Module #2

Terms

1. Object Oriented Programming- is based on the perception of "[objects](https://en.wikipedia.org/wiki/Object_(computer_science))", which may contain [data](https://en.wikipedia.org/wiki/Data), in the form of [fields](https://en.wikipedia.org/wiki/Field_(computer_science)), often known as attributes; and code, in the form of techniques, often known as [methods](https://en.wikipedia.org/wiki/Method_(computer_science)). A feature of objects is that an object's techniques can access and often modify the data fields of the object with which they are associated (objects have a notion of "[this](https://en.wikipedia.org/wiki/This_(computer_programming))" or "self").
2. Java servlets- is a [Java](https://en.wikipedia.org/wiki/Java_(programming_language)) [program](https://en.wikipedia.org/wiki/Computer_program) that extends the capabilities of a [server](https://en.wikipedia.org/wiki/Server_(computing)). Although servlets can react to any types of requests, they most commonly implement applications presented on [Web servers](https://en.wikipedia.org/wiki/Web_server).
3. Unix- a widely used multiuser operating system.
4. Objective-C- is a [general-purpose](https://en.wikipedia.org/wiki/General-purpose_programming_language), [object-oriented](https://en.wikipedia.org/wiki/Object-oriented_programming) [programming language](https://en.wikipedia.org/wiki/Programming_language) that adds [Smalltalk](https://en.wikipedia.org/wiki/Smalltalk)-style [messaging](https://en.wikipedia.org/wiki/Message_passing) to the [C](https://en.wikipedia.org/wiki/C_(programming_language)) programming language.
5. WebGL- is a [JavaScript](https://en.wikipedia.org/wiki/JavaScript) [API](https://en.wikipedia.org/wiki/Application_programming_interface) for rendering 3D graphics within any compatible [web browser](https://en.wikipedia.org/wiki/Web_browser) without the use of [plug-ins](https://en.wikipedia.org/wiki/Plug-in_(computing)).
6. SDKs- is typically a set of software development tools that allows the creation of applications for a certain software package, software framework, hardware platform, computer system, video game console, operating system, or similar development platform.
7. APIs- a system of tools and resources in an operating system, enabling developers to create software applications.
8. AWS- Amazon Web Services, a subsidiary of Amazon.com, offers a suite of cloud-computing services that make up an on-demand computing platform.
9. Elastic Beanstalk- is an easy-to-use service for deploying and scaling web applications and services developed with Java, [.NET](https://aws.amazon.com/net/), PHP, Node.js, Python, Ruby, Go, and [Docker](https://aws.amazon.com/docker/) on familiar servers.
10. Apache- is developed and maintained by an open community of developers under the auspices