Mohammad Raza Khan
Mobile Development

Savannah, GA
marazakhan@fullsail.edu
(407)780-4300

Class Number: 20150901

2.2 Industry Terms

Mobile Development

Markup (HTML, CSS) - it is used to indicate the beginning and the end of each element. Uses brackets and tags.

Markup languages are designed for the processing, definition and presentation of text. The language specifies code for formatting, both the layout and style, within a text file. The code used to specify the formatting are called tags. HTMLis a an example of a widely known and used markup language.

Beal, Vangie (2015); *NA*

Webopedia, http://www.webopedia.com/TERM/M/markup_language.html

---

Client-side (JavaScript) - It is scripting language, used to create graphic user interface, and menus.

Occurring on the client side of a client-server system. For example, on the World Wide Web, JavaScript scripts are client-side because they are executed by your browser (the client). In contrast, CGI scripts are server-side because they run on the Web server. Java applets can be either server-side or client-side depending on which computer (the server or the client) executes them.

Canter, Sheryl (2004). *Understanding Client-Side Scripting*

PC Magazine, http://www.pcmag.com/article2/0,2817,1554984,00.asp

---

SDK - A software developing kit. It is used to develop and repair softwares.

Short for software development kit, a programming package that enables a programmer to develop applications for a specific platform. Typically an SDK includes one or more APIs, programming tools, and documentation.

Beal, Vangie (2015); *NA*

Webopedia, http://www.webopedia.com/TERM/S/SDK.html

---

iOS - Apple mobile operating system.

iOS (previously iPhone OS) is a mobile operating system developed and distributed by Apple Inc. Originally released in 2007 for the iPhone and iPod Touch, it has been extended to support other Apple devices such as the iPad and Apple TV. The operating system is based on the Macintosh OS X.

Rouse, Margaret (2015); *NA*

WhatIs.com, http://searchmobilecomputing.techtarget.com/definition/iOS

Database (SQL) - Organized and accessible information.

A database is a collection of information that is organized so that it can easily be accessed, managed, and updated. In one view, databases can be classified according to types of content: bibliographic, full-text, numeric, and images.

Rouse, Margaret (2015); *NA*

WhatIs.com, http://searchsqlserver.techtarget.com/definition/database

---

Data Parsing (XML, JSON) - It is breaking a block of data into smaller chunks. Analyzing data.

Data flows in packages extract and load data between heterogeneous data stores, which may use a variety of standard and custom data types. In a data flow, Integration Services sources do the work of extracting data, parsing string data, and converting data to an Integration Services data type. Subsequent transformations may parse data to convert it to a different data type, or create column copies with different data types. Expressions used in components may also cast arguments and operands to different data types. Finally, when the data is loaded into a data store, the destination may parse the data to convert it to a data type that the destination uses.

Beal, Vangie (2015); *NA*

Webopedia, http://www.webopedia.com/TERM/P/parse.html

Android Fragmentation – A threat, a fear of app compatibility.

The threat or concern that a proliferation of diverging variants of the Android platform will result in the inability of some devices to properly run apps written with the Android SDK. With a large number of custom versions of the Android platform emerging, the concern is that interoperability will be weakened as a result of the potential for applications built specifically for one variant or device not being able to work with others.

Beal, Vangie (2015); *NA*

Webopedia, http://www.webopedia.com/TERM/A/Android_fragmentation.html

---

Game Design

API/SDK - I think API is program interface, and SDK is a developers kit.

API provides an interface for users to access the underlying platform capabilities and features. An SDK may provide a set of tools, helper classes (e.g. additional code that simplifies the access of an API), specific language bindings and sample code to help users develop and use the API. In general, you could have a single API exposing a set of functionality and have multiple SDKs to access that API. An SDK may not always exists for an API, but it is helpful when one is provided.

Lam, William (2012); *What's the difference between an API vs SDK?*

VMware vSphere Blog, https://blogs.vmware.com/vsphere/2012/01/whats-the-difference-between-an-api-vs-sdk.html

---

Build/Compile - Creates and Delivers.

In the traditional meaning of the word compile, it means converting source code into object code. In the language C, that means translation from .c files to .o files, for example. Then a linker combines .o files into, for example, .exe files ready for running the program.

Build on the other hand is more general. Compilation is just a part of the build process. For example, on my job, the build also includes updating the source code, obfuscating the result files and building a Setup.exe.

Bjarnason, Olof (2011). *What's the difference between compiling and building?*

Quora, http://www.quora.com/Whats-the-difference-between-compiling-and-building

---

Camera – Angle of the display.

Games have their own visual rules which are often contrary to other kinds of camera. Camera design dictates how players see into the game world, and ultimately how they play, so without good camera design your whole game may end up unplayable.

Kelly, Tadhg (2011). *Camera Comes First.*

WhatGamesAre, http://www.whatgamesare.com/2011/10/camera-comes-first-game-design.html

---

Debugging – To find errors and fix them.

In computers, debugging is the process of locating and fixing or bypassing bugs (errors) in computer program code or the engineering of a hardware device. To debug a program or hardware device is to start with a problem, isolate the source of the problem, and then fix it. A user of a program that does not know how to fix the problem may learn enough about the problem to be able to avoid it until it is permanently fixed. When someone says they've debugged a program or "worked the bugs out" of a program, they imply that they fixed it so that the bugs no longer exist.

Rouse, Margaret (2015); *NA*

WhatIs.com, http://searchsoftwarequality.techtarget.com/definition/debugging

---

GUI – It is the Graphic User Interface.

Short for Graphical User Interface, a GUI (pronounced as either G-U-I or gooey) allows the use of icons or other visual indicators to interact with electronic devices; rather than using only text via the command line. For example, all versions of Microsoft Windows utilize a GUI whereas MS-DOS does not. The GUI was first developed at Xerox PARC by Alan Kay, Douglas Engelbart, and a group of other researchers in 1981. Later, Apple introduced the Lisa computer, the first commercially available computer, on January 19, 1983.

Rouse, Margaret (2015); *The essential guide to PowerShell in Exchange*

WhatIs.com, http://www.computerhope.com/jargon/g/gui.htm

Animation – A movement from 30 frame per second, from point A to point B.

There are many definitions of animation. The most obvious source of one, Webster, says "a: a motion picture made by photographing successive positions of inanimate objects (as puppets or mechanical parts), b: Animated Cartoon, a motion picture made from a series of drawings simulating motion by means of slight progressive changes." This is a fairly common understanding of the term animation, but it reflects a limited exposure to what the artform has to offer. Whether one agrees with it or not, Webster's definition is useful because one can learn something about who is doing the defining. In this case, the folks at G. & C. Merriam should be encouraged to attend an animation festival.

Denslow, Phil (1992); *A Reader in Animation Studies*

he Fourth Society for Animation Studies Conference, http://www.denslow.com/articles/whatis.html

---

Frame Rate – Speed of frames per second.

In motion pictures, television, and in computer video displays, the frame rate is the number of frames or images that are projected or displayed per second. Frame rates are used in synchronizing audio and pictures, whether film, television, or video. In motion pictures and television, the frame rates are standardized by the Society of Motion Picture and Television Editors (SMPTE). SMPTE Time Code frame rates of 24, 25 and 30 frames per second are common, each having uses in different portions of the industry. The professional frame rate for motion pictures is 24 frames per second and, for television, 30 frames per second (in the U.S.).

Rouse, Margaret (2015); *NA*

WhatIs.com, http://searchnetworking.techtarget.com/definition/frame-rate

---