Interface (glossary)

From SEBoK

interface

1. A shared boundary between two functional units, defined by various characteristics pertaining to the functions, physical signal exchanges, and other characteristics. (ISO/IEC 1993)

2. A hardware or software component that connects two or more other components for the purpose of passing information from one to the other. (ISO/IEC 1993)

3. To connect two or more components for the purpose of passing information from one to the other. (ISO/IEC/IEEE 2009)

Sources

From SEVOCAB (www.computer.org/sevocab):


Discussion

None.

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