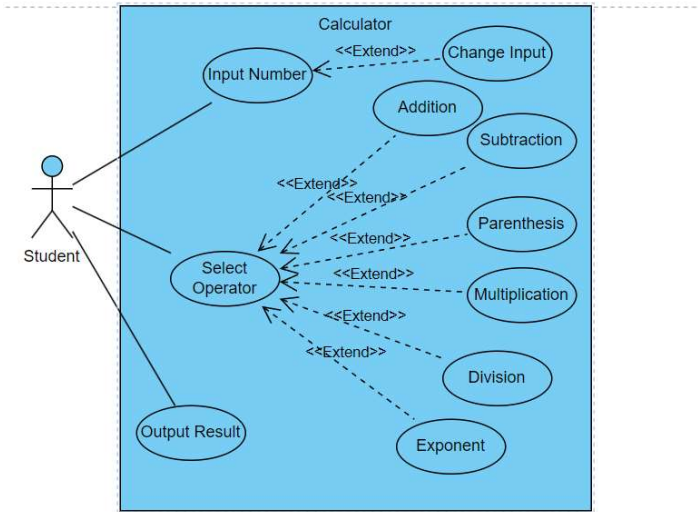


Glossary

Software Architecture Document (SAD):

A document describing a software project's architecture. Describing how the program will be built and how different subparts will interact with each other.

Visual representation of how a user (actor) might interact with a system:



Agile Scrum Model:

The project management framework which this project follows. It is defined as a management framework that teams use to self-organize and work towards a common goal.

Assumptions:

An event or scenario that a team member anticipates will happen.

Constraints:

Standards or restrictions that the team must follow.

Configuration Management:

A discipline that gives precise control over the project's assets.

Deliverable:

What the team will produce.

Logical View:

A view of the significant parts of the design model broken down.

Objectives:

What the project aims to achieve.

User Interface:

How the user interacts with the program

Improper parentheses:

Starting "(" without ending ")" and vice versa