**button** - A form of control, usually round or square. The callback function is executed upon the click on the button.

**callback** - A function that is executed when some event has happened

**console I/O** - Textual form of interaction with a program

**control** - A part of graphical user interface that is used to control the flow of program

**control inversion** - An order of program execution that is determined by the user

**dialog box** - A box in GUI that takes textual input

**GUI** - Graphical User Interface. Used to provide user the means of manipulating the program by clicking, pointing, dragging and dropping and hovering the objects on the screen.

**menu** - A set of buttons that are grouped logically.

**software layer** - A program that connects different parts of the system to provide a reasonable output.

**user interface** - A collection of facilities with which user can interact with the program.

**visible/hidden** - A property of the graphical object, that defines whether the user can see it or not

**waiting for input** - A moment in program execution, when the program waits for input from user to perform an action based on that input

**wait loop** - A loop that identifies the interaction of user with the program.

**widget** - A synonym of control. Used in graphical user interface to control the program (e.g. Button, Radio Button etc.)

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