

# Glossary

- ACM** [N-COUNT-U15] The **ACM** (Association for Computing Machinery) is a professional organization that supports the study and development of computers. **Stowarzyszenie Producentów Maszyn Cyfrowych**
- ad hoc** [ADJ-U3] If something is **ad hoc**, it is unsystematic and done for one particular instance only. **ad hoc, doraźny**
- adequate** [ADJ-U13] If something is **adequate**, it is enough or acceptable. **wystarczający, dostateczny**
- ADL** [N-COUNT-U4] An **ADL** (architecture description language) is a system that formally describes the architectural configuration of a software system. **język ADL (język opisu architektury)**
- advance** [V-T-U15] To **advance** something is to cause something to achieve a higher status. **promować, posuwać do przodu (np. karierę)**
- algorithmic model** [N-COUNT-U11] An **algorithmic model** is a system that uses a specific formula in order to estimate time, effort, or cost. **model algorytmiczny**
- allocation problem** [N-COUNT-U12] An **allocation problem** is a situation in which resources are unstable, and the focus is on finishing the project with the available resources. **problem alokacji, problem przydziału**
- analyst** [N-COUNT-U15] An **analyst** is a professional who monitors or examines something, usually for the purpose of identifying ways to improve it. **analityk**
- apparatus level** [N-UNCOUNT-U1] **Apparatus level** is a view of the material component that specifies the shape and feel of buttons, keys, and other hardware that the user will interact with. **poziom urządzenia**
- application generator** [N-COUNT-U4] An **application generator** is a tool that helps engineers write programs on a large scale. **generator aplikacji**
- approach** [N-COUNT-U3] An **approach** is a way or strategy for doing or creating something. **podejście**
- approve** [V-T-U8] To **approve** something is to officially accept it as satisfactory. **zatwierdzać, akceptować**
- architect** [N-COUNT-U15] An **architect** is a professional who designs and creates hardware. **architekt**
- artistic design** [N-UNCOUNT-U2] **Artistic design** is the practice of using graphic design to draw a user's attention to important parts of an interface. **projektowanie artystyczne**
- AWB** [N-COUNT-U7] An **AWB** (analyst workbench) is an integrated environment that supports early software development stages of a project. **warsztat analityka**
- back-end** [ADJ-U7] If an activity is **back-end**, it is only accessed by developers and not by users. **w tle, w ukryciu (działania zachodzące w tle, niewidoczne dla użytkownika); wewnętrzny (od strony serwera w systemach klient/serwer)**
- bandwidth** [N-UNCOUNT-U14] **Bandwidth** is a measure of a computer system's capacity to send and receive information over a network. **przepustowość łącza, szerokość pasma**
- base formula** [N-COUNT-U11] A **base formula** is a formula for calculating the relation between software size and effort. **formuła bazowa**
- baseline** [N-COUNT-U8] A **baseline** of established specifications is set and serves as the basis for the development of something. **linia bazowa, poziom bazowy**
- best interests** [N-UNCOUNT-U13] **Best interests** are circumstances that are most advantageous for a specific person or a group of people. **najlepszy interes, dobro**
- black-box reuse** [N-UNCOUNT-U3] **Black-box reuse** is a method of software reuse in which software elements are reused without modification. **ponowne użycie modelu czarnej skrzynki**
- BM** [N-COUNT-U5] A **BM** (basic execution time model) is a software reliability model in which the decrease in failure intensity is constant. **BM (podstawowy model czasu wykonania)**
- browser** [N-COUNT-U14] A **browser** is a software system that is used to gain access to information on the Internet. **przeglądarka**
- budget** [N-COUNT-U11] A **budget** is an estimation and allotted cost of a project. **budżet**
- CASE** [N-UNCOUNT-U6] **CASE** (Computer Aided Software Engineering) is the application of various support systems in the software development process. **CASE, inżynieria oprogramowania wspomagana komputerowo**
- CCB** [N-COUNT-U8] A **CCB** (configuration control board) is the staff that ensures that any changes made to the baseline of a software development project are approved and completed correctly. **rada kontroli zmian**
- change request** [N-COUNT-U8] A **change request** is a proposed adjustment or correction to the baseline of a project. **żądanie zmiany**
- change-oriented** [ADJ-U8] If a development model is **change-oriented**, it identifies new configurations by describing the changes made to the baseline. **zorientowany/ukierunkowany na zmiany**

