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**TimeDrop**

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**TimeDrop  
Glossary**

**Version <1.0>**

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## Revision History

Date	Version	Description	Author
<11/15/2022>	<1.0>	First iteration of Glossary	Sai Mittapalli

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# Glossary

## 1. Introduction

### 1.1 Purpose

The glossary contains all the necessary definitions in order to understand what some parts are for the TimeDrop system. The glossary will be updated through the iterations of the projects with new definitions used in each document.

### 1.2 Scope

This glossary defines all the terms which are relevant and provide meaning to this project. Detailed definitions and certain document specific definitions are not included in this glossary because they are explained in more detail in the documents.

### 1.3 References

1. UPEDU Example Templates

### 1.4 Overview

The following part of the glossary includes the definitions that were used numerous times and are relevant to this project.

## 2. Definitions

### 2.1 API

Application Programming Interface: this is a software system allowing the server and client of a program to connect with each other through the form of requests.

### 2.2 Camel Case

A writing convention for all programming languages, to which the first word is lowercase followed by another word in the form of uppercase.

### 2.3 IDE

Integrated Development Environment: a virtual facility providing software developers a platform on which coding operations may be performed on.

### 2.4 UI

User Interface: What the user will see on the webpage

### 2.5 IP

Internet Protocol: this is how the user will send/retrieve commands through the internet

### 2.6 I/O

Input/Output: the different devices to input into computer (e.g keyboard, mouse) and the output that leaves the computer (display monitor, speakers)

## 2.7 Languages

### 2.7.1 HTML

Hypertext Markup Language: a type of language describing the orientation, distribution, and dimensions of how a browser should appear in front-end programming.

### 2.7.2 CSS

Cascading Style Sheets: an embedded language within HTML that styles the browser in an appealing and organized manner.

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### 2.7.3 *JavaScript*

Object-oriented programming language used for web page behaviors

### 2.7.4 *Python*

General-purpose programming language that is often used to build websites and software, automate tasks, and analyze data

### 2.7.5 *UML*

Unified Modeling Language: a general-purpose modelling language used to visualize the way a system is designed

## 2.8 **Diagrams**

### 2.8.1 *Package Diagram*

Used to show imports and access dependencies between packages, classes, components, and other elements of a system

### 2.8.2 *Use-Case Diagram*

Used to show and define the requirements and illustrate the relationships between the actors and use-cases

### 2.8.3 *Sequence Diagram*

Used to show the interactions between objects in a sequential order in a system

### 2.8.4 *Class Diagram*

Used to show the relationships between objects and define the function and attributes of each object in a system

### 2.8.5 *Gantt Diagram*

Used to show the process and time needed for each phase of a project