

# **EXHIBIT H**

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# COMPUTER DICTIONARY

SECOND EDITION



THE COMPREHENSIVE  
STANDARD FOR  
BUSINESS, SCHOOL,  
LIBRARY, AND HOME



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interblock gap

interleaved memory



and control the activities of the computer. *Compare* batch processing.

**interblock gap** *See* inter-record gap.

**interface** The point at which a connection is made between two elements so that they can work with one another. In computing, different types of interfacing occur on different levels, ranging from highly visible user interfaces that enable people to communicate with programs to often invisible, yet necessary, hardware interfaces that connect devices and components inside the computer.

User interfaces consist of the graphical design, the commands, prompts, and other devices that enable a user to interact with a program. Microcomputers have three basic types of user interfaces (which are not necessarily mutually exclusive):

- The command-line interface, typified by the MS-DOS A> or C> prompt, responds to commands typed by the user.
- The menu-based interface (also called menu-driven interface), used by many application programs such as Lotus 1-2-3, offers the user a choice of command words that can be activated by typing a letter, pressing a direction key, or pointing with a mouse.
- The graphical interface, characteristic of the Apple Macintosh and of windowing programs, presents the user with a visual representation of some metaphor such as a desktop and allows the user to control not only menu choices but also the size, layout, and contents of one or more on-screen "windows" or working areas.

At less visible software levels within the computer are other types of interfaces, such as those that enable an application to work with the operating system and those that enable an operating system to work with the computer's hardware.

In hardware, interfaces are cards, plugs, and other devices that connect pieces of hardware with the computer so that information can be moved from place to place. There are, for example,

standardized data-transfer interfaces, such as RS-232-C and SCSI, that enable connections between computers and printers, hard disks, and other devices.

On the conceptual level, networking and communications standards such as the ISO Open Systems Interconnection (OSI) model combine hardware and software guidelines to enable entire systems and their associated devices to connect with one another. Although the ISO/OSI model and other guidelines are not literal, physical interfaces, they define ways for different systems to connect and communicate.

**interface adapter** *See* network adapter.

**interface card** *See* adapter.

**interference** Noise or other external signals that affect the performance of a communications channel; also, the electromagnetic signals generated by electronic devices such as computers that can disturb radio or television reception.

**interlacing** A technique used in some raster-scan displays in which the electron beam refreshes (updates) all odd-numbered scan lines in one sweep of the screen and all even-numbered scan lines in the next. Interlacing takes advantage of both the screen phosphor's ability to maintain an image for a short time before fading and the tendency of the human eye to average, or blend, subtle differences in light intensity. By refreshing alternate sets of lines on the display, interlacing halves the number of lines that must be updated in a single sweep of the screen and also halves the amount of information that must be carried by the display signal at any one time. Thus, interlacing updates any single line on the screen only 30 times per second, yet it provides the equivalent of a 60-cycles-per-second refresh rate. *Compare* noninterlaced.

**interleaved memory** A RAM memory system in which the technique of interleaving is used to reduce wait states. Typically, memory is organized in rows of chips totalling 265 kilobytes (KB) or 1 megabyte (MB). After an access to a location in one of these rows, the processor must wait an entire memory cycle before it can access another byte in the same row. A two-way interleave puts