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**<Company Name>**

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# **Monnig Meteorite Gallery Tour Assistance Application**

**Version <1.0>**

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## Revision History

Date	Version	Description	Author
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10/10/21	Alpha 1.0	Initial Definition of Terms	Alex Matthews

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# Glossary

## 1. Introduction

*The Monnig Meteorite Gallery Tour Assistance Application is an application run on the Android tablets within the gallery, to allow users to navigate more easily*

### 1.1 Purpose

*This Glossary displays the terminology used in conjunction with the project and associated database*

### 1.2 Scope

*This glossary covers the technology required for the implementation of the application/*

### 1.3 Overview

*[This subsection describes what the rest of the **Glossary** contains and explains how the document is organized.]*

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## 2. Definitions

### 2.1 Application Features

2.1.1 //Add features as developed (i.e., barcode, map, menu, etc.)

### 2.2 Database Terms

2.2.1 Meteorite Name:

2.2.2 Fall: Whether or not a fall was observed

2.2.3 Monnig #: The catalog number of the specific meteorite

2.2.4 Country: The country the meteorite was found in

2.2.5 Class: The make up of what the meteorite is made of. Can either be iron, stone, or stony-irons.

2.2.6 Group: A classification a meteorite can fall into. Can either be a chondrite, primitive achondrite, or achondrite.

2.2.7 Chondrite: A stony meteorite that has not been modified, by either melting or differentiation of the parent body.

2.2.8 Achondrite: A stony meteorite that does not contain chondrules.

2.2.9 Chondrule: Forms as molten or partially molten droplets in space and are found within chondrites.

### 2.3 Museum Displays

2.3.1 Room: "One of three large rooms composing the Monnig

2.3.2 Display: "A case in a museum room containing one or more samples"

2.3.3 Exhibit: "A display, interactive sample, or interactive audiovisual learning aid"

2.3.4 Sample: "An individual meteorite, either on display or in the collection"

### 2.4 Impairments

2.4.1 Visual Impairment: "A decreased ability to see to a degree that causes problems not fixable by usual means, such as glasses"

2.4.1.1 Light Sensitivity: "Extreme sensitivity to environmental brightness and resulting discomfort"

2.4.1.2 Loss of central vision: "The loss of detail vision, resulting in having only side vision remaining"

2.4.1.3 Blurred Vision: "Decreased clarity or sharpness in vision."

2.4.1.4 Blindness: "The state or condition of being unable to see because of injury, disease, or a congenital condition. Specifically, a complete lack of detail vision"

2.4.2 Accessibility Feature: "A feature or quality of the application offering a benefit to a user with a visual impairment to aid in their visual experience"

2.4.2.1 Contrast: "the degree of difference between tones in a television picture, photograph, or other image"

2.4.2.2 Font: "A set of type of one particular face and size"

### 2.5 Museum-Associated Individual

2.5.1 Staff: "An individual involved in managing the operations of the museum"

2.5.2 Visitor: "An individual present in the museum as a guest"

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- 2.5.3 *Remote Visitor: “A visitor accessing the application without being physically present in the museum”*
- 2.5.4 *Outreach Partner: “An individual or group, such as a school, which interacts with museum staff in order to provide an educational experience to its members”*

### 3. UML Stereotypes

*[This section contains or references specifications of Unified Modeling Language (UML) stereotypes and their semantic implications—a textual description of the meaning and significance of the stereotype and any limitations on its use—for stereotypes already known or discovered to be important for the system being modeled. The use of these stereotypes may be simply recommended or perhaps even made mandatory; for example, when their use is required by an imposed standard or when it is felt that their use makes models significantly easier to understand. This section may be empty if no additional stereotypes, other than those predefined by the UML and the Rational Unified Process, are considered necessary.]*