Travel Agency

Glossary

Version 1.0

Revision History

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| 03.04.2019 | 1.0 | Glossary for the first version of the project | Debre Lóránd-Sándor |
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Glossary

# Introduction

The project glossary document defines all terms used on the project. The project is a web application and the technical terms defined in this glossary are key’s to understand the next documentation.

# Glossary

[Present the noteworthy terms and their definition, format and validation rules if appropriate.]

|  |  |  |  |
| --- | --- | --- | --- |
| **Term** | **Definition and Information** | **Format** | **Validation Rules** |
| Architectural pattern | An architectural pattern is a general, reusable solution to a commonly occurring problem in software architecture within a given context. It’s similar with the software design pattern. | Text |  |
| Database | A database is an organized collection of data, generally stored and accessed electronically from a computer system. Where databases are more complex, they are often developed using formal design and modeling techniques. |  |  |
| User-goal | A user-goal scenario is the fictitious story of a user’s accomplishing an action or goal via a product. It focuses on a user’s motivations, and documents the process by which the user might use a design. User scenarios help designers understand what motivates users when they interact with a design – a useful consideration for ideation and usability testing. | Text |  |
| API | In computer programming, an application programming interface (API) is a set of subroutine definitions, communication protocols, and tools for building software. In general terms, it is a set of clearly defined methods of communication among various components. A good API makes it easier to develop a computer program by providing all the building blocks, which are then put together by the programmer. | Server Sprin APIs  MySQL APIs  Browser APIs |  |
| Client-Server architecture | Client–server model is a distributed application structure that partitions tasks or workloads between the providers of a resource or service, called servers, and service requesters, called clients. |  |  |
| Authentication | Is the act of confirming the truth of an attribute of a single piece of data claimed true by an entity. In contrast with identification, which refers to the act of stating or otherwise indicating a claim purportedly attesting to a person or thing's identity. | Login File |  |
| Persistence data | Persistent data in the field of data processing denotes information that is infrequently accessed and not likely to be modified. Static data is information, for example a record, that does not change and may be intended to be permanent. It may have previously been categorized as persistent or dynamic. |  |  |