<Car Service Appointment Application>

Glossary

Version <2.0>

Revision History

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|  |  |  |  |

Table of Contents

1. Introduction 4

2. Glossary 4

Glossary

# Introduction

This document provides information about software design abbreviations or terms.

# Glossary

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| --- | --- | --- | --- |
| **Term** | **Definition and Information** | **Format** | **Validation Rules** |
| UI | User interface |  |  |
| MVT | Model View Template architectural pattern |  |  |
| Unit testing | Software testing method for deciding whether program modules are fit to use |  |  |
| Design pattern | In software engineering, a **design pattern** is a general repeatable solution to a commonly occurring problem in software design. |  |  |
| Software architecture | Software architecture refers to the fundamental structures of a software system and the discipline of creating such structures and systems. |  |  |
| Client Server | It’s a distributed application structure partitioning workloads between the providers of a resource (server) and the service requesters (clients) |  |  |