

## WP7 - Appendix A: Glossary of Terms

| Term                                    | Definition  |
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| Android                                 | Google's operating system for mobile devices.   |
| 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.   |
| App stores                              | Marketplaces for users to discover and download native apps on their mobile devices– they provide a platform that connects consumers with apps, and app developers with consumers.  |
| Apple                                   | Apple Inc. and its group companies including Apple (UK) Limited and Apple Europe Limited.   |
| Apple App Store or App Store            | Apple's app store through which native apps can be distributed to iOS devices.  |
| 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. |
| 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 stewards of the   |

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|  | 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.   |
| Cloud Gaming Services                      | Consumer-facing services which allow video game content to be streamed over the internet from powerful hardware in a data centre, displayed on a user's choice of supported device.                                   |
| Cloud Gaming Service Provider (CGSP)       | Providers of Cloud Gaming Services.   |
| Cross-app functionality                    | A method for apps to use functionality directly provided by other third-party apps.   |
| Custom Tabs                                | A feature for in-app browsing on Android that can call on external dedicated browsers to display webpages within a native app.  |
| Default home screen                        | The primary navigation screen on a mobile device that shows immediately upon device start or when the user unlocks the device.  |
| DMA  | The European Union's Digital Markets Act, which came into force in 2022.  |
| DMCC                                       | The Digital Markets, Competition and Consumers Act 2024 (the DMCC Act).   |
| Embedded Browser Engine Entitlement (EBEE) | Apple's proposal under the DMA for use of a bundled engine IAB in native apps that are not dedicated browser apps.  |
| EEA  | The European Economic Area.   |
| 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 |

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|  | 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’.   |
| Friction in the user journey to change default browser | The number and/or complexity of the steps involved in changing the default settings.  |
| Google   | Alphabet Inc and all the subsidiaries and businesses within the Alphabet group.   |
| Google Play Store or Play Store                        | Google’s app store through which apps can be distributed to Android devices.  |
| Google Play’s billing system (GPB)                     | Google Play’s billing system (‘GPB’) is Google’s in-app system for Google Play users to purchase digital content or services from app developers including, for example, one-time only purchases and subscriptions. Google charges a service fee for these transactions, before passing on the developer’s portion to app developers. |
| Hotseat or Application Dock                            | Specific area on the default home screen where certain applications and browsers are positioned. This area is centrally located in the row of apps at the bottom of the home screen and remains visible even when the user navigates away from the default home screen to other screens.  |
| IAB  | An in-app browser (see definition below).   |
| In-app Browser (IAB)                                   | The function by which users access web pages in apps which are not a dedicated browser.   |
| In-game transactions                                   | Transactions that occur within a game where users can purchase additional content, functionality, or features (eg in-game currencies, extra levels or upgraded tools).  |
| iOS  | Apple’s operating system for mobile devices. Refers both to iOS and iPadOS.   |
| iOS Devices  | Refers to all mobile devices which use iOS and iPadOS.  |

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| 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.   |
| Managed entitlement                  | The method by which Apple enables access to some APIs, whereby developers must request permission from Apple to use them.  |
| Memory-safe language                 | Memory-safe programming languages help prevent programmers from introducing certain types of bugs related to how memory is used.   |
| 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.   |
| 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.  |

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| Original Equipment Manufacturers or OEMs                           | Manufacturers (of mobile devices).   |
| Placement  | Positioning of a browser app on the device home screen (eg prominent placement).   |
| Placement Agreements or PAs  | Agreements between Google and Android OEMs as part of which Google provides per-device 'activation payments' for each device on which manufacturers pre-install the Google Search or Google Search and Chrome apps and satisfy certain placement obligations for either Google Search or both.             |
| Pointer Authentication Code (PAC)                                  | WebKit security feature designed to resist memory disclosure attacks, which makes exploitation more difficult.   |
| Pre-installed app  | An application that is preloaded with a given mobile device. Includes pre-installed browser apps.  |
| Private APIs   | APIs that have not been documented or knowingly made available to third parties.   |
| Prompts and push notifications to switch or change default browser | Screens encountered by users (for example, on launching a Browser app) that request the user to perform an action (eg to change the default browser setting).  |
| Public APIs  | APIs publicly available to third-party developers. For Apple this includes those APIs made available through entitlements.   |
| Public entitlement   | A method of accessing some Apple APIs, whereby developers must actively declare that they are using the entitlement in their code.   |
| Revenue Sharing Agreements or RSA                                  | Refers to agreements between Google and Android device manufacturers as part of which Google shares a proportion of net advertising revenue from specific search access points on manufacturers' devices in return for meeting a number of placement and promotion requirements relating to Google's apps. |

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| RFI                                   | Request for information.   |
| Safari                                | The web browser developed by Apple, which is the default browser on iOS devices.   |
| Search app                            | Refers to mobile applications whose primary purpose is to provide a search engine for gathering and reporting information available online.  |
| Self-preferencing                     | Term used to refer to a company favouring itself compared to competitors (eg in granting access to certain important inputs). In the context of this market investigation, it refers to a browser engine favouring its own browser in terms of access to features and functionality.             |
| SFSafariViewController                | An integrated in-app browser on iOS. SFSafariViewController is used by app developers to enable users to view web content without leaving the native app.  |
| Steward (of a browser engine)         | See 'Browser engine steward'.  |
| UK                                    | United Kingdom.  |
| Uninstalling an app                   | Removing or deleting an app from a device.   |
| User Interface (UI)                   | The point of user-to-browser interaction in a mobile device. UI is responsible for user-facing functionality such as synchronisation, remembering passwords and payment details, as well as the general appearance of features such as tabs and menus. The UI sits on top of the browser engine. |
| Web Browser Engine Entitlement (WBEE) | Apple's proposal under the DMA for use of alternative browser engines in the EU.   |
| Web app                               | Applications built based on open standards and accessible through a browser on the open web. Different from native apps, web apps are designed to be agnostic to the operating system in use.  |

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| WebAPK      | A technology that enables web apps to be installed on Android devices as native applications. The process enabling installation is called 'WebAPK minting'.   |
| WebKit      | Apple's browser engine.   |
| Webview     | A highly customisable, embedded in-app browser implementation, built on a 'packaged' browser engine that can view web content within a native app.  |
| Webview IAB | An embedded in-app browser that displays web content within a native app.   |
| WKWebView   | The system webview on iOS, based on the WebKit browser engine. This is pre-installed on iOS devices, and it is the option for app developers looking to implement in-app browsing using a webview on Android. |