- chief programmer team** [N-COUNT-U9] A **chief programmer team** is a team of three people in which the person with the most responsibility is designated as the chief programmer of a project. **zespół głównego programisty**
- city** [ADJ-U6] If a value on the user scale is **city**, it indicates that a product supports the development of a system larger than a family. **miejski**
- CLG** [N-UNCOUNT-U1] The **CLG** (command language grammar) is a specific grammatical structure that describes the user interface aspects of a computer system. **gramatyka języka poleceń**
- cloud computing** [N-UNCOUNT-U14] **Cloud computing** is a model in which computing is delivered as a service rather than as a product, with resources shared over a network rather than used locally. **przetwarzanie w chmurze, chmura obliczeniowa**
- CMM** [N-COUNT-U10] The **CMM** (capability maturity model) is a set of directions aimed at improving the development process. **Capability Maturity Model (model do oceny procesu wytwórczego służącego do produkcji oprogramowania; CMM ocenia praktyki stosowane podczas produkcji)**
- COCOMO** [N-UNCOUNT-U11] **COCOMO** is a model of cost estimation that distinguishes between three classes of projects. **Capability Maturity Model (model do oceny procesu wytwórczego służącego do produkcji oprogramowania; CMM ocenia praktyki stosowane podczas produkcji)**
- code scavenging** [N-UNCOUNT-U4] **Code scavenging** is the process of reusing code that has been previously written, if it happens to solve current problems. **wymiatanie kodu**
- cognitive view** [N-COUNT-U1] A **cognitive view** is a means of understanding a system that considers what a user needs to understand about a system in order to operate it. **widok kognitywny**
- commitment style** [N-UNCOUNT-U9] **Commitment style** is a management style in which project decisions are guided by the goals of the project. **(o stylu zarządzania) styl zaangażowania**
- common feature** [N-COUNT-U10] A **common feature** is one of the five sections of the CMM's key practices. **cecha wspólna**
- communication component** [N-COUNT-U1] A **communication component** is a view of a system that concerns the dialog between systems and users. **komponent komunikacyjny**
- comparison method** [N-COUNT-U11] The **comparison method** is a system of estimating costs for a project by comparing it to a similar completed project. **metoda porównawcza**
- compositional** [ADJ-U3] If technology is **compositional**, its existing components can easily be reused in new systems. **kompozycyjny**
- computer platform** [N-COUNT-U14] A **computer platform** is a combination of hardware and system software that allows a particular kind of application to run. **platforma komputerowa**
- conceptual component** [N-COUNT-U1] A **conceptual component** is a view of a system that concerns the functions that the system will perform for users. **komponent koncepcyjny**
- conceptual model** [N-COUNT-U1] A **conceptual model** is a technically-accurate model of a computer system that is rendered in terms of a system's reactions to user actions. **model koncepcyjny**
- configuration item** [N-COUNT-U8] A **configuration item** is a piece of hardware or software that aids in configuration management and is contained in the baseline. **element konfiguracji**
- configuration management** [N-UNCOUNT-U8] **Configuration management** is the practice of systematically monitoring the creation and updating of elements during the software development process. **zarządzanie konfiguracją**
- conform to** [V-T-U10] To **conform to** something is to follow its standards or rules. **przestrzegać (norm, zasad)**
- contractor** [N-COUNT-U15] A **contractor** is an independent worker who is hired to perform particular work under contract, which may be long- or short-term. **wykonawca, kontrahent**
- corresponding** [ADJ-U8] If two things are **corresponding**, they are related to each other or contain references to the same subjects. **odpowiedni, odpowiadający**
- COTS** [ADJ-U3] If a software is **COTS** (commercial, off-the-shelf), it is unmodified from its original state and the contents of the software are generally unknown. **komercyjny, dostępny od ręki**
- critical path** [N-COUNT-U12] A **critical path** is a part of a PERT chart that identifies which tasks must be completed on time for the entire project to be successful. **ścieżka krytyczna**
- deceptive** [ADJ-U13] If something is **deceptive**, it is misleading or dishonest. **nieuczciwy, wprowadzający w błąd, podstępny**
