1. Parallel interfaces transmit blocks of data using multiple wires, with each wire representing the value of a single binary bit.
   Serial interfaces use a single wire to stream a block of data over time by lining up the bits one after another in succession.
2. Synchronous systems use a separate “clock” signal to notify the receiver when to sample.
   Asynchronous systems operate without a physical clock signal.
3. Depending on the complexity of the interface, hardware protocols usually include higher-level features such as start/stop signals, error-correction, control flow, message acknowledgment, addressing, data packets, and more.
4. It represents the number of bits per second that the sender transmits.
5. Control register 3 (USART_CR3)
6. Receive (RX)