Algorithm

A process or set of rules to be followed in calculations or other problem-solving operations, esp. by a computer.

Flash

An application used to produce animation sequences that can be viewed by a browser. Macromedia Flash is a vector graphics based graphics animation program. The resulting files, sometimes called "flash files", may be included in a web page to view in a web browser, or they may be played on a standalone player

HUD

In Second Life, [objects](http://wiki.secondlife.com/wiki/Object) can be worn on one of the eight HUD (short for [heads-up display](http://en.wikipedia.org/wiki/HUD_%28video_gaming%29)) attachment points. HUDs are essential to understand, since every SL Resident eventually comes across them sooner or later. A HUD typically consists of a control panel with different buttons you can click on to do context-specific stuff. Some HUDs are "passive" and only meant to be looked at, not touched.

While general [attachments](http://wiki.secondlife.com/wiki/Attachment) appear on your avatar's body and other Residents can see them, HUDs are only visible to you and have a fixed viewpoint, similar to how they're used in video games and apps. However, the *scripted effects* of a HUD, like [emitted](http://wiki.secondlife.com/wiki/Category%3ALSL_Chat) chat, can be visible to other Residents and objects.

HUDs are an evolution of user interaction in SL: before HUDs, Residents were limited to typing commands in chat or [touch dialogs](http://wiki.secondlife.com/wiki/DialogMenus) (pop-up windows with choices to click on). These methods are still used — sometimes in tandem with HUDs — but HUDs are often more visually attractive and user-friendly, making them approachable.

Objects specifically designed to be used like that may have "HUD" in their name to tell you where they'll appear, or they may have "(wear me)" in their name.

PHP

Hypertext Preprocessor is a widely used, general-purpose scripting language that was originally designed for web development to produce dynamic web pages.

XHTML

XHTML (Extensible Hypertext Markup Language) is a family of XML markup languages that mirror or extend versions of the widely used Hypertext Markup Language (HTML), the language in which web pages are written. Basically HTML expressed as valid XML. XHTML is intended to be used in the same places you would use HTML (creating web pages) but is much more strictly defined, which makes it a lot easier to create sofware that can read it, edit it, check it for errors, etc.