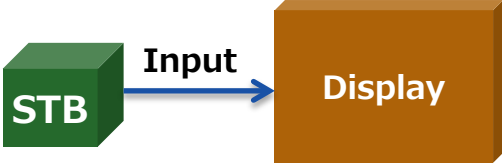
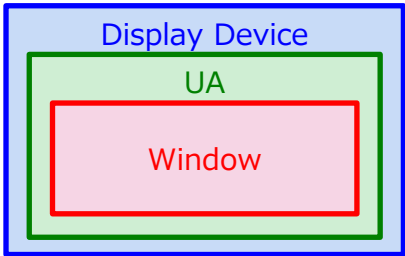


# Assumption on UA, Window and Display Device

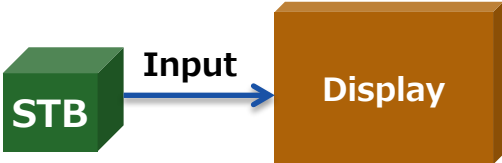
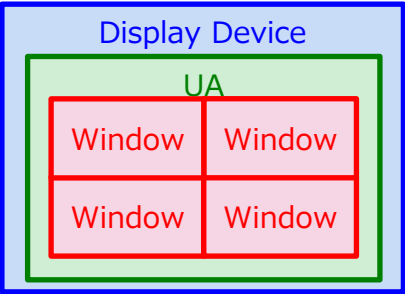
UA:Win:Disp

Type  
**A**



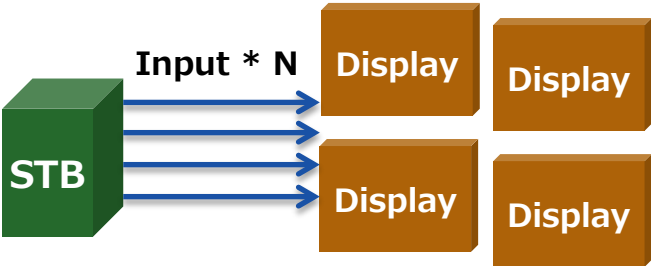
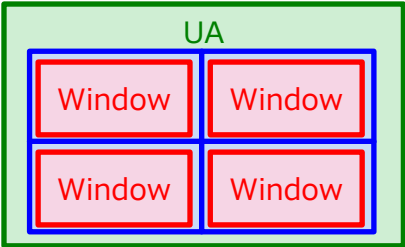
1:1:1

Type  
**B**



1:N:1

Type  
**C**

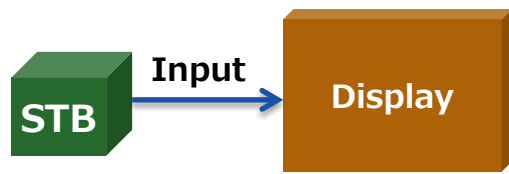
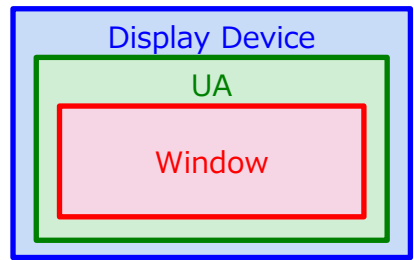


1:N:N

# Assumption on UA, Window and Display Device

UA:Win:Disp

Type  
**A**

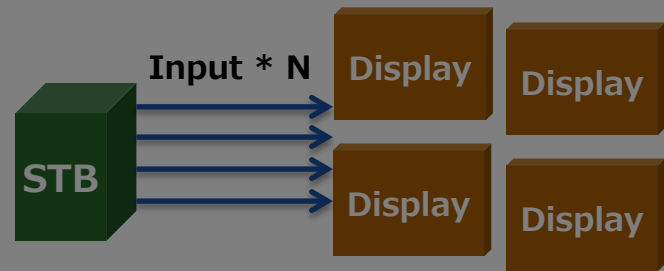
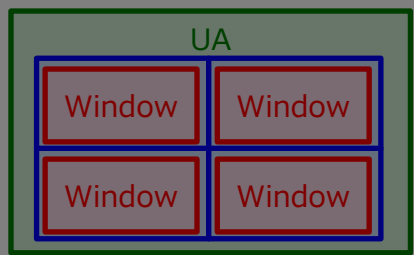
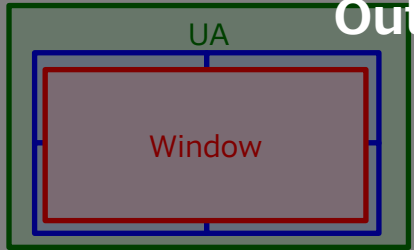


Focus on this case in the WG

**1:1:1**

Out of the scope at the first stage

Type  
**B**



**1:1:N**

**1:N:N**

## ◆ **Device**

- Physical hardware product

## ◆ **Display**

- Rendering function on a device
- Applicable to any kind of devices including STB, PC

## ◆ **Display Device**

- Physical screen device, such as FPD, Projector

## ◆ **Digital Signage Terminal Device**

- Hardware terminal that