***Define terms?***

1. **Build**: A build refers to the process of compiling source code files and linking them together to create an executable or deployable version of a software application. It involves converting human-readable code into machine-readable format.
2. **Project**: A project is a temporary undertaken to create a unique product, service, or result. In software development, a project typically involves planning, designing, coding, testing, and deploying a software application to meet specific requirements.
3. **Version**: A version refers to a specific iteration or release of a software product. Versions are usually denoted by numbers (e.g., 1.0, 2.0, etc.) and indicate changes or updates made to the software since its previous release. Versions often incorporate new features, bug fixes, and improvements.
4. **Deployment**: Deployment is the process of installing and making a software application available for use in a specific environment, such as a production server or client's device. It involves transferring the application files and configuring the necessary infrastructure to ensure proper functioning.
5. **Beta**: Beta is a phase in the software development lifecycle where a pre-release version of the software is made available to a limited audience for testing purposes. Beta testing helps identify bugs, gather feedback, and make necessary adjustments before the official release.
6. **Refactor**: Refactoring is the process of restructuring existing code without changing its external behavior. It aims to improve code readability, maintainability, and performance without altering the functionality. Refactoring often involves simplifying complex code, removing redundancy, and optimizing algorithms.
7. **Walkthrough**: A walkthrough is a collaborative process in software development where stakeholders review and discuss a particular artifact, such as requirements, design documents, or code. It aims to identify issues, gather feedback, and ensure alignment with project objectives.
8. **BRS (Business Requirements Specification)**: BRS is a document that outlines the functional and non-functional requirements of a software project from a business perspective. It serves as a reference for stakeholders to understand the objectives, scope, and constraints of the project.
9. **LLD (Low-Level Design)**: LLD is a phase in the software development lifecycle where detailed design specifications are created based on high-level design requirements. LLD focuses on the implementation details, including data structures, algorithms, modules, and interfaces.
10. **CRS (Customer Requirements Specification)**: CRS is a document that captures the specific needs and expectations of the end-users or customers regarding a software product. It helps ensure that the final product meets the intended user needs and provides a basis for validation.
11. **RAD (Rapid Application Development)**: RAD is a software development methodology that emphasizes rapid prototyping and iterative development cycles. It focuses on delivering working software quickly by involving users early in the development process and incorporating their feedback.
12. **Prototype**: A prototype is a preliminary version of a software application or a specific feature, created to demonstrate its functionality, gather feedback, and validate design decisions. Prototypes are often used in the early stages of development to visualize ideas and refine requirements before full-scale implementation.