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interapplication communication \in'tər-a-plə-kā'shən kə-myōō-nə-kā'shən\ *n.* The process of one program sending messages to another program. For example, some e-mail programs allow users to click on a URL within the message. After the user clicks on the URL, a browser will automatically launch and access the URL.

interblock gap \in'tər-blok gap\ *n.* See inter-record gap.

Interchange File Format \in'tər-chānj fil' fōr-mat\ *n.* See iff.

Interchange Format \in'tər-chānj fōr'mat\ *n.* See Rich Text Format.

interface \in'tər-fās\ *n.* 1. The point at which a connection is made between two elements so that they can work with each other. 2. Software that enables a program to work with the user (the user interface, which can be a command-line interface, menu-driven, or a graphical user interface), with another program such as the operating system, or with the computer's hardware. 3. A card, plug, or other device that connects pieces of hardware with the computer so that information can be moved from place to place. For example, standardized interfaces such as RS-232-C standard and SCSI enable communications between computers and printers or disks. See also RS-232-C standard, SCSI. 4. A networking or communications standard, such as the ISO/OSI model, that defines ways for different systems to connect and communicate.

interface adapter \in'tər-fās ə-dap'tər\ *n.* See network adapter.

interface card \in'tər-fās kārd\ *n.* See adapter.

interference \in'tər-fēr'əns\ *n.* 1. Noise or other external signals that affect the performance of a communications channel. 2. Electromagnetic signals that can disturb radio or television reception. The signals can be generated naturally, as in lightning, or by electronic devices, such as computers.

Interior Gateway Protocol \in-tēr'ē-ər gāt'wā prō'tə-kol\ *n.* See IGP.

Interior Gateway Routing Protocol \in-tēr'ē-ər gāt'wā rōō'tēng prō'tə-kol, rout'ēng\ *n.* See IGRP.

interlacing \in'tər-lā'sēng\ *n.* A technique used in some raster-scan video displays in which the electron beam refreshes (updates) all odd-numbered scan lines in one vertical sweep of the

screen and all even-numbered scan lines in the next sweep. Because of 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, the human viewer sees a complete display, but the amount of information carried by the display signal and the number of lines that must be displayed per sweep are halved. Compare noninterlaced.

interleave \in'tər-lēv\ *vb.* To arrange the sectors on a hard disk in such a way that after one sector is read, the next sector in numeric sequence will arrive at the head when the computer is ready to accept it rather than before, which would make the computer wait a whole revolution of the platter for the sector to come back. Interleaving is set by the format utility that initializes a disk for use with a given computer.

interleaved memory \in'tər-lēvd mem'ər-ē\ *n.* A method of organizing the addresses in RAM memory in order to reduce wait states. In interleaved memory, adjacent locations are stored in different rows of chips so that after accessing a byte, the processor does not have to wait an entire memory cycle before accessing the next byte. See also access time (definition 1), wait state.

interlock \in'tər-lok\ *vb.* To prevent a device from acting while the current operation is in progress.

intermediate language \in'tər-mē'dē-ət lang'wəj\ *n.* A computer language used as an intermediate step between the original source language, usually a high-level language, and the target language, usually machine code. Some high-level compilers use assembly language as an intermediate language. See also compiler (definition 2), object code.

intermittent \in'tər-mit'ənt\ *adj.* Pertaining to something, such as a signal or connection, that is not unbroken but occurs at periodic or occasional intervals.

intermittent error \in'tər-mit'ənt ə'r'ər\ *n.* An error that recurs at unpredictable times.

internal clock \in-tər'nəl klok\ *n.* See clock/calendar.

internal command \in-tər'nəl kə-mand\ *n.* A routine that is loaded into memory along with the