USB

In information technology, **Universal Serial Bus** (**USB**) is a serial bus standard to interface devices to a host computer. USB was designed to allow many peripherals to be connected using a single standardized interface socket and to improve the plug-and-play capabilities by allowing hot swapping, that is, by allowing devices to be connected and disconnected without rebooting the computer or turning off the device. Other convenient features include providing power to low-consumption devices without the need for an external power supply and allowing many devices to be used without requiring manufacturer specific, individual device drivers to be installed.

USB is intended to help retire all legacy varieties of serial and parallel ports. USB can connect computer peripherals such as mouse, keyboards, PDAs, gamepads and joysticks, scanners, digital cameras, printers, personal media players, and flash drives. For many of those devices USB has become the standard connection method. USB was originally designed for personal computers, but it has become commonplace on other devices such as PDAs and video game consoles, and as a bridging power cord between a device and an AC adapter plugged into a wall plug for charging purposes. As of 2008, there are about 2 billion USB devices in the world.[1]

The design of USB is standardized by the USB Implementers Forum (USB-IF), an industry standards body incorporating leading companies from the computer and electronics industries. Notable members have included Agere (now merged with LSI Corporation), Apple Inc., Hewlett-Packard, Intel, NEC, and Microsoft.