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Module 2: Assignment #2 – Unfamiliar terms from job listings & their definitions/descriptions

1. Application Program Interface (API) - A set of [routines](http://www.webopedia.com/TERM/R/routine.html), [protocols](http://www.webopedia.com/TERM/P/protocol.html), and tools for building [software applications](http://www.webopedia.com/TERM/A/application.html). An API specifies how software components should interact. APIs are used when programming graphical user interface ([GUI](http://www.webopedia.com/TERM/G/Graphical_User_Interface_GUI.html)) components. Their use is to make it easier to develop a [program](http://www.webopedia.com/TERM/P/program.html) by providing all the building blocks that a programmer would then put together.
   1. GUI – A type of user interface that allows users to interact with electronic devices through graphical icons and visual indicators instead of text-based user interfaces (ex. text navigation or typing commands)
2. JIRA - A tool developed by used for bug tracking, issue tracking, and project management. It is used to track issues, and bugs related to software and mobile apps.
3. Server-side Scripting - A technique used in web development where scripts are employed on a web server to produce customized response for each user's request to the website (instead of a static web page that is the same for all). It differs from client-side scripting, where the script is embedded and are run on the client-side of the web browser.
4. Stylesheet language (style language) – A computer language that shows or expresses the presentation of structured documents (electronic doc that gives the structural meaning to the different parts of the document – according to a set schema). The content in a can be reused in different contexts and presented in different ways. This makes it versatile for use in multiple projects. Different style sheets can be attached to a logical structure to produce different presentations.
5. Sass (Syntactically Awesome Stylesheets) – A scripting language that is converted into CSS (Cascading Style Sheets). It is used as an extension of CSS to get more functionality, including the use of additional features and abilities.
6. Agile – A set of software development methodologies based on a concept called iterative development. In this case, the requirements and solutions evolve through collaboration between cross-functional teams that are self-organized. The processes is meant to promote frequent inspection and adaptation. It also encourages teamwork, self-organization and accountability; and also uses engineering best practices for rapid delivery of software.
7. Scrum – A subset of Agile distinguished from other agile processes by concepts/practices divided into three categories (roles, artifacts, and time boxes). Scrum significantly increases productivity and reduces time to benefits relative to classic “waterfall” processes. Scrum processes enable organizations to adjust smoothly to rapidly-changing requirements, and produce a product that meets evolving business goals.
8. Middleware – A software that acts as a bridge between an operating system or database and applications. Middleware provides services beyond what an operating system can do. Middleware acts as a “glue” to combine separate already existing programs. It makes it easier for software developers to implement communication and input/output, so they can focus on the specific purpose of their application. Middleware simplifies the development of the applications that use the services of other applications, which reduces the need for custom integrations for each new application.
9. Angular - AngularJS is a structural framework for dynamic web apps. It lets you use HTML as your template language and lets you extend HTML's syntax to express your application's components clearly and concisely. AngularJS eliminates much of the code you would otherwise have to write. Since this all happens within the browser, it is useful for pairing with any server technology.
10. jQuery – A JavaScript library that simplifies HTML document transferring, event handling, animating and Ajax interactions for quick web development. jQuery is a JavaScript toolkit used to simplify various tasks by writing less code.
    1. Ajax (Asynchronous JavaScript & XML) – a technique used for creating quicker and more interactive web applications. Ajax uses XML, HTML, CSS and JavaScript. Conventional web applications transmit information to and from the server using synchronous requests. It means you fill out a form, hit submit, and get directed to a new page with new information from the server. With AJAX, when you hit submit, JavaScript will make a request to the server, interpret the results, and update the current screen. In the purest sense, the user would never know that anything was even transmitted to the server.