**IT Glossary of Class …**

A

B

C

D

1, Digital interfact (adj)

A digital interface is the medium through which humans interact with computers. Interfaces represent an amalgamation of visual, auditory, and functional components that people see, hear, touch, or talk to as they interact with computers (digital devices).

2, Design

A **design** is a concept of either an object, a process, or a system that is specific and, in most cases, detailed.

E

F

G

H

I

J

K

L

M

1. Mobile Phone:

A **mobile phone** is a portable [telephone](https://en.wikipedia.org/wiki/Telephone) that can make and receive [calls](https://en.wikipedia.org/wiki/Telephone_call) over a [radio frequency](https://en.wikipedia.org/wiki/Radio_frequency) link while the user is moving within a telephone service area, as opposed to a fixed-location phone .

N

O

P

Q

R

 1, rational model

The rational model is based on a [rationalist philosophy](https://en.wikipedia.org/wiki/Rationalism) and underlies the [waterfall model](https://en.wikipedia.org/wiki/Waterfall_model), [systems development life cycle](https://en.wikipedia.org/wiki/Systems_development_life_cycle),[[19]](https://en.wikipedia.org/wiki/Design#cite_note-Bourque-19) and much of the [engineering design](https://en.wikipedia.org/wiki/Engineering_design) literature

S

T

U

1. User experince :

The **user experience** (**UX**) is how a user interacts with and experiences a [product](https://en.wikipedia.org/wiki/Product_(business)), [system](https://en.wikipedia.org/wiki/System) or [service](https://en.wikipedia.org/wiki/Service_(business)). It includes a person's perceptions of [utility](https://en.wikipedia.org/wiki/Utility), [ease of use](https://en.wikipedia.org/wiki/Ease_of_use), and [efficiency](https://en.wikipedia.org/wiki/Efficiency).

V

W

X

Y

Z