

## CMPUT 301 Project Glossary

Term	Definition
Borrower	(n) Refers to the person who wishes to borrow an Item from an Owner
Friend	(n) A symmetric relation that associates two different Users in the application; Friends appear on Friends Lists
Friend List	(n) A listing of all the Friends of a User
Inventory	(n) Refers to any list of Items
Item	(n) Refers to any item that is cataloged in an inventory
Owner	(n) Refers to the person who owns a particular Item
Personal Inventory	(n) Refers to the Inventory of all Items owned by the Owner, who is currently authenticated in the application's session
System	(n) Refers to actions performed by the application, such as the displaying of messages, navigation between screens, etc.
Universal Inventory	(n) Refers to the Inventory of all public Items that exist in the application
User	(n) Refers to a general user of the application; this person may or may not have an account
Properties	(n) Refers to the name, category, description quantity, quality, photo, or permissions of an item.
Quality	(n) Refers to the condition of the item (new/used).
Permissions	(n) Refers to if the item is shared or private.
Login Screen	(n) Refers to the first view displayed when the app is launched. Used to log into an account.

Home Screen	(n) Refers to the view displayed to the user immediately after logging in.
Main Menu	(n) Refers to the slide-over menu that can be accessed from all views. Used to navigate to other activities in the app.
Inventory screen	(n) Refers to the view displayed when a user is viewing an inventory.
Informational Screen	(n) Refers to the view that displays the properties of an item.
Search Screen	(n) Refers to the view displayed when user is performing a search.
Profile Screen	(n) Refers to the view displayed when a user is viewing a profile.
Trades Screen	(n) Refers to the view displayed when a user is viewing their current or past trades.