- defensive programming** [N-UNCOUNT-U5] **Defensive programming** is the practice of creating reliable software by ensuring that components can function properly in a number of contexts. **programowanie defensywne**

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- degree of certainty** [N-COUNT-U12] The **degree of certainty** is a scale that measures the dependability of software user requirements and development resources. **stopień pewności**
- Delphi-method** [N-UNCOUNT-U11] The **Delphi-method** is a method of estimating costs in which a panel of experts estimate costs separately and then discuss their estimations until they reach an agreement. **metoda Delphi, metoda delficka**
- delta** [N-COUNT-U8] A **delta** is a difference between one version of software and the next version of the same software. **delta**
- design problem** [N-COUNT-U12] A **design problem** is a situation in which the steps to carrying out the project are unknown, and the focus is on assigning responsibilities and accomplishing individual milestones. **problem z projektowaniem**
- design view** [N-COUNT-U1] A **design view** is a conceptual model that focuses on the user interface design. **widok projektowy**
- developer** [N-COUNT-U15] A **developer** is a professional who designs and creates software. **developep, programista**
- development time** [N-UNCOUNT-U11] **Development time** is the time between the beginning of the requirements engineering phase and the moment when the software is delivered to a customer. **czas konstruowania, rozwoju (programu)**
- dialog** [N-UNCOUNT-U2] **Dialog** is a reciprocal communication between a computer and a user. **dialog**
- distribution** [N-UCOUNT-U14] **Distribution** is the action of supplying a product or service. **dystrybucja**
- domain analysis** [N-UNCOUNT-U4] **Domain analysis** is a process which identifies, captures, structures, and reorganizes information for software development. **analiza domeny**
- educator** [N-COUNT-U15] An **educator** is a professional who teaches other people about something. **edukator, nauczyciel, dydaktyk**
- end user** [N-COUNT-U2] An **end user** is a consumer who becomes the intended or primary user of a product. **użytkownik końcowy, "szary użytkownik"**
- ensure** [V-T-U13] To **ensure** something is to be certain that something will happen. **upewniać się**
- environment** [N-COUNT-U6] An **environment** is an application that supports the complete software development process. **środowisko**
- ergonomics** [N-UNCOUNT-U2] **Ergonomics** is the study of designing hardware that is intended to be operated physically by users. **ergonomia**
- estimate** [V-T-U11] To **estimate** something is to attempt to determine the likely amount or cost of it before it is finished. **szacować**
- ethics** [N-PL-U13] **Ethics** are a set of morals that govern the actions of an individual or a group. **etyka**
- exception** [N-COUNT-U5] **Exception** is an error which can be predicted so that it does not stop the software running. **wyjątek**
- expected exception list** [N-COUNT-U5] An **expected exception list** is the catalog of predicted and handled errors within the software. **spodziewana lista wyjątków, lista wyjątków spodziewanych**
- exploration problem** [N-COUNT-U12] An **exploration problem** is a challenging situation in which a project's degree of certainty is low, and the focus is on achieving unspecified goals. **problem eksploracyjny**
- family** [ADJ-U6] If a value on the user scale is **family**, it indicates that a product is designed to facilitate interactions between developers. **rodzinny**
- fault-tolerant** [ADJ-U5] If a computer system, software program or storage subsystem is **fault-tolerant**, it continues to operate via its backup system without a service interruption. **odporny na błędy/usterki**
- flaw** [N-COUNT-U8] A **flaw** is a fault or weakness. **usterka, wada**
- freelancer** [N-COUNT-U15] A **freelancer** is a worker who is hired as temporary staff or on a job-by-job basis. **wolny strzelec, osoba uprawiająca wolny zawód (pracownik niezależny, wykonujący projekty na zlecenie)**
- functionality** [N-UNCOUNT-U2] **Functionality** is the range of operations that a computer or software system can perform. **funkcjonalność**
- Gantt chart** [N-COUNT-U12] A **Gantt chart** is a type of graph that uses bars to detail the project's schedule. **wykres Gantta (poziomy wykres słupkowy, używany do zwizualizowania osi czasu projektu i jego zadania)**
- generative** [ADJ-U3] If technology is **generative**, its components are used to create programs that generate new programs. **generatywny, twórczy**
