Rocket Odyssey

Glossary

Version 1.0

Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 17/03/2020 | 1.0 | Initial revision | Tofan Emil-Mihai |

Table of Contents

1. Introduction 4

2. Glossary 4

Glossary

# Introduction

This Glossary is intended to assist amateour developers to use technical reports. The definitions represent the meanings understood and shared by the majority of the developer community. Being an interdisciplary study, computer science makes heavy use of technical terms. Since not all terms can be explained below, only the most commonly used once will be displayed in the table.

For additional definitions of terms borrowed from other disciplines, the reader is directed to dictionaries peculiar to those disciplines.

# Glossary

|  |  |  |  |
| --- | --- | --- | --- |
| **Term** | **Definition and Information** | **Format** | **Validation Rules** |
|  |  |  |  |