Library Management System
Glossary

Version 1.0

Revision History

Date	Version	Description	Author
20/03/2018	1.0	First attempt to write the Revision History document	Boros Hanniel

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Glossary

1.   Introduction

This glossary's purpose is to give a better understanding of some of the terms, definitions and concepts used in the documentation of the current project which may seem unfamiliar and harder to understand for a regular reader. Please keep in mind, that my goal is to facilitate the understanding of the documentation and I tried to do my best possible in order to present to the reader a comprehensive and understandable description of my solution.

The terms which may seem to belong to the engineering and software registry are appearing on the left-most part of the glossary's table under the column **Term**.

The definition, explanations or further information regarding these terms are under the column entitled **Definition and Information**. For some of the terms there will be specified **Validation Rules** as well.

I hope I managed to cover all words which may seem ambiguous or hazy for a general reader (unfamiliar with software architecture) but I apologize beforehand if I unfortunately missed some considering them known. We are all human. God bless!

2.   **Glossary**

Term	Definition and Information	Format	Validation Rules
Design constraints	Design decisions that have been mandated and must be adhered to. Examples include software languages, software process requirements, prescribed use of developmental tools, architectural and design constraints, purchased components, class libraries, and so on		
Deployment diagram	In the context of the Unified Modeling Language (UML), a deployment diagram falls under the structural diagramming family because it describes an aspect of the system itself. In this case, the deployment diagram describes the physical deployment of information generated by the software program on hardware components.		
Artifact	An artifact is one of many kinds of tangible by-products produced during the development of software		
JVM Java Virtual Machine	A Java virtual machine (JVM) is an abstract computing machine that enables a computer to run a Java program		