

WP1 - Glossary of terms

Term	Definition
Application programming interface (API)	A way for two or more computer programs to communicate with each other. A software interface, offering a service to other pieces of software. Often a written specification describes how to implement the connection exposed by the API. In this way, one set of software is said to <i>expose</i> its API to another.
App developers	App providers/owners/publishers, even if strictly speaking some app providers/owners/publishers outsource the coding of their apps to third party developers.
Apple	Apple Inc. and its group companies including Apple (UK) Limited and Apple Europe Limited.
Blink	Google's browser engine.
Browser	Applications which enable users of devices to access the world wide web, view web pages and navigate by hyperlink.
Browser engine	The underlying technology which applications (including browsers) on devices use to transform web page source code into content with which users can engage.
Browser engine steward	The entity that determines which changes to the open source code of a browser engine are ultimately accepted/merged into the codebase, and that is therefore in control of the open-source project. The steward of the three main browser engines are Apple, Google and Mozilla.
Browser vendors	Entities who provide browsers.
Choice architecture	The environment in which users make decisions. This is impacted by how choices are presented to them and influences their final decision.

Chromium	Open-source software initially developed by Google, which gives developers key components and architecture that can be used to create and customise distinct web browsers.
Custom Tabs	An integrated in-app browser on Android that can be configured to use most browsers.
Default browser	The browser launched by the operating system when a user clicks on a web link.
Fork	Another version/copy of an open-source browser engine that has separated from the main branch of code. Typically this is done by a browser vendor when they want unrestricted ability to make changes to the code and therefore maintain their own customised version built on top of the open source browser engine. More generally, any repository of code (such as browser engine code, but also beyond this) can be 'forked'.
Gecko	Mozilla's browser engine.
Google	Alphabet Inc and all the subsidiaries and businesses within the Alphabet group.
In-app browser	The function by which users access web pages in apps which are not a dedicated browser.
Internal documents	Documents held by companies in the course of business, including but not limited to: board papers and presentations; management presentations and analyses; minutes of meetings; internal research or analysis carried out by the company's staff or external consultants produced for the company. Generally does not include internal emails.
iOS	Refers both to iOS and iPadOS.
iOS Devices	Refers to all mobile devices which use iOS and iPadOS.
JavaScript	The main dynamic client-side programming language of the web that most browser engines support. Examples of markup

	languages that may be used in conjunction with JavaScript include HTML and CSS.
MEMS or Market Study	The CMA's Mobile Ecosystems Market Study.
Mobile devices	Electronic devices that can be held easily in the hand and have been designed with portability in mind. Our definition of 'mobile device' includes smartphones and tablets but excludes devices with larger display formats such as personal computers (PCs), both laptop and desktop, and wearable devices such as smart watches. The term in this context also excludes devices such as gaming consoles and e-readers.
Mobile Operating System or mobile OS	The pre-installed system software powering mobile devices which may be periodically updated.
Mozilla	The Mozilla Foundation and its subsidiaries.
Native app	Applications written to run on a specific operating system and, as such, interact directly with elements of the operating systems in order to provide relevant features and functionality.
Original Equipment Manufacturers or OEMs	Manufacturers (of mobile devices).
Open-source code	Code that is designed to be publicly accessible and not proprietary. Can be taken/forked by any company to build their own version, or companies can build off the main branch.
Open Web Advocacy (OWA)	A group of software engineers working for different companies who have come together to assist regulators and policy makers with understanding the industry and any issues within it.
Pre-installed app	An application that comes together with a given mobile device.

Progressive Web App (PWA)	Particular versions of web apps which aim to create an experience even more comparable to a native app compared to a normal web app.
Safari	The web browser developed by Apple, which is the default browser on iOS devices.
UK	United Kingdom.
Web app	Applications built based on open standards and accessible through a browser on the open web. Differently from native apps, web apps are designed to be agnostic to the operating system in use.
WebKit	Apple's browser engine.
Web Compatibility	The extent to which consumers can visit any webpage/use any web application from any operating system and any browser.
WebView	An embedded in-app browser to view any web content within a native app.