Computer Dictionary

FOURTH EDITION

by

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installation date: The date new equipment is ready for use. The commencement of rental normally begins on the day following the date on which the contractor officially notifies the using organization that the equipment is installed and ready for use, subject to the acceptance and standard of performance provisions of the applicable contract.

installation processing control: In an effort to reduce job turnaround time and to minimize time wasted in setup, the scheduling of applications and jobs is automated.

instantaneous data transfer rate: See data transfer rate.

instantaneous print speed: The maximum rate at which characters can be printed as opposed to throughput. This does not include the time needed to perform tabs, line feeds, and carriage return. Instantaneous print speed is measured in characters per second (cps).

instantaneous storage: Storage, usually in several locations, with an access time which is slight in comparison with operation time.

instantaneous transfer rate: See data transfer rate.

instants, significant (of a modulation or a restitution): Instants limiting significant intervals of modulation or restitution.

instruction: 1. A coded program step that tells the computer what to do for a single operation in a program. 2. A set of characters, together with one or more addresses (or no address), that defines an operation and which, as a unit, causes the computer to operate accordingly on the indicated quantities. 3. A set of identifying characters designed to cause a computer to perform certain operations. A machine instruction to specific functions.

instruction, absolute: A particular computer instruction which specifies completely a specific computer operation and is capable of causing the execution of that operation.

instruction, actual: Same as instruction, effective.

instruction address: See address, instruction.

instruction, address, functional: See address instruction, functional.

instruction address register: Contains address of next instruction to be executed.

instruction, alphanumeric: The name given to instructions that can be used equally well with alphabetic or numeric kinds of fields of data.

instruction area: 1. A part of storage allocated to receive and store the group of instructions to be executed. 2. The storage locations used to store the program.

instruction, arithmetic: See arithmetic instruction.

instruction, blank: See instruction, dummy.

instruction, branch: See branch instruction.

instruction, branch-on-zero: If the arithmetic accumulator is zero, the computer operation will then proceed to an alternate location.

instruction, breakpoint: 1. An instruction which will cause a computer to stop or to transfer control in some standard fashion to a supervisory routine which can monitor the progress of the interrupted program. 2. An instruction which, if some specified switch is set, will cause the computer to stop or take other special action.

instruction byte: Some systems offer byte instructions that load or store any byte in memory or swap bytes in a register and are valuable in data communications or data processing.

instruction character: See character, command.

instruction, character ignore: Same as ignore.

instruction check: See check, forbidden-combination.

instruction, check-indicator: See check-indicator instruction.

instruction code: The list of symbols, names and definitions of the instructions that are intelligible to a given computer or computing system.

instruction codes, mnemonic: See codes, mnemonic operation.

instruction complement: A built-in feature designed to provide a number of instructions for each programmer instruction.

instruction, computer: Same as machine instruction.

instruction, conditional breakpoint: A conditional jump instruction which, if some specified switch is set or situation exists, will cause the computer to stop, after which either the routine may be continued as coded, or a jump may be forced.

instruction, conditional jump: Same as branch, conditional.

instruction, constant: See constant instruction.

instruction counter: Refers to a multiple-bit register that keeps track of the address of the current instruction and is used as the input to the memory address register (MAR).

instruction, decision: See branch.

instruction decode and control: On low-cost systems, this operation decodes the instruction and provides all control and gating functions required for execution of the specified operation.