Art Museum Application (AMA)

Glossary

Version 1.0

Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 21/03/2018 | 1.0 | Initial version of Glossary document | Rednic Ana |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

Table of Contents

1. Introduction 4

2. Glossary 4

Glossary

# Introduction

The Glossary document contains the definitions and explanations used in the Vision document, in the Use-case Model document, and in the Supplementary Specification document.

# Glossary

|  |  |  |  |
| --- | --- | --- | --- |
| **Term** | **Definition and Information** | **Format** | **Validation Rules** |
| AMA | Art Museum Application |  |  |
| QR code | “Quick Response code”  It is an image that consists of black squares arranged in a square grid on a white background, which can be read by a device’s camera through an application. |  |  |
| User account | An established connection between a user (visitor) and the application, secured by a user name and a password. |  |  |
| Software designer | The person that created the application. |  |  |
| Android OS | The Google operating system running on the smart-phone. |  |  |
| Sub-function level | A level at which the use cases are often used and re-used. |  |  |
| String | A set of characters, a word or an enumeration of characters. |  |  |
| Database | An organized collection of data. |  |  |
| Record | An entry of the database. |  |  |
| User-goal level | A single use case at this level describes a single elementary business process, and realizes a single user goal. |  |  |
| APK | “Android Application Package”  It is the package file format used by the Android operating system for distribution and installation of mobile apps and middleware. |  |  |