- groupware** [N-UNCOUNT-U2] **Groupware** is software designed to assist a group of people achieve a common goal or complete a collaborative task. **oprogramowanie kooperacyjne, oprogramowanie sieciowe (przeznaczone do pracy w sieci, obsługujące grupę użytkowników pracujących nad jednym projektem, dzielących się danymi i informacjami)**
- HCI** [N-UNCOUNT-U2] **HCI** (human-computer interaction) is the study and design of interactions between users and computers. **interakcja człowiek-komputer**
- health** [N-UNCOUNT-U13] **Health** is a state of physical, mental, and social well-being. **zdrowie**
- hierarchical organization** [N-UNCOUNT-U9] **Hierarchical organization** is a team organization style in which different levels of management are distinguished. **organizacja hierarchiczna**

- humanities** [N-UNCOUNT-U2] **Humanities** is the study of or focus on how people perceive, learn, think, and feel. **nauki humanistyczne**
- IEEE** [N-UNCOUNT-U15] The **IEEE** (Institute of Electrical and Electronics Engineers) is a professional organization that supports technological development and sets widely-accepted standards for technological product specifications. **Instytut Inżynierów Elektryków i Elektroników**
- IEEE Standard for Quality Assurance Plans** [N-UNCOUNT-U10] The **IEEE Standard for Quality Assurance Plans** is a set of procedures aimed specifically at testing and verifying quality in software systems. **norma IEEE dla planów zapewnienia jakości**
- improve** [V-T-U10] To **improve** something is to make it better. **ulepszać**
- incorporate** [V-T-U8] To **incorporate** something is to include it as part of a whole. **zawierać**
- individual** [ADJ-U6] If a value on the user scale is **individual**, it indicates that a product is designed to assist in software construction by individual developers. **indywidualny**
- instantiate** [V-T-U4] To **instantiate** something is to complete it or give it substance. **konkretyzować**
- integrated environment** [N-COUNT-U6] An **integrated environment** is a development environment that contains the specifications of a final product. **środowisko zintegrowane**
- integration style** [N-UNCOUNT-U9] **Integration style** is a management style that features informal decision-making and promotes creativity from employees. **(o stylu zarządzania) styl integracyjny**
- integrity** [N-UNCOUNT-U13] **Integrity** is the value of being honest. **prawość, uczciwość**
- intermediate product** [N-COUNT-U4] An **intermediate product** is a piece of code that is ready to be used in the development of a more complicated application. **produkt pośredni**
- IPSE** [N-COUNT-U7] An **IPSE** (Integrated Project Support Environment) is an application that contains tools to support all phases of the software development process. **IPSE, zintegrowane środowisko wsparcia projektu**
- ISO 9001** [N-UNCOUNT-U10] The **ISO 9001** is a set of standards that states general requirements for the quality of a software system. **normy ISO 9001**
- key practice** [N-COUNT-U10] A **key practice** is an activity that implements the CMM's key process areas. **kluczowa praktyka**
- key process area** [N-COUNT-U10] A **key process area** is an indication of issues that must be addressed in order to reach a given maturity level, as determined by the CMM. **kluczowy obszar procesu**
- keystroke level** [N-COUNT-U1] A **keystroke level** is a view of the communication component that describes the physical actions of a user, such as keystrokes or mouse clicks. **poziom naciśnięcia klawisza**
- KLOC** [N-COUNT-U11] **KLOC** (kilo lines of code) is a measurement of a computer program's size as determined by the number of lines of source code that it has. **kilo linii kodu, tysiące linii kodu**
- language-centered environment** [N-COUNT-U6] A **language-centered environment**, also called a programming environment, is an interactive development environment that contains tools for development in a particular programming language. **środowisko skoncentrowane na języku, środowisko programowania**
- layer** [N-COUNT-U2] A **layer** is a level of operation of a system. **warstwa (zestaw usług, funkcji i protokołów)**
- learning effect** [N-COUNT-U11] The **learning effect** is the theory that the rate of productivity increases as a project continues. **efekt uczenia się, efekt szkoleniowy**
- linguistic view** [N-COUNT-U1] A **linguistic view** is a conceptual model that describes the interactions between a human and a system. **widok lingwistyczny**
