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control break

the user to select options, and scroll bars, which allow the user to move through a document or position text in a window.

control break \kən-trōl' brāk' \ *n.* A transition in control of the computer that typically gives control of the central processing unit (CPU) to the user console or to some other program.

Control-Break \kən-trōl' brāk' \ *n.* See Break key.

control bus \kən-trōl' bus' \ *n.* The set of lines (conductors) within a computer that carry control signals between the central processing unit (CPU) and other devices. For example, a control bus line is used to indicate whether the CPU is attempting to read from memory or to write to it; another control bus line is used by memory to request an interrupt in case of a memory error.

control character \kən-trōl' kâr'æk-tər' \ *n.* **1.** Any of the first 32 characters in the ASCII character set (0 through 31 in decimal representation), each of which is defined as having a standard control function, such as carriage return, linefeed, or backspace. **2.** Any of the 26 characters Control-A through Control-Z (1 through 26 in decimal representation) that can be typed at the keyboard by holding the Control key down and typing the appropriate letter. The six remaining characters with control functions, such as Escape (ASCII 27), cannot be typed using the Control key. Compare control code.

control code \kən-trōl' kōd' \ *n.* One or more nonprinting characters used by a computer program to control the actions of a device, used in printing, communications, and management of display screens. Control codes are mainly employed by programmers or by users to control a printer when an application program does not support the printer or one of its specialized features. In video, control codes are sent from a computer to a display unit to manipulate the appearance of text or a cursor on the screen. Popular video control code sets are ANSI and VT-100. Also called escape sequence, setup string. See also control character.

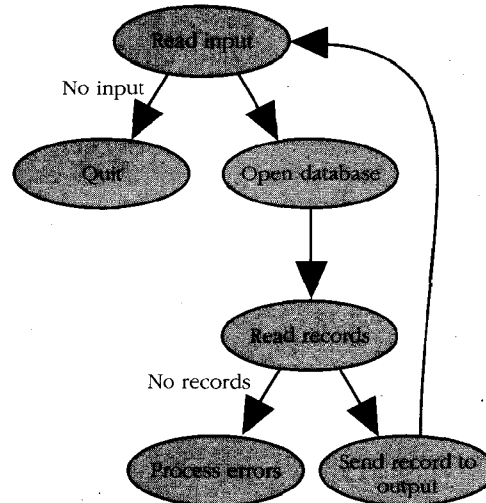
control console \kən-trōl' kon'sōl' \ *n.* See console.

control data \kən-trōl' dā'tə, dat'ə \ *n.* Data that consists of information about timing and switching, used to synchronize and route other data or

control sequence

to manage the operation of a device such as a bus or a port.

control flow \kən-trōl' flō' \ *n.* The tracing of all possible execution paths in a program, often represented in the form of a diagram. See the illustration.



Control flow.

Control key \kən-trōl' kē' \ *n.* A key that, when pressed in combination with another key, gives the other key an alternative meaning. In many application programs, Control (labeled CTRL or Ctrl on a PC keyboard) plus another key is used as a command for special functions. See also control character (definition 2).

controller \kən-trō'lər' \ *n.* A device on which other devices rely for access to a computer subsystem. A disk controller, for example, controls access to one or more disk drives, managing physical and logical access to the drive or drives.

control logic \kən-trōl' loj'ik' \ *n.* The electronic circuitry that generates, interprets, and uses control data.

control panel \kən-trōl' pan'əl' \ *n.* In Windows and Macintosh systems, a utility that allows the user to control aspects of the operating system or hardware, such as system time and date, keyboard characteristics, and networking parameters.

control sequence \kən-trōl' sē'kwens' \ *n.* See control code.

