Online Hotel Booking Application
Glossary

Version 1.0

Revision History

Date	Version	Description	Author
20/MAR/18	1.0	Conceptual stage	Andrei Branga

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Glossary

1.   Introduction

This glossary is an alphabetical list of terms in the Computer Science/Programming domain of knowledge with the definitions for those terms. This as usual, appears at the end of the documentation and includes terms within the project documentation files, that are either newly introduced, uncommon, or specialized.

2.   Glossary

Term	Definition and Information	Format	Validation Rules
Design Pattern	In software engineering, a **design pattern** is a general repeatable solution to a commonly occurring problem in software design. A design pattern isn't a finished design that can be transformed directly into code. It is a description or template for how to solve a problem that can be used in many different situations.		
UML	The Unified Modeling Language™ **(**UML®**)** is a standard visual modeling language intended to be used for -modeling business and similar processes, -analysis, design, and implementation of software-based systems		