Key Points

**E-Learning** - E-learning refers to using **electronic** applications and processes to **learn**. **e**-**learning** applications and processes include Web-based **learning**, computer-based **learning**, **virtual** classrooms and digital collaboration. Content is delivered via the Internet, intranet/extranet, audio or video tape.

**Social Learning** - Social Learning Theory is a theory of learning process and social behavior which proposes that new behaviors can be acquired by observing and imitating others.

**MVC** – Model View Controller

**NLA** – Natural Language Analysis

**Git** - Git is a distributed version-control system for tracking changes in source code during software development.