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Obfuscation: the deliberate degradation of location information by responding in a less granular fashion about requested location data (Iqbal & Lim, 2009)

Object: a self-contained information object; the receipt of the action (Zhang, 2009d)

Object Constraint Language (OCL): a formal language used to describe expressions on UML models. These expressions typically specify invariant conditions that must hold for the system being modeled or queries over objects described in a model. (Milanovic et al., 2009)

Object ID: a unique and hashed value to identify an object (Kim, Kim, & Park, 2008)

Object Management: the methods and user interfaces provided from the DL system

to manipulate metadata and digital content (Pyrounakis & Nikolaidou, 2009a)

Object Model: a collection of objects or classes through which a program can examine and manipulate some specific parts of its world. In other words, the object-oriented interface to some service or system. Such an interface is said to be the object model of the represented service or system. (Scifo, 2009)

Object Name Service (ONS): an automated networking service that points computers to sites on the World Wide Web (Lee & Shim, 2009)

Object Orientation: a different way of viewing applications. With the object-oriented approach, you divide an application into many small parts (or objects), that are fairly independent of one other. An object is a concrete manifestation of an abstraction; an entity with a well-defined boundary and identity that encapsulates state and behaviour - an instance of a class. A class is description of a set of objects that share the same attributes, operations, relationships, and semantics. (van Nederveen, Beheshti, & Gielingh, 2010)

Object Oriented (OO) Technology: the technologies that support/utilise object oriented programming (Dwivedi et al., 2008)

Object Oriented Analysis and Design (OOAD): the approach and orientation employed in SDLC for analysis, design, and development of software, treating the software more as a collection of classes and objects (anything and everything) and the running of software as the manifestation of exchange of messages among objects and responses by objects in behavioral changes (methods) (Padmanaban, 2009)

Object Repository: a collection of instructional resources housed in a central location (such as a database) from which users can retrieve information about the objects as well as the objects themselves (Curda & Kelly, 2009)

Object Representation: the construction of a formal description of the object using features based on its shape, contour, or specific region (García-Rodríguez, Flórez-Revuelta, & García-Chamizo, 2009)

Object Request Broker (ORB): a middleware technology that manages communication and data exchange between objects. ORBs promote interoperability of distributed object systems because they enable users to build systems by piecing together objects- from different vendors- that communicate with each other via the ORB. (Roa-Valverde, Navas-Delgado, & Aldana-Montes, 2009)

Object Substitution: the process that one object from a set is replaced by another one. For example, a module from the learning material is built using individual objects of which a certain image can be exchanged depending on the field of study of the learner. (Reiners & Sassen, 2008)

Object Tracking: a task within the field of computer vision that consists on the extraction of the motion of an object from a sequence of images estimating its trajectory (García-Rodríguez, Flórez-Revuelta, & García-Chamizo, 2009)

Object Tree (OT): a simple hierarchical list of objects of a project for storing object names, identification, basic properties, and decomposition structure (Dado, Beheshti, & van de Ruitenbeek, 2010)

Object-Based CAD: a type of CAD (Computer-Aided Design) where objects such as doors, windows, stairs and walls can be represented in three dimensions. It has the ability to store non-graphical information relating to the objects including specifications and design constraints. (Gerrard et al., 2010)

Object-Based Image Retrieval (OBIR): a type of image retrieval techniques in cognitive level. It is relied on the recognition of objects in images and required images are searched according to the objects in images. Compared to perceptive feature-based retrieval, it is closer to the understanding of images by human beings. (Zhang, 2009c)

Object-Oriented Database: a database that is modeled in accordance with an object-oriented database model. In an object-oriented database model, the data are structured in classes, which also embody the behavior of the data. Classes are constructed in the spirit of the object-oriented programming paradigm and are as such closely connected to an object-oriented programming language. The best known object-oriented database model is the ODMG model. (Zadrozny et al., 2008)

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