**Big Picture Element**  A rectangular set of cells. A big picture element has an upper-left corner, a width and height (measured in cells), and a stroke and fill color.

**Brush**  A brush is used to "paint" a big picture element. At any point in time, it has a size and a color. The brush is "controlled" by the mouse.

**Cell**  A rectangular set of pixels (in the GUI). Each cell is 1/100th of the usable area of the component that renders it (i.e., 1/10th of the width and 1/10th of the height).

**Grid**  The outline of the cells in a picture.

**Margin**  Unusable space around (on all four sides) of the cells.

**Picture**  An ordered collection of big picture elements.

**Usable Area**  The pixels in a component not including the margins.