GÖTÜR Project

Glossary

Version 1.1

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Revision History

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**GLOSSARY**

**-Admin Panel**  
Admin panel is short for administration panel, the private area of e-store where orders, catalog, content and configurations are managed.

**-Application Programming Interface (API)**

With a short definition, API is the software that enables applications developed with its own data and working principles to work by communicating with each other.

**-B2C**

B2C stands for business-to-consumer and refers to companies that sell products and/or services to end consumers.

**-Backend**Parts of a computer application or a program's code that allow it to operate and that cannot be accessed by a user.

**-Bank Card**  
 A bank card is a debit or credit card issued by a bank or financial institution.

**-Build**The process of converting source code files into standalone software artifact(s) that can be run on a computer.

**-Cascading Style Sheets (CSS)**A stylesheet language used to describe the presentation of a document written in HTML or XML.  
  
**-Chat**  
A chat is a communication tool used in online business for the direct and rapid exchange of information between customers and companies in written form and in real time via the Internet.  
  
**-Checkout**  
Checkout is the process of entering payment and shipping information to complete the purchase of items in the shopping cart. It is the final step of shopping in an e-commerce shop, where the customer reviews the order and places it online.

**-Client**A computer hardware device or software that accesses a service made available by a server.  
  
**-Content Management System**  
CMS stands for Content Management System and is a software system used to create, edit and maintain content on a website.

**-Continuous Integration and Continuous Delivery (CI/CD)**A culture, set of operating principles, and collection of practices that enable application development teams to deliver code changes more frequently and reliably.  
  
**-Cookie**  
A cookie is a small text file that is stored on the website visitor's computer and serves as a temporary storage location for information about the visitor's activities on the website.

**-Discount code**  
In eCommerce, a discount code is also known as a coupon code or promo code . These codes consist of letters and numbers generated by the computer and are used to activate discounts or special offers on the website.

**-Discount Rate**  
The discount rate is a percentage that acquiring banks charge for processing merchant transactions.

**-Docker**An operating system virtualization technology that allows applications to be packaged as containers.

**-Database**A structured set of data held in a computer.

**-Deployment**Software deployment is all of the activities that make a software system available for use.

**-DNS**  
DNS is the domain name system that converts domain names into IP addresses.  
  
**-Domain name**  
The domain name is the name used to identify a website or e-commerce shop.  
   
**-Download**

Download is the process of transferring files from a server or host computer to your own computer.

**-E-Business**

E-business stands for electronic business and includes all types of business processes that are handled electronically. This therefore also includes e-commerce, electronic procurement, etc.

**-Email**  
Email stands for "electronic mail" and is a technique for sending digital messages to a specific person or group of people via digital devices such as computers, tablets, and smartphones.  
  
**-Encryption**  
Encryption is the transformation of data in such a way that it cannot be read or understood without knowing how the data is encrypted.

**-FAQ**  
FAQ stands for frequently asked questions to provide assistance to website visitors.

**-Firewall**  
A firewall is security software or hardware that uses certain criteria to block unauthorized access to a computer or network.

**-Frontend**The frontend of a software program or website is everything with which the user interacts.

**-Functional Requirement**

A capability that a solution must have in terms of the behavior, the function that the software will enable for the users to achieve their goals.

**-Git**A version control system.

**-GitHub**A provider of Internet hosting for software development and version control using Git.

**-Hypertext Markup Language (HTML)**A markup language for the web that defines the structure of web pages.

**-IDE**

An integrated development environment (IDE) is software for building applications that combines common developer tools into a single graphical user interface (GUI).

**-Inventory**  
The stock of goods or items in your business is called inventory. It is the amount of merchandise on hand at a retailer that has not yet been sold.

**-Java**An object-oriented programming language that produces software for multiple platforms.

**-Live Support**  
 Live support is an application to provide immediate customer service support to website visitors (e.g. answering questions, solving problems, taking orders, etc.).