- LPM** [N-COUNT-U5] An **LPM** (logarithmic Poisson execution time model) is a software reliability model in which the decrease in failure intensity is exponential. **LPM (logarytmiczny model czasu wykonania Poissona)**
- manager** [N-COUNT-U15] A **manager** is a professional who runs a business or supervises some part of a business. **dyrektor, menedżer**
- man-month** [N-COUNT-U11] A **man-month** is an estimate of the amount of work performed by an employee in a given month. **osobomiesiąc**
- material component** [N-COUNT-U1] A **material component** is a view of a system that concerns the graphics of the user interface and the hardware that the user will interact with. **komponent materialny**
- matrix organization** [N-UNCOUNT-U9] **Matrix organization** is a team organization style in which employees are organized into units according to their specialization. **organizacja macierzowa**



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- maturity level** [N-COUNT-U10] A **maturity level** is a measure of the progress of a software process towards achieving a particular standard of quality. **poziom dojrzałości**
- membership** [N-COUNT-U15] A **membership** is an official status indicating that someone is part of a group or organization. **członkostwo**
- mental model** [N-COUNT-U1] A **mental model** is a user's understanding of a computer system. **model mentalny**
- metered fee** [N-COUNT-U14] A **metered fee** is a payment for only the services which a customer actually uses from a potentially unlimited resource. **opłata według licznika**
- middleware** [N-UNCOUNT-U4] **Middleware** is software that connects a computer's operating system to individual applications and ensures that programs can run together smoothly. **oprogramowanie pośredniczące**
- MIL** [N-COUNT-U4] A(n) **MIL** (Module Interconnection Language) is a formal description of the overall structure of a software system. **MIL (język wzajemnych połączeń modułów)**
- MVC paradigm** [N-COUNT-U2] The **MVC** (model-view-controller) **paradigm** is a design pattern for user interfaces that splits the application into three areas: the model, the view, and the controller. **wzorzec projektowy Model-Widok-Kontroler**
- MWB** [N-COUNT-U7] A(n) **MWB** (management workbench) is a programming environment that contains tools for planning and control of a software development project. **warsztat zarządzania, narzędzia zarządcze**
- N-version programming** [N-UNCOUNT-U5] **N-version programming** is a technique for software fault tolerance in which multiple functionally-equivalent programs are generated from the same initial specifications. **programowanie w N wersjach**
- online** [ADJ-U14] If something is **online**, it is connected to or available through the Internet. **tu: włączony i podłączony**
- open structured team** [N-COUNT-U9] An **open structured team** is a team organization style that combines an open management style with clear guidelines for decision making. **zespół o otwartej strukturze**
- optimistic** [ADJ-U11] If something is **optimistic**, it assumes the best possible scenarios and the lowest possible costs. **optymistyczny**
- PaaS** [N-UNCOUNT-U14] **PaaS** (Platform as a Service) is a model in which computer hardware and software is rented as a service rather than purchased. **platforma jako usługa**
- parallel development** [N-UNCOUNT-U8] **Parallel development** is the practice of creating different branches of revision from the same original baseline or software version. **rozwój równoległy**
- pay-as-you-go** [ADJ-U14] If software is **pay-as-you-go**, it is purchased as it is needed by the customer. **(o systemie płatności) zgodny z rzeczywistym użytkowaniem**
- PCTE** [N-UNCOUNT-U7] **PCTE** (Portable Common Tool Environment) is a tool interface that supports engineers in the development of environments. **przenośne wspólne środowisko narzędziowe**
- PERT chart** [N-COUNT-U12] A **PERT** (program evaluation review technique) **chart** is a tool used to coordinate tasks within a project. **wykres PERT, diagram PERT (narzędzie używane do planowania, organizowania i mapowania zadań w projekcie)**
- presentation** [N-COUNT-U2] A **presentation** is the collective aspects of a system that are perceptible to the user, such as the screen layout or the keyboard layout. **prezentacja**
- principle** [N-COUNT-U13] A **principle** is a rule that guides the process of decision-making. **zasada, reguła (moralna)**
- probability** [N-UNCOUNT-U5] **Probability** is the extent to which something is likely to happen. **prawdopodobieństwo**
