

Phishing

Fraudulently sending spam emails, imitating a legitimate source.



Domain Name System (DNS)

Converts domains into IP addresses



Front end tooling

The peripheral tools and processes involved in preparing HTML, CSS and JavaScript for development and production



Debugging

A multistep process that involves identifying a problem, isolating the source of the problem, and then either correcting the problem or determining a work around



API (Application Programming Interface)

Enables two different programs to communicate with each other by making some parts of the code available to developers. Developers can use this code to build tools and widgets that can be connected to a particular web app



Virtual Hosting

The process of hosting multiple domain names on one computer to use a single IP address



CSS (Cascading Style Sheets)

Use to apply colours and to determine font, text, size and alignment of a web app



Firewall

Systems built to secure a computer network from external security risks



Plugin

An extension that adds extra functionality to an existing software app



Penetration Testing

A regulated attempt to bypass a web app's security in order to test its resilience to hacking



Horizontal Scaling

Splitting the work to be done across multiple computers



PHP

A server-side scripting language



DDOS Attack

Disruptive act towards targeted websites or services by overwhelming them with requests



Blockchain

A type of distributed ledger for maintaining a permanent and tamper-proof record of transactional data



Operating System

A type of software that enables the user to run applications on a device



Minification

A process applied to code and markup in order to reduce the file size



Minimum Viable Product (MVP)

The most pared down version of a product that can be released to market



SQL (Structure Query Language)

A standardise programming language for relational databases



MySQL

The world's most popular open source database management system



Full stack

An entire computer system or application from front end (customer or user-facing) to the back end (the "behind-the-scenes" technology such as databases and internal architecture) and the software code that connects the two





A version control system where developers can store and manage their code



Information Architecture

The practice of organising complex information in a clear and logical way. In terms of websites and apps, this means a user-friendly structure that makes it easy for the user to find their way around.



HTTP (Hypertext Transfer Protocol)

A protocol used to transfer data across the internet



Hybrid Application (Hybrid App)

A software application that combines elements of both native and web applications



Vertical Scaling

The ability to increase the capacity of existing hardware or software by adding resources - for example, adding processing power to a server to make it faster



Responsive Design

Ensures that a web app is displayed correctly no matter what device the user is viewing it on



Lo-code/ No-code Development

A visual integrated development environment (IDE) that allows citizen developers to drag-and-drop application components, connect them together and create a mobile or web app



SSL

A standard security protocol for ensuring that all data transmitted between the web server and the browser remains encrypted



Whaling

A specific type of phishing attack that targets high-profile employees such as CEO or CFO, in order to steal sensitive information from a company



SaaS

Software as a Service. A centrally hosted subscription model, allowing immediate scalability, accessed through a thin client or browser.



Big Data

Computationally analysed very large data sets to identify trends.



Configuration Drift

Variation of hardware and software configurations from the master due to manual, ad hoc changes, not committed back to version control. Creates technical debt.



UI Design

Design of the screens and interactive touchpoints that make up a website or an app



Deployment

The process of making an application available to users or for testing



Front end

Also known as client-side: What the end user sees and interacts with



Adaptive Design

Creates a web app in several different layouts, each suited for different screen sizes. Depending on what device is being used to access the app, it will adapt and deliver the appropriate layout. See also: responsive design and mobile-first.



Multifactor Authentication

A security system that requires more than one method of authentication from independent categories of credentials to verify the user's identity for a login or other transaction



Domain Name

A user friendly label for an IP address



Container Management Software

Programming that automates the creation, destruction, deployment and scaling of software containers in an information technology (IT) infrastructure



Back end

Everything that goes on behind the scenes. Also known as server-side, it powers what happens at the front end.



Framework

In coding - a collections of solutions, tools and components that you can access in one central location - rather than seeking them all out separately each time



Sitemap

An outline of all the pages on a website



Vulnerability Assessment

A process that defines, identifies, classifies and prioritises weaknesses in a computer system, software application or network infrastructure



Ruby on Rails

A popular web application framework based on Ruby



Libraries

Stores of pre-written code or modules that programmers can take and insert into the code they're writing



Cache

A temporary storage space for data



Python

A programming language. Named after Monty Python - true story!



Integrated Development Environment (IDE)

A software suite that consolidates the basic tools required to write and test software



Algorithm

A set of steps for carrying out certain tasks



Data Cleaning

The process of preparing data for analysis



Data Governance

A set of processes or rules that ensure the integrity of data



Data Wrangling

The process of cleaning and unifying complex and messy data sets for analysis



Dirty Data

Data that contains mistakes, incomplete entries, outdated results, duplicates, bad variable names, etc.



Data Visualisation

The art of communicating meaningful data visually



Data Mining

The process of deriving patterns or knowledge from large data sets



Machine Learning

A process where a computer uses an algorithm to make predictions based on data



Overfitting

Refers to a model that models the data too well



Underfitting

Refers to a model has not learned patterns from the data well enough



Statistics

Tools and methods used to analyse a set of data



Regression

A set of statistical methods used for estimating and predicting the relationship between variables



Correlation

A statistical method used to measure how much one set of values in your data relate to another



Clustering

Techniques which attempt to collect and categorise sets of data points into groups that are similar to one another



Decision Trees

A predictive modelling technique used to split data based on different conditions



Feature Selection

The process of identifying what traits of a data set are going to be the most valuable when building a model



2 Pizza Rule

A guideline for deciding how many attendees should be invited to a meeting. According to the rule, every meeting should be small enough that attendees could be fed with two large pizzas. Intended to improve productivity.



Juice Jacking

A security exploit in which an infected USB charging station is used to compromise connected devices