

Ten terms from Class 5. Learn them well enough to explain each one in your own words.

1. Git

Git is a tool that saves snapshots of your project, so you can see its history and go back to any earlier version. Each snapshot is called a commit. If your agent breaks something, you can roll back to the last commit that worked instead of trying to fix the mess by hand. GitHub is a website that keeps a copy of your Git projects online, so they're backed up and others can work on them with you. Ask your agent to commit every time your project works, before it makes the next change.

2. Deployment

Deployment is putting something you built onto the internet so other people can use it. While a project only runs on your laptop, only you can see it. Deploying copies it to a computer that's always online and gives it a web address you can share. Services like Vercel make this nearly automatic: every time you push a new version to GitHub, they put it live. When you have something worth showing people, ask your agent to deploy it and send you the link.

3. Production & preview

Production is the live version of your app, the one real people use. A preview is a private copy of one change, with its own link, that you can try before it goes live. Changing production directly is risky, because any mistake reaches everyone at once. With previews, you test each change first and only move it to production once it works. Ask your agent to give you a preview link for every change, and click through it yourself before you approve it.

4. Domain

A domain is your app's address on the internet, like myapp.com. When someone types it into a browser, the domain points them to the computer where your app is running. You rent a domain by the year, usually for about \$10 to \$20, from a company like Vercel or Namecheap. Your app works without one, on an address the host gives you, but a real domain looks more trustworthy and is easier to remember. It also lets you send email from your own name.

5. Database

A database is where an app keeps its information so it's still there tomorrow. It stores information in tables, like a set of very strict spreadsheets: one table for users, one for orders, one for messages, each with fixed columns. Unlike a spreadsheet, it can handle many people reading and writing at once without mixing things up. Before your agent builds features, ask it to show you the tables it plans to create and explain each one in one plain sentence.

6. System of Record

A System of Record is the one place that owns the official version of a kind of information. Your database might own your users, Stripe owns your payments, and your CRM owns your sales leads. Every other place that holds that information is just a copy. Copies drift out of date, so when a copy and the owner disagree, the owner is right. When your app uses information from several places, ask your agent to write down who owns each kind of fact.

7. Authentication

Authentication is how an app checks that people are who they say they are, usually with a login: a password, an emailed link, or "Sign in with Google." It's different from permissions, which decide what each person is allowed to see and change once they're in. An app needs both: logging in proves you're Maya, and permissions make sure Maya only sees her own data. Use a ready-made login service instead of building your own, and ask your agent to check permissions on the server for every private page.

8. Webhook

A webhook is how another service tells your app that something just happened. Instead of your app asking Stripe every few minutes whether anyone has paid, Stripe sends your app a message the moment a payment goes through. Your app gives the service a web address to send these messages to, and acts when one arrives, for example by marking an order as paid. Since anyone could send a fake message, ask your agent to check that each webhook really came from the service.

9. Logs

Logs are the running record of what your app did: every request, every error, every job that ran, each with the time it happened. When something breaks, the logs usually show exactly what went wrong and when. You don't need to read them yourself. Codex can read them for you. When something isn't working, ask your agent to read the recent logs and find the cause before it starts changing code.

10. Backup

A backup is a copy of your data, kept somewhere safe, that you can restore if something goes wrong. A bad change, a deleted table or a broken update can wipe out information you can't recreate, like your users' accounts. Most database services make daily backups automatically, but a backup only helps if restoring it actually works. Ask your agent to set up daily backups, and try restoring one into a test copy once, so you know it works before you need it.