- process certainty** [N-UNCOUNT-U12] **Process certainty** is a metric that is determined by the stage of development of software and whether it can or must be changed. **pewność procesu**
- process scale** [N-COUNT-U6] A **process scale** is a software development feature that specifies whether a product supports code development or general human activities. **skala procesu**
- process-centered environment** [N-COUNT-U6] A **process-centered environment** is a development environment that focuses on the process of software development. **środowisko skoncentrowane na procesie**
- product** [N-COUNT-U3] A **product** is something that is available for purchase. **produkt**
- product certainty** [N-UNCOUNT-U12] **Product certainty** is a metric that is determined by the functionality and quality of user requirements. **pewność produktu**
- professional development** [N-UNCOUNT-U15] **Professional development** is the process of gaining knowledge, skills, and experiences that make someone able or better qualified to perform a job. **rozwój zawodowy**
- professional judgment** [N-UNCOUNT-U13] **Professional judgment** is the ability to make good decisions based upon professional experience. **profesjonalny osąd, wiedza i doświadczenie zawodowe**

- program library** [N-COUNT-U4] A **program library** is a collection of ready to use pieces of code. **biblioteka programów**
- programming environment** [N-COUNT-U7] A **programming environment**, also called a language-centered environment, is an interactive development environment that contains tools for development in a particular programming language. **środowisko programistyczne, środowisko programowania**
- public interest** [N-UNCOUNT-U13] **Public interest** is the well-being of the public as a whole. **interes publiczny**
- Putnam model** [N-UNCOUNT-U11] **Putnam model** is a cost estimation model that considers problems and their solutions to estimate the effort and budget required for a project. **model Putnama**
- PWB** [N-COUNT-U7] A **PWB** (programmer workbench) is an integrated environment that supports the software development stages of testing and implementation. **warsztat programisty**
- quality control** [N-UNCOUNT-U10] **Quality control** is a system of maintaining particular standards across a development process. **kontrola jakości**
- quality criteria** [N-COUNT-U10] **Quality criteria** are sets of quality attributes which can be measured directly or indirectly. **kryteria jakości**
- quality factor** [N-COUNT-U10] A **quality factor** is a quality attribute that can be measured only indirectly. **współczynnik jakości**
- realization problem** [N-COUNT-U12] A **realization problem** is a situation in which the software requirements are stable and the focus is on how to reach the goals of the project under ideal circumstances. **problem realizacji**
- recovery block** [N-COUNT-U5] A **recovery block** is an automatically saved file of data that is used as backup in case an operation causes a software failure. **blok odzyskiwania**
- redundancy** [N-UNCOUNT-U5] **Redundancy** is the inclusion of components that are not necessary or are copies of existing components to ensure proper function of software in case of error or failure. **nadmiarowość, redundancja**
- relation directedness** [N-UNCOUNT-U9] **Relation directedness** is a management style which focuses on individual employees and their relationships with other employees. **(o stylu zarządzania) ukierunkowanie na relacje**
- relation style** [N-UNCOUNT-U9] **Relation style** is a management style that relies heavily on motivation and training. **(o stylu zarządzania) styl relacyjny**
- reliability** [N-UNCOUNT-U5] **Reliability** is the quality of being consistent and free of errors. **niezawodność**
- researcher** [N-COUNT-U15] A **researcher** is a professional who studies and analyzes something to get more information about it. **badacz**
- reserved checkout** [N-UNCOUNT-U7] **Reserved checkout** is a system that allows only one person at a time to edit a file. **zarezerwowana edycja, zarezerwowane zajęcia pliku**
- resource certainty** [N-UNCOUNT-U12] **Resource certainty** is a metric that is determined by the availability of resources, such as qualified people, to work on a project. **pewność zasobów**
- retrace** [V-T-U8] To **retrace** something is to review steps that have already been completed. **prześledzić, odtworzyć**
- risk factor** [N-COUNT-U12] A **risk factor** is a condition/characteristic that increases the likelihood of problems. **czynnik ryzyka**
- risk management** [N-UNCOUNT-U12] **Risk management** is a process that identifies risks and prevents them from becoming setbacks. **zarządzanie ryzykiem**
