# 5 Glossary

**3D** – Three Dimensional

**Administrator** – Someone who will access elevated features of the Load.In system in order to maintain and detect issues.

**Amazon Lambda** - a serverless compute service that lets you run code without provisioning or managing servers

**Amazon RDS** - Amazon relational database service

**Amazon Web Services (AWS) –** A cloud platform on which Load.In’s databases are hosted.

**Android** - a mobile operating system based on a modified version of the Linux kernel and other open-source software

**Application Programming Interface (API)** – An interface for programs to share information and functionality with one another through a series of call or connections.

**AWS Elastic Beanstalk** - an orchestration service offered by Amazon Web Services for deploying applications which orchestrates various AWS services, including EC2, S3, Simple Notification Service, CloudWatch, autoscaling, and Elastic Load Balancers

**AWS Elastic File Storage** – an AWS service that provides file storage with the ability to auto-scale up with increased demand.

**Apache CFX** – A popular library for hosting web APIs.

**Apache Tomcat** - an open-source implementation of the Java Servlet, JavaServer Pages, Java Expression Language and WebSocket technologies. Tomcat provides a "pure Java" HTTP web server environment in which Java code can run

**Chatbot** – A feature within Load.In that provides information to users and guides them towards helpful articles and other resources interactively.

**Cloud** – A term used to describe several computing models such that a company or individual can purchase resources for hosting a variety of things in a centralized location accessible from anywhere in the world.

**Computer Vision** – a subclassification of Artificial Intelligence that involves computing information about the world from various sensory data, such as images. Techniques of this classification are used throughout Load.In to observe real world objects.

**CPU** – Central processing unit.

**CSS** – Cascading style sheet.

**Do-It-Yourself(DIY)Mover** – Non-professional movers that rent a truck for their move, but and handle all packing, unpacking, manual labor themselves. This is the primary end user of Load.In

**Expert Tips** – Feature of Load.In that allows for a mover to search for helpful articles pertaining to a variety of useful information on how to accomplish various tasks during a move.

**GHZ –** Gigahertz

**Guest** – Someone who is accessing the Load.In system anonymously and has not registered for an account or someone who has registered but has not authenticated to the system at the time of access.

**GUI** - graphical user interface, the aspect of a software program that the end user interacts with.

**HTML5** – Hyper Text Markup Language version 5

**Java** - a set of computer software and specifications developed by James Gosling at Sun Microsystems, which was later acquired by the Oracle Corporation, that provides a system for developing application software and deploying it in a cross-platform computing environment

**JavaScript** - A scripting language that runs in the browser and performs one or more function to animate an otherwise static HTML document.

**Linux -** An open-source and community-developed operating system for personal computers and workstations.

**Load Plan** – A set of instructions on how to optimally load a container, generated automatically by Load.In from the boxes and furniture input into the system by the user.

**Logistics Planning** – A feature of Load.In that assists the mover with determining what rental trucks cost, how many trips the truck might need to take and whether the truck is available to rent based off proximity to the mover.

**Mbps** – Mega-bits per second, a unit of measurement for network speeds.

**Megapixel** – One million pixels, typically used to measure the size and quality of images

**Move Inventory** – A feature of Load.In that catalogs all boxes and items the mover intends to move.

**MySQL** - an open-source relational database management system

**MacOS -** An operating system used on Apple’s MacIntosh line of personal computers and workstations.

**Operating System (OS)** – A collection of programs designed to provide a platform on a device to run other applications and typically provides a layer of abstraction from the hardware it interacts with.

**Pixel** – A small square of color that is part of a larger display screen or image.

**Photogrammetry** – A computational method of deriving three-dimensional information from images. This method is used in Load.In to construct 3D models of boxes, furniture, and other items from pictures taken from the end user’s cell phone camera.

**Portable Network Graphics (PNG)** – Portable Network Graphics, a common image file format that Load.In uses.

**Professional Mover** - Professionals who handle the physical labor of loading and unloading a moving truck, as well as driving the truck to the destination.

**Real World Product (RWP)** – The actual Load.In solution as it was intended.

**Rental Administrator** – A representative of a rental company who will access the Load.In system on behalf of the rental company.

**Rental Company** – Any company which rents moving vehicles for a Do-It-Yourself Mover to assist them with their move.

**Smartphone** – A device, typically handheld, which can act as both a cellular phone and a computer by running one or more applications through typically a touch screen interface.

**SPRING MVS** - an application framework and inversion of control container for the Java platform

**Test Harness** – A set of special features used during the development of Load.In to enable testing and demonstration of the application.

**Vendor Synchronization** – A feature of Load.in that brings in truck sizes and availability of rental information from third party moving company websites.

**Windows –** An operating system developed by Microsoft for use on personal computers and workstations.