

# **SyncDET Internals** **(work in progress...)**

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## **Chapter 1      Terminology**

- Object: a module name, group name, or scenario name
- Unit: the set of items under the serial/parallel/shuffle directives
- Basic item: a module name, a scenario, or a unit
- Item: an object or a unit
- Symbol: a synonym to object (unify parseObject and validSymbol?)
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- Scenario instance: an execution of a scenario
- Case instance: an execution of a case module
- Instance: a synonym to case instance
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- Controller: the system running the controller
- Actor: the system(s) running the case instances
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