

## Glossary

**Correct:** When the user says something that is a match and is also what the test scenario expected.

**Incorrect:** When interactor returns something that is a match but is not what the test scenario expected.

**Interactors:** A collection of SALT markup elements, XHTML and JavaScript objects that provide a speech based interface to an application.

**No match:** When the user says something that is not recognized by the grammar.

**No response:** When the user does not respond before the listen times out.

**NULL:** Interactor returns NULL if user does not select anything.

**Test case:** Test for one interactor, contained in one HTML page. A test case contains two or more test scenarios.

**Test Harness:** A CGI script that runs interactors in random order and records test results into a database.

**Test scenario:** Test consisting of one set of prompt and listen grammars. There are two or more test scenarios for each test case.

**Test session:** Test for one set of interactors (i.e., 10 or 11 interactors). A test session will contain 10 to 11 test cases.