Sport Event Application “Sport&Health”

Glossary

Version <1.0>

Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| <dd/mmm/yy> | <x.x> | <details> | <name> |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

Table of Contents

1. Introduction 4

2. Glossary 4

Glossary

# Introduction

[The introduction of the **Glossary** document provides an overview of the entire document.]

# Glossary

[Present the noteworthy terms and their definition, format and validation rules if appropriate.]

|  |  |  |  |
| --- | --- | --- | --- |
| **Term** | **Definition and Information** | **Format** | **Validation Rules** |
| App  Web server    HTTP  Web Application | *Application  a computer system that processes requests via*[*HTTP*](https://en.wikipedia.org/wiki/HTTP)*, the basic*[*network protocol*](https://en.wikipedia.org/wiki/Network_protocol)*used to distribute information on the*[*World Wide Web*](https://en.wikipedia.org/wiki/World_Wide_Web)  *hypertext transfer protocol*  *is a*[*client–server*](https://en.wikipedia.org/wiki/Client%E2%80%93server_model)[*software application*](https://en.wikipedia.org/wiki/Software_application)*in which the client (or user interface) runs in a*[*web browser*](https://en.wikipedia.org/wiki/Web_browser) |  |  |