**-Logistics**  
 Logistics is the management of goods and services or resources between the point of unloading and the point of consumption to meet customer or business requirements.

**-Marketing**  
The actions of a business that involve advertising, selling, and delivering products to customers are referred to as marketing.

**-Maven**Maven is a build automation tool used primarily for Java projects.

**-Non-Functional Requirement**  
Non-functional requirements are characteristics of a system which describe non-behavioral characteristics or qualities of a system such as reliability, usability and security.

**-Offline**  
Offline or off-line is anything that is not connected to a network such as the World Wide Web.  
  
**-Online**  
Online or on-line is anything that is connected to a network such as the World Wide Web.  
  
**-Online marketplace**

An online marketplace is a trading platform. An example is eBay and the Amazon marketplace.  
  
**-Online shop**

An online shop is a trading platform that enables retailers to sell goods and services over the Internet and provide consumers with product information online.

**-Order fulfillment**  
Fulfillment is also referred to as order fulfillment in eCommerce parlance and refers to a set of procedures a company performs to process an order from sale to delivery of goods to the customer's satisfaction.  
  
**-Order Management System**

Order Management System is an application that allows online retailers to process, track and organise orders.  
  
**-Order Tracking**

Order tracking is an online tool that provides the buyer of a product with information about the status of the purchased item.

**-Privacy Policy**  
Privacy policy is a statement that outlines a company or website's policy regarding the collection and release of information about a visitor.

**-Representational state transfer (REST)**A software architectural style that was created to guide the design and development of the architecture for the World Wide Web.

**-Requirements Management**

A continuous process of documenting, analyzing, tracing, prioritizing, communicating, agreeing on requirements and managing requirements’ changes.

**-Return Policy**  
Return policy is a statement that specifies the conditions under which a merchant allows a customer to return a purchased product.

**-Server**A physical computer dedicated to run services to serve the needs of other computers.

**-Service Oriented Architecture (SOA)**An architectural style for building software applications that use services available in a network such as the web.  
  
-**Shopping Cart**  
Shopping cart is software commonly used in online stores or e-commerce platforms that allows customers to first collect all the goods they want in a cart when shopping online, and then purchase and pay for them together after making all the decisions.

**-Spring**The Spring Framework (Spring) is an open-source application framework that provides infrastructure support for developing Java applications.

**-SSL**  
 SSL stands for Secure Sockets Layer and is a protocol used to transmit documents over the Internet in encrypted form.   
  
**-Theme**  
 A theme is a package that contains graphics and appearance information and customises the look of the e-store.

**-Trend**  
A trend is a topic on which numerous posts or users appear on social media, on a website

or in any application within a short period of time. It refers to fluctuations in traffic caused by various circumstances over a period of time, such as the time of year, the day or time of day, or the relevance of the keyword.

**-Unified Modeling Language (UML)**

A standardized general-purpose modeling language in the field of software engineering. UML includes a set of graphic notation techniques to create visual models of software-intensive systems like use case diagrams, activity diagrams, class diagrams and many more.

**-Use Case**

Stories of an actor (ex: User) using a system to meet their goals. Functional requirements are captured in use cases.

**-User Experience (UX)**  
This refers to a visitor's overall impression of a product, system or service, especially in terms of how easy or pleasant it is to use.

**-User Interface (UI)**Everything about a user interface is designed to facilitate interaction with an application or website. A graphical user interface (GUI) is another term for it (GUI).

**-URL**  
URL stands for Uniform Resource Locator and is the address of a file on the Internet.

**-Validation**

It is a dynamic mechanism of testing and validating if the software product actually meets the exact needs of the customer.

**-Verification**  
Process of checking documents, design, code, and program in order to check if the software has been built according to the requirements.

**-Version Control System (VCS)**Utility that tracks and manages changes to a filesystem.

**-Visitor**  
A person who visits a website.

**-Web analytics**  
Web analytics is the study of visitor activity on a website or web application to understand how well it is meeting its goals.