Glossary

Version 1.1

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 21/03/2018 | 1.0 | Glossary for the first version of the system | Dănilă Vlad-Mihai |
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Glossary

# Introduction

This document formally defines all abbreviations used on the Blood Bank project and explain the technical terms used to improve communication among Blood Bank stakeholders and members of de development staff.

# Glossary

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| --- | --- |
| **Term** | **Definition and Information** |
| End user of the system | Used to distinguish between the person from whom the system is designed and the developers |
| BB | Abbreviation for Blood Bank |
| Database | A structured set of data held in a computer, especially one that is accessible in various ways |
| User | Any actor that uses the Blood Bank application |
| Use-Case model | Model of how different types of users interact with the system to solve a problem |
| User-goal | User achieves the intended goal in the given scenario |
| Downtime | Periods when the system is unavailable |
| Constraint | System limitation or restriction |
| Persistence data | Refers to the characteristic of [state](https://en.wikipedia.org/wiki/State_(computer_science)) that outlives the [process](https://en.wikipedia.org/wiki/Process_(computing)) that created it. This is achieved by storing the data in a database |