station and the receiving station use transmission control characters to exchange status information; the receiving station uses transmission control characters to flag errors in data it receives. Same as *communications control characters.*

transmission header: TH.

transparent block cancel: XENQ.

transparent data link escape: XDLE.

transparent end of text: XETX.

transparent end of text block: XETB.

transparent intermediate text block: XITB.

transparent start of text: XSTX.

transparent synchronous idle: XSYN.

transparent temporary text delay: XTTD.

transparent text mode: In data communications, a mode of binary synchronous transmission in which only transmission control characters preceded by the DLE control character are processed as line control characters. All other characters having the same bit pattern as transmission control characters are transmitted as data.

turnaround: Going from transmit mode to receive mode or from receive mode to transmit mode.

twinaxial cable: A cable made of two twisted wires inside a shield.

unit definition table (UDT): An area on disk or in storage that contains entries that describe the devices that run under control of the SSP.

unload: The opposite of load.

user area: (1) The area of main storage that is not used by the SSP. (2) The area on disk that is available to the user. Contrast with *transient area.*

Utilities Program Product: A program product for generating, maintaining, listing, and sorting data files; and, for generating, displaying, maintaining, and listing source members and procedure members in a library. This program product contains four programs: DFU, SEU, WSU, and Sort.

variable frequency oscillator: VFO.

velocity follow latch: VFL.

vendor transistor logic: VTL.

vertical redundancy check: VRC.

voice-grade telephone line: A telephone line that can be used for transmission of voice or data.

volts: V.

WACK (wait before transmit–positive acknowledgment): In binary synchronous communications, the DLE sequence sent by a receiving station to indicate that it cannot receive data at present.

work register: WR.

work station: A device that lets a person transmit information to or receive information from a computer, or both, as needed to perform his job; for example, a display station or a printer.

work station data management: WSDM.

work station input/output control handler: WSIOCH.

World Trade: WT.

write clock: WC.

write echo: Data read back to the attachment, while writing, for write verification.

zeros complemented transition coding: NRZI.

zone: The portion of a binary number that has a zone value.

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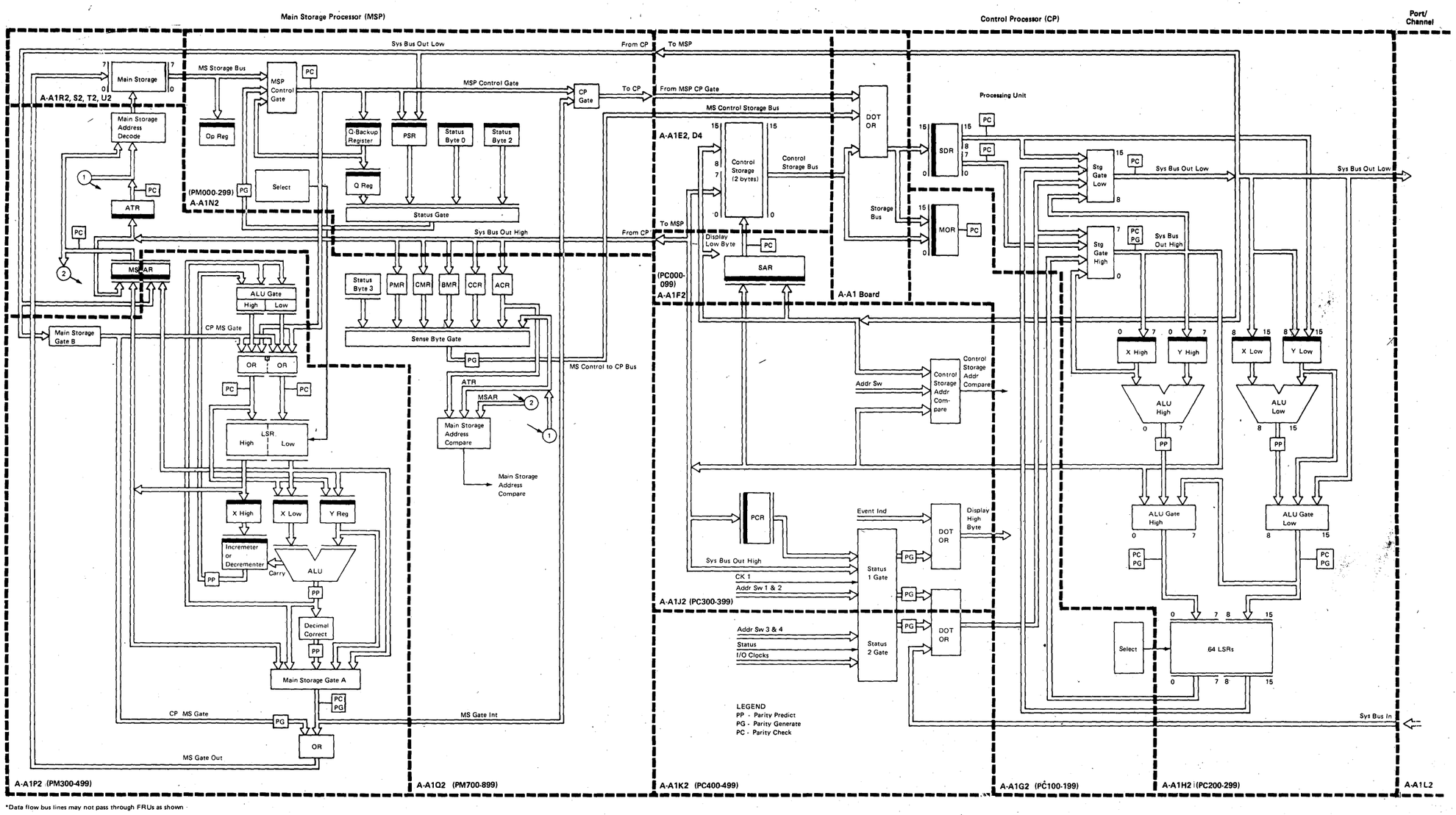

*Data flow bus lines may not pass through FRUs as shown