- robust programming** [N-UNCOUNT-U5] **Robust programming** is the practice of ensuring that software components function correctly regardless of their context. **solidne programowanie**
- SaaS** [N-UNCOUNT-U14] **SaaS** (Software as a Service) is a model in which software and the associated data are hosted by a provider and accessed over a network. **oprogramowanie jako usługa**
- safety** [N-UNCOUNT-U13] **Safety** is the condition of being shielded against danger. **bezpieczeństwo**
- scope** [N-UNCOUNT-U3] **Scope** is the extent of something or the area that it includes. **zakres**
- Seeheim model** [N-COUNT-U2] The **Seeheim model** is a model of software design that separates the application from the user interface. **model Seeheima**
- semantic level** [N-COUNT-U1] A **semantic level** is a view of a conceptual component that describes system objects and general task delegation. **poziom semantyczny**
- separation style** [N-UNCOUNT-U9] **Separation style** is a management style in which the main goal is efficiency. **(o stylu zarządzania) styl separacyjny**
- skeleton** [ADJ-U4] If a component is **skeleton**, not all of its details have been filled in. **szkieletowy**
- software as a product** [N-UNCOUNT-U14] **Software as a product** is a distribution model in which software is sold as a packaged commodity to consumers. **oprogramowanie jako produkt**

# Glossary

- software crisis** [N-COUNT-U3] The **software crisis** is a problem in the software industry caused by the fact that the demand for new software applications is higher than what software developers can fulfill. **kryzys oprogramowania**
- software error** [N-COUNT-U5] A **software error** is an error from which the software cannot recover. **błąd oprogramowania**
- software license** [N-COUNT-U14] A **software license** is a legal agreement which grants the buyer of a program the right to use it. **licencja na oprogramowanie**
- software life cycle** [N-COUNT-U15] The **software life cycle** is an ongoing process for creating, developing, and improving software. **cykl istnienia oprogramowania**
- software on demand** [N-UCOUNT-U14] **Software on demand** is a model in which software is rented from a provider at the time that it is needed. **software on demand, oprogramowanie "pod klucz", oprogramowanie na zlecenie**
- software reliability model** [N-COUNT-U5] A **software reliability model** is a statistical model that aims to predict and prevent software failures. **model niezawodności oprogramowania**
- software reuse** [N-UNCOUNT-U3] **Software reuse** is the practice of incorporating modified or unmodified pieces of source code from existing software into the creation of new software. **ponowne użycie oprogramowania**
- source code** [N-COUNT-U3] A **source code** is a listing of commands to be executed in a computer program. **kod źródłowy**
- spatial layout level** [N-COUNT-U1] A **spatial layout level** is a view of a material component which specifies the graphic elements that are displayed on screen. **poziom układu przestrzennego**
- specialize** [V-I-U9] To **specialize** in something is to focus primarily on one specific task or area. **specjalizować się (w czymś)**
- SCCS** [ABBREV-U7] A **SCCS** (source code control system) is a system for configuration control that allows the user to keep track of changes in files and generate any version of the system. **system kontroli kodu źródłowego**
- standard** [N-COUNT-U13] A **standard** is a commonly accepted level of accomplishment by which actual accomplishments are judged. **standard**
- state** [ADJ-U6] If a value on the user scale is **state**, it indicates that a product focuses on commonality and standardization across a very large system. **państwowy, stanowy**
- substance** [N-UNCOUNT-U3] **Substance** is the components, concepts, and procedures of something. **istota, kwintesencja; substancja**
- SWAT team** [N-COUNT-U9] A **SWAT team** is a relatively small team that focuses on task and relation directedness. **zespół SWAT, "zespół specjalny" (grupa pracowników specjalizujących się w podobnych dziedzinach)**
- syntax level** [N-COUNT-U1] A **syntax level** is a view of a communication component that describes the dialog style by specifying all user and system interactions. **poziom syntaktyczny, poziom składniowy**
- task analysis** [N-UNCOUNT-U2] **Task analysis** is the act of evaluating a complex system in terms of its users, tasks, hardware, social environment, and physical environment. **analiza zadań**
- task directedness** [N-UNCOUNT-U9] **Task directedness** is a management style which focuses on the tasks that need to be achieved and the methods of achieving those tasks. **(o stylu zarządzania) ukierunkowanie na zadania**
- task level** [N-COUNT-U1] A **task level** is a view of the conceptual component that concerns the tasks performed both by the machine and by the user. **poziom zadania**
- technical support** [N-UNCOUNT-U15] **Technical support** is the process of assisting people with computer and software problems. **wsparcie techniczne**
- technique** [N-COUNT-U3] A **technique** is a skill or specific method of doing or creating something. **technika**
- template** [N-COUNT-U4] A **template** is a skeleton component that does not have all of the details of a complete program. **szablon**
- tester** [N-COUNT-U15] A **tester** is a professional who uses products in order to determine how well they function. **tester (osoba testująca oprogramowanie)**
- threshold** [N-COUNT-U5] A **threshold** is a limit that must be exceeded for a certain reaction to take place. **próg**
- tool** [N-COUNT-U6] A **tool** is a product that performs a particular task in the software development process. **narzędzie**
- toolkit** [N-COUNT-U6] A **toolkit** is a development environment in which tools are independent of each other, and are not well integrated. **zestaw narzędzi**
- TQM** [N-UNCOUNT-U10] **TQM** (total quality management) is the pursuit of excellence in every step of a process. **kompleksowe zarządzanie jakością, zarządzanie przez jakość**
- transformation system** [N-COUNT-U4] A **transformation system** is an application that assists engineers in transforming systems from sets of specifications to executable programs. **system transformacji**

- unethical** [ADJ-U13] If something is **unethical**, it is not morally right. **nieetyczny**
- unit** [N-COUNT-U9] A **unit** is a small, specialized group of people. **zespół (np. pracowników)**
- UNIX** [N-UNCOUNT-U7] **UNIX** is a general support environment for software development. **UNIX (system operacyjny)**
- unreserved checkout** [N-UNCOUNT-U7] **Unreserved checkout** is a system in which files can be edited by multiple developers simultaneously. **niezarezerwowane edycje, brak zablokowania pliku do edycji**
- usage** [N-UNCOUNT-U3] **Usage** is the way that something is utilized. **użycie, użytkowanie, zastosowanie**
- user-centered design** [N-UNCOUNT-U2] **User-centered design** is a design process that places great emphasis on the experience of end users. **projektowanie zorientowane na użytkownika**
- user interface** [N-COUNT-U1] A **user interface** is a collection of attributes that governs the way a user interacts with a system. **interfejs użytkownika**
- user scale** [N-COUNT-U6] A **user scale** is a system that measures the number of users a product is capable of supporting. **skala użytkowników**
- UVM** [N-COUNT-U2] A **UVM** (user virtual machine) is the hardware and software of a given system. **maszyna wirtualna użytkownika**
- version-oriented** [ADJ-U8] If a development model is **version-oriented**, it identifies new configurations with a linear numbering system. **zorientowany/ukierunkowany na wersję**
- VHLL** [N-COUNT-U4] A **VHLL** (very high level language) is a programming language with a high level of abstraction that is used primarily by programmers for assistance in creating new programs. **VHLL (język bardzo wysokiego poziomu)**
- visual programming environment** [N-COUNT-U7] A **visual programming environment** is a programming environment that is typically used to highlight the graphic capabilities of the environment. **wizualne środowisko programowania**
- Watson-Felix** [N-UNCOUNT-U11] **Watson-Felix** is a model of calculating software cost and effort that identifies 29 variables influencing productivity. **model Watsona-Felixa**
- WBS** [N-COUNT-U12] A **WBS** (work breakdown structure) is the decomposition of a project into smaller groups in a way that displays the overall project. **WBS, struktura podziału pracy**
- welfare** [N-UNCOUNT-U13] **Welfare** is the overall state of a person or group's health and happiness. **dobrobyt**
- white-box reuse** [N-UNCOUNT-U3] **White-box reuse** is a method of software reuse in which software elements are modified before they are incorporated into new software. **ponowne użycie modelu białej skrzynki**
- workbench** [N-COUNT-U6] A **workbench** is a set of related tools that support the software development process in a limited scope. **warsztat (programisty)**
- workflow** [N-UNCOUNT-U8] **Workflow** is the sequences of processes through which something must pass to reach completion. **przepływ pracy, organizacja zadań**