**closed shape -** A shape, in which first point and last point are connected.

**color -** A type that is used to represent color.

**ellipse -** A closed shape similar to circle that is defined by the center of ellipse, the distance from center to the point on x axis and the distance from center to the point on y axis.

**fill -** It is a property of all shapes that allows to choose the color of fill

**font -** A size, color and style of a letter.

**font size -** The width and height of the letter defined in pixels

**GIF** - A bitmap image format that supports up to 8 bits per pixel and animation. The image is compressed using lossless data compression method.

**image -** A sequence of bits that represents a picture.

**image encoding -** The reduce of image data irrelevance and redundancy that allows to store and transfer image more efficient because of decreased size.

**invisible -** A property of Shape that allows to make lines and outlines invisible.

**JPEG -** A method of lossy compression for digital images.

**line -** Two points on a screen connected to each other with the line.

**line style -** Width, color and style of line.

**open shape -** Is built of line segments and defined by series of points

**point -** Coordinates of some pixel on x and y axes.

**polygon -** A shape where lines don’t cross and which has to be defined by at least 2 points.

**polyline -** Sequence of line segments defined by series of points.

**unnamed object -** An object that doesn’t have a name but does have a value.

**Vector\_ref -** Is a type of vector that is manipulated similarly to vector from standard library but can hold both named and unnamed objects.

**visible -** A property of Shape that allows to make lines and outlines visible.