1. **Buffer –** Works something like a water reservoir. Water enters the reservoir or tower as it becomes available. It is stored and released as it can be used.
2. **Device Controllers –** I/O modules that control a single type of device are often called.
3. **Programmed I/O –** Individual words of output data pass from an accumulator register to the I/O data register where they can be read by the appropriate I/O module, again under program control. Each instruction produces a single input or output.
4. **Interrupt Lines –** Modern computers provide interrupt capability by providing one or more special control lines to the central processor.
5. **Interrupts –** Causes the computer to suspend the program being executed and jump to a special interrupt processing program.
6. **Process Control Block (PCB) –** All the pertinent information about the program being suspended, including the location of the last instruction executed, and the values of data in various registers, is saved in a known part of memory, either in a special area associated with the program.
7. **Context –** What the information in the PCB is known as.
8. **Interrupt handler or interrupt routine –** Manages the interrupts.
9. **External Events –** Interrupts are useful as notifiers to the CPU of external events that require action.
10. **Quantum –** The time between interrupt pulses.
11. **Abnormal Events –** They affect operation of the computer system itself.
12. **Software Interrupt –** Similar to a subroutine jump to a known location.
13. **Vectored Interrupt –** The address of the interrupting devices is included as part of the interrupt.
14. **Polling –** Polls each device and asks.
15. **Maskable –** Can be selectively disabled.
16. **Direct Memory Access –** Transfer is initiated by a program in the CPU, using programmed I/O, but the CPU can then be bypassed for the remainder of the transfer. The I/O module will notify the CPU with an interrupt when the transfer is complete. Once this has occurred th data is in memory, ready for the pogrom to use.
17. **Channel Program –** Used to perform DMA.
18. **Device Controller –** An I/O module or control unit module used to control a peripheral device. Also known as device card.