

# Interface

An interface is a specifier for the externally-visible operations of a class, component, or other classifiers (including subsystems) without a specification of the internal structure. Each interface often specifies only a limited part of the behavior of an actual class.

The set of interfaces realized by a classifier is its provided interfaces, which represent the obligations that instances of that classifier have to their clients. They describe the services that the instances of that classifier offer to their clients.

You can [specify interface properties](#) in the interface [Specification window](#). In the same window, you can find the description of each property. Descriptions are presented in the description area of the [Specification window](#).

## Related pages

- [Provided and Required Interfaces](#)
- [Provided and Required Interfaces in the Composite Structure diagram](#)
- [Provided/required interfaces in the Component diagram](#)

## Related Pages

- [Model Elements](#)
- [Class diagrams](#)
- [Use Case](#)
- [Use Case diagram](#)
- [Sequence diagram](#)
- [Activity diagram](#)