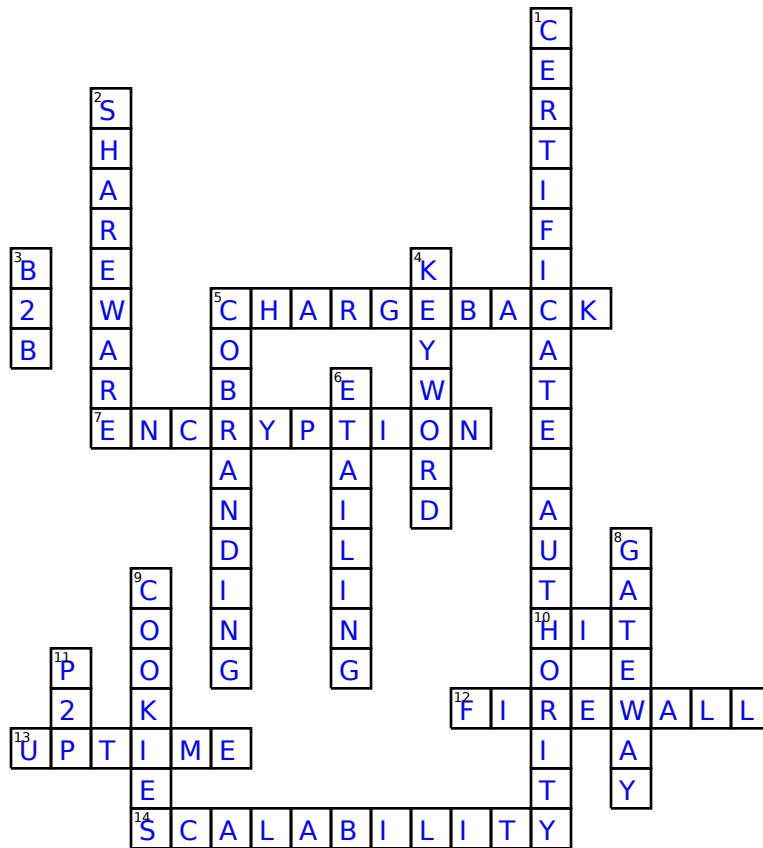


# E-Commerce

Mr.Cappello



## Across

- 5 Where a transaction is debited against a merchant account in cases of refunds and fraud. "X" is usually attract a fee that is debited against the merchant.
- 7 Process of transforming data into a type that prevents casual observers from deciphering. It can be used to describe a person visiting a site, or the number of requests to a server for an item of information - a page, an image.
- 10 Software/hardware used to prevent unauthorized access from a computer system or network of computer systems.
- 13 The amount of time a web site is available. The industry benchmark at this point in time for availability is 99.99%.
- 14 The ability and flexibility of an application to meet growth requirements of an organization

## Down

- 1 A third party company that issues digital certificates that confirms a company or individuals' identification. A digital certificate is a crucial part of secure ecommerce
- 2 Software that is distributed at no cost that can be used for free for a specific period of time or under certain circumstances to allow evaluation.
- 3 The exchange of goods and services between business.
- 4 An important word or phrase in relation to a topic that people search on.
- 5 Where two companies identify a partnership between them through one company displaying their logos, color schemes etc on another companies application.
- 6 These are mainly "virtual" storefronts which act as a catalogue of products of merchants and usually include a "shopping cart" system to enable consumers to purchase online with the use of credit cards.
- 8 Computer that allows communications between networks one network with another. Used in ecommerce to act as an interface between a merchant and a bank; i.e, a Payment Gateway.
- 9 Small text files stored on your computer when visiting a site that record preference for that particular site's usage. "x" are also common in shopping cart applications in order to remember visitors as they move throughout product pages.
- 11 Process whereby computers can trade information between each other directly without the assistance of a third party network.