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ADT	*Android Development Tools*
API	*Application Programming Interface*
AVD	*Android Virtual Device*
eCPM	*Effective Cost Per Thousand Impressions*
LMC	*Lean Model Canvas*
SDK	*Software Development Kit*
UI	*User Interface*
UAT	*User Acceptance Testing*
UML	*Unified Modelling language*
URL	*Uniform Resource Locator*