

# RADRunner Terms

## 1. Playwright

The main terms in the Playwright language are:

**Playwright Object**

A type, instance, user, or other object created by RADRunner

**Process Model**

A related set of Playwright objects - for instance, Role and interaction types which implement a particular business process

**Playwright World**

A data store containing Playwright objects

**Role Interaction Machine (RIM)**

A virtual machine that operates the objects in a Playwright World - more than one RIM can operate on a particular Playwright World

**User (also known as an Actor)**

A person, machine or organisation to whom Role instances may be assigned

**Role**

An object used to define a related set of responsibilities and goals, via activities and conditions for manipulation/communication of its private data

**Resource**

A private data item within a Role

**Interaction**

A transfer of resources from one set of Roles to another

**Activity (also known as an Action)**

A set of work items executing under transaction control

**Task (also known as an Action part)**

A work item within an activity, interactive or automated, operating on resources of the owner Role

**Condition (also known as a State)**

A logical statement which controls the behaviour of a Role

## 2. RADRunner

Terms specific to the RADRunner application include:

**Boss user**

[The only user in a new RADRunner system](#), which acts as system administrator

**Root Role (also known as 42)**

The first instance of the [42 Role type](#) currently belonging to the boss user

**Automated Role**

A Role instance in which [automatable tasks](#) may be carried out by RADRunner without prompting for user input

**Public Role**

A Role type which, if known to 42, will be [available to every user for instantiation](#)

**Entity Attribute**

A data item of type String, Integer, Float, Boolean or Date

**Entity**

A data item which itself has no value, but which may contain entity attributes as well as sub-entities

**Entity Component**

An entity attribute or entity

**Simple Condition**

A logical statement based on entity attribute values and constants

**Compound Condition**

A logical statement based on the combination of simple conditions