Glossary

Version <1.0>

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 17.03.2016 | <1.0> | Basic concepts about way of working and some technical terms | Czako Zoltan |
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Glossary

# Introduction

In the Glossary I will present some of the basic concept of the development process. Here you can read about concepts describing the way of working. I will also define the technological terms.

# Glossary

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| --- | --- | --- | --- |
| **Term** | **Definition and Information** | **Format** | **Validation Rules** |
| **Agile software development** | Calls for keeping code simple, testing often, and delivering small, functional bits of the application as soon as they're ready. The focus is to build a succession of parts, rather than delivering one large application at the end of the project. |  |  |
| **API (application programming interface)** | A specific method prescribed by a computer operating system or by an application program by which a programmer writing an application program can make requests of the operating system or another application. |  |  |
| **Bug** | A coding error in a computer program |  |  |
| **Build** | A version of a program, usually pre-release, and identified by a build number, rather than by a release number. As a verb, to build can mean either to write code or to put individual coded components of a program together. |  |  |
| **Design Pattern** | a written document that describes a general solution to a design problem that recurs repeatedly in many projects. |  |  |
| **Framework** | An abstraction in which common code providing generic functionality ca |  |  |