Jobs Management Application

Glossary

Version 1.0

Revision History

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| --- | --- | --- | --- |
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Glossary

# Introduction

This document will explain terms used for the description of the project.

# Glossary

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| --- | --- | --- | --- |
| **Term** | **Definition and Information** | **Format** | **Validation Rules** |
| Assurance | Transaction parties are who they claim | - | - |
| Auditing | tracking of activities to later reconstruct them | - | - |
| Availability | The system is available for genuine use | - | - |
| Concurrency | the ability of different parts or units of a program, algorithm, or problem to be executed out-of-order or in partial order, without affecting the final outcome. | - | - |
| Confidentiality | Data or services are protected from unauthorized access. | - | - |
| crash | occurs when a computer program, such as a software application or an operating system, stops functioning properly and exits. | - | - |
| Integrity | Data or services delivered as intended. | - | - |
| jitter | jitter is measuring time difference in packet inter-arrival time. | - | - |
| latency | the delay before a transfer of data begins following an instruction for its transfer. | - | - |
| Non repudiation | The property that a transaction cannot be denied by any parties | - | - |
| omission | the action of excluding or leaving out someone or something. | - | - |
| scrutiny | critical observation or examination. | - | - |
| throughput | the amount of material or items passing through a system or process. | - | - |
| timing | the choice, judgement, or control of when something should be done. | - | - |
| UI | User Interface, the means by which the user and a computer system interact | - | - |