
Luzco illumination

**Luzco
Glossary**

Version <1.0>

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Revision History

Date	Version	Description	Author
01/Feb/22	1.0	Initial draft of the document.	John Doe
05/Feb/22	1.1	Incorporated feedback from the project manager.	Jane Smith
10/Feb/22	1.2	Added detailed use-case descriptions.	Mark Johnson
15/Feb/22	1.3	Updated glossary with additional terms.	Alice Brown
20/Feb/22	1.4	Reviewed and corrected formatting issues.	Emily White

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Glossary

1. Introduction

This Glossary is intended to define terminology specific to the problem domain of De Lizco Lighting Solutions. It serves as an informal data dictionary, capturing data definitions to enhance the understanding of use-case descriptions and other project documents. The document is named Glossary.

1.1 Purpose

The purpose of this Glossary is to provide a clear and consistent definition of terms used in the De Lizco Lighting Solutions project. It aims to eliminate ambiguity and ensure a shared understanding among project stakeholders.

1.2 Scope

This Glossary is associated with the De Lizco Lighting Solutions project. It influences the use-case descriptions and various project documents by establishing a common vocabulary. The scope includes terms relevant to lighting design, commercial spaces, and related technologies.

1.3 References

No external references are required for this Glossary.

1.4 Overview

The Glossary is organized alphabetically for easy access. Each term is defined with as much information as necessary for the reader to understand the concept. Additionally, terms may be organized into groups for improved readability.

2. Definitions

2.1 Commercial Space:

The physical area, such as an office, retail store, or industrial facility, where De Lizco Lighting Solutions are implemented for customized lighting designs.

2.2 Lighting Designer:

An actor in the De Lizco Lighting Solutions platform responsible for creating and customizing lighting designs for commercial spaces.

2.3 Use Case:

A description of a specific interaction between an actor (such as a Lighting Designer) and the De Lizco Lighting Solutions system to achieve a particular goal, such as creating a lighting design.

2.4 Glare Control:

Techniques and measures implemented to reduce or eliminate uncomfortable glare from lighting sources.

2.5 Flicker:

Rapid variations in light intensity, often imperceptible, that can have physiological effects and impact visual comfort.

2.6 Occupancy Sensor:

A device that detects the presence or absence of people in a space to control lighting based on occupancy.

2.7 Lumen:

A unit of luminous flux, representing the total quantity of visible light emitted by a source.

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2.8 Smart Lighting:

Lighting systems equipped with advanced controls, connectivity, and automation for enhanced efficiency and customization.

2.9 Color Rendering:

The ability of a light source to accurately reproduce the colors of objects compared to natural light.

2.10 Lighting Retrofit:

The process of updating or replacing lighting fixtures and technologies in an existing system for improved performance.

2.11 Lighting Power Density (LPD):

The amount of lighting power per unit area, often used to assess the energy efficiency of lighting systems.

2.12 Lighting Maintenance Factor:

A factor that accounts for the reduction in light output over time due to aging or dirt accumulation in a lighting system.

2.13 Dwell Time:

The amount of time people spend in a particular location, considered when designing lighting solutions for specific areas.

2.14 Emergency Lighting:

Lighting fixtures designed to operate in the event of a power outage or emergency, ensuring safe evacuation.

2.15 Ballast:

A device that regulates the electrical current flowing through fluorescent or HID lamps.

2.16 Beam Angle:

The angle at which light is emitted from a luminaire, affecting the spread and focus of illumination.

2.17 Warm White:

A color temperature of light that appears warm and yellowish, often used for ambient and residential lighting.

2.18 Cool White:

A color temperature of light that appears cool and bluish, commonly used for task lighting and commercial spaces.

2.19 Lighting Energy Management:

Strategies and technologies implemented to optimize the energy consumption of lighting systems.

2.20 Lighting Simulation:

The use of computer-based tools to model and visualize the lighting performance of a space before implementation.

2.21 Lighting Regulations:

Standards and guidelines established by authorities to ensure the safety, efficiency, and environmental impact of lighting solutions.

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2.22 Footcandle:

A unit of illuminance representing one lumen per square foot, commonly used in lighting design calculations.

2.23 Lux:

A unit of measurement for illuminance, representing the amount of light per unit area.

2.24 Luminaire:

An electrical device that provides artificial light, encompassing the light source and necessary components.

2.25 Color Temperature:

A characteristic of light that describes its warmth or coolness, measured in Kelvin.

2.26 LED:

Light Emitting Diode, a semiconductor device producing light when an electric current passes through it.

2.27 CRI (Color Rendering Index):

A measure of how accurately a light source reveals colors compared to a natural light source.

2.28 Ambient Lighting:

General, background illumination that creates a comfortable visual environment.

2.29 Task Lighting:

Lighting designed for specific activities or tasks, providing focused and concentrated illumination.

2.30 DALI (Digital Addressable Lighting Interface):

A protocol for digitally controlling and dimming lighting in buildings.

2.31 Daylight Harvesting:

The use of sensors to adjust artificial lighting based on natural light levels, promoting energy efficiency.

2.32 Fixture:

The housing or case containing a light source and related components.

2.33 Fluorescent Lighting:

Illumination produced by the excitation of phosphors in a gas discharge tube.

2.34 Incandescent Bulb:

A traditional light bulb where light is produced by a wire filament heated to a high temperature.

2.35 Glare:

Excessive brightness or contrast that causes visual discomfort.

2.36 Lighting Control System:

Technology that manages and regulates lighting to meet specific requirements.

2.37 Sustainable Lighting:

Lighting solutions designed to minimize environmental impact, focusing on energy efficiency and longevity.

2.38 Wattage:

The amount of electrical power consumed by a lighting device, measured in watts.

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2.39 Up Lighting:

Illumination directed upward, often used for decorative or architectural effects.

2.40 Down Lighting:

Illumination directed downward, commonly used for task lighting.

2.41 Task Area:

A specific location where a particular activity or task is performed, requiring focused lighting.

2.42 Light Pollution:

Excessive, misdirected, or obtrusive artificial light that disrupts the natural darkness of the night sky.

3. UML Stereotypes

No additional UML stereotypes beyond those predefined by the UML and the Rational Unified Process are considered necessary for the De Lizco Lighting Solutions project.