**color** - Facility, provided by FLTK library, that allows to choose a color of a particular object

**coordinates** - Indicates the position of an object on x and y axes.

**display** - Making something visible on the screen

**fill color** - To fill selected area with the particular color

**FLTK** - a cross-platform C++ GUI toolkit

**graphics** - A group of objects that can be displayed and manipulated on the screen

**GUI** - Graphical User Interface. GUI is used to manipulate the program with the help of graphical elements rather than text commands.

**GUI library** - A library that provides all necessary facilities such as functions, classes etc. to implement a program using GUI

**HTML** - HyperText Markup Language. A markup (layout) language used to create web pages.

**image** - Graphical representation of an object in memory

**JPEG** - Joint Photographic Experts Group. A method of lossy compression and a format for digital images.

**line style** - A style of object’s line (thickness, color, type of line etc.)

**software layer** - A group of classes that has similar purpose

**window** - A rectangle region of screen that has a particular purpose and is controlled by a program.

**XML** - Extensible Markup Language. A markup language that is used to produce documents which is both human-readable and maschine-readable.