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Watch2Gether
Glossary

Version 1.0

Revision History

Date	Version	Description	Author
17/03/2018	1.0	Initial documentation	Rogoz Bogdan

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1.   Introduction

The role of this document is to define the terms and acronyms used frequently in the documentation.

2.   Glossary

Term	Definition and Information
W2G	Watch2Gether, the discussed project.
Room	A virtual private space, representing the core of the application. This is where the users interact with the implemented system.
User	A human being that accesses the application through a web browser. Represents the entity that makes use of the core functionalities: room creation, management, and media playback.
Administrator	A human being that has access to the control functionalities: upload / delete media files, remove users, change users' privilleges.
Streaming	The act of receiving media data from a remote location and performing playback on the local matchine.
Concurrent controls	The ability of a user to control the playback of media files (eg. stop, seek, change) on his local machine, while affecting the state of the other users' playback.
Server	The machine which runs the application processing the user requests and holding all the information.
Client	The machine which accesses the application from a remote location and has a visual representation of the received data.