Data Dictionary:

User- Any human being using the application.

SMIL- Synchronized Multimedia Integration Language. When referenced we are in fact referring to the application as a whole.

SMIL Message – The actual SMIL file and associated media components.

Presentation – The SMIL message when opened in either the player or composer.

Element – A piece of information contained in the SMIL Message. (Text, Image, Video, Audio).

Canvas – The portion of the display, in the player/composer, containing all of the elements.

Client - The portion of the application running on the android device.

Android- The operating system that the SMIL application runs on. When referring to Android we are referencing the client device and associated OS, a more granular distinction is irrelevant for our purpose.

Phone - Used synonymously with Android.

Google Cloud - Refers to the server portion of the application. This is refers to both the App Engine as well as the Data Store.

Google App Engine - The application server that runs the java code for interaction between the client and the data store.

Google Data Store - This is the database that stores our information, sometimes maybe referred to as the persistence manager.

Activity – These are JFrames.

View – Are the components of an activity (Buttons, edit texts, text fields, …)

Home / Home Screen – The activity that contains the inbox and buttons to create a new message (from scratch as well as from a template).

Player – The activity used to play a message.

Composer – The activity used to create or edit a message. Is nearly identical to the player with the exception that the canvas will accept user input.

APK – Application PacKage file, it’s basically a jar that’s used to upload to the target device.