**Team B - A2 – Incredible Prime Root**

**Glossary**

**User story** - A high-level requirement (statement) that contains minimally sufficient information to produce a reasonable estimate of the effort to implement it. [1]

**Prime number** -A prime number is a number greater than 1 and which is divisible by 1 and the number itself. [2]  
  
**Natural numbers** - The numbers starting with 1 and going up by ones: 1, 2, 3, 4, 5, 6, 7, and so on into infinity. [3]  
  
**Graphical User Interface (GUI)** - A user interface that runs in a computer's graphic mode. [4]  
  
**GUI widget** - An area on the screen with some functionality attached to it. [5]

**Primality test** - Primality test is a test to verify that the given number is prime or not.

**CRC Cards** - An acronym for Class-Responsibility-Collaborator Cards.

**Class-Responsibility-Collaboration Cards** -Low-tech method to support collaborative problem analysis and design. All objects in a design have a purpose. They take over responsibilities (knowing or doing something) to solve parts of the problem. Complex responsibilities are met by collaborating with other objects. Responsibilities and collaborations are noted on index cards. The cards are then used to role-play scenarios of system usage. [6]

**Radicand**-The radicand is the number underneath the radical symbol.

**Nth root of a number**-The nth root of a number is such a number as being taken n times as a factor will produce the given number, n being any positive whole number. [7]

**Verification criteria** - Validation criteria is a certain condition imposed to product, service and system to check whether It meets certain conditions or not.

**Precision** - The precision of a number is the total number of decimal digits in it that are considered as significant for computation. [8]

**Accuracy** - The accuracy is the number of these digits that appear to the right of the decimal point. [8]

**References**

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[3] Mary Jane Sterling, Algebra I for Dummies. For Dummies; 2 edition (May 7 2010).

[4] Carl Townsend, the Best Book of Microsoft Windows 3. Sams Publishing (August 1990).

[5] Varmo Vene, Tarmo Uustalu. Advanced functional programming: 5th international school, AFP 2004, Tartu, Estonia, August 14-21, 2004: revised lectures.

[6] J. Borstler, T. Johansson, M. Nordstrom, "Teaching OO concepts-a case study using CRC-cards and BlueJ," fie, vol. 1, pp.T2G1-6, 32nd Annual Frontiers in Education (FIE'02), 2002

[7] Charles Davies, Elements of algebra: on the basis of M. Bourdon; embracing Sturm's and Horner's theorems, and practical examples, A.S. Barnes, 1854.

[8] Pankaj Kamthan, On computing the square root of two. URL: http://users.encs.concordia.ca/~kamthan/courses/soen-6441/square\_root\_2.pdf.