

Glossary

Software Requirements Specification (SRS):

A document describing a software project's requirements, expectations, and design. Describing what the software will do and how it will be expected to perform

Unified Modeling Language (UML) Use-Case Diagram:

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.

Objectives:

What the project aims to achieve.

Software Development Plan (SDP):

A document that outlines the overall strategies and approach for developing a software project.

Sprint:

A short period of time where an iteration of the product is produced.

Quality Control:

A member of the team who checks that everything in the program is up to standard.

Command Line Interface (CLI)

A method of receiving input and providing output in a visual and clean way involving only text.