Conectum Glossary

Connectivity
The ability to set up communication or create a link between different electronic devices (computers, mobile phones, household appliances, machines, etc.), either through wires or wirelessly, in order to exchange information or set up a direct connection using digital information.

Analogue and digital connection
Digitals systems are ones that can generate, process, transmit or store signals using digits, and that only accept discrete values, i.e., they only accept a limited set of numbers or values. Analogue systems, on the other hand, represent signals with continuous values, i.e., they support infinite numbers or values. The main difference between digital and analogue systems is that digital is much more accurate, and the information can be stored more efficiently and in larger quantities than in an analogue system.

ADSL
A low-speed broadband Internet access technology.

Fiberoptics
The technology used to transmit information over long distances in the form of pulses of light through fiberglass or plastic threads.

4G and 5G
The fourth and fifth generation of mobile phone tecnologies.

Lan network
A communication network between computers in the same or nearby locations, enabling their users to exchange data and share resources.

Smart City/Smart Cities
Are those in which information and communication technologies (ICTs) are used to increase information with the public and improve both the quality of services and the well-being of citizens, as well as their active participation.

E-commerce or electronic commerce
This is a system for buying and selling products or services exclusively through the Internet.

Environmental Sensor
A sensor that collects information on atmospheric pollution and environmental conditions.

Remote control of water meters
This is a system for monitoring all the processes related to this service to achieve greater efficiency.

Lighting control

Augmented Reality
This is the set of technologies that enable users to view part of the real world through a technological device with graphic information added by the user. The device, or set of devices, adds virtual information to the existing physical information, i.e., a virtual part appears in reality. In this way, tangible physical elements are combined with virtual elements, thus creating augmented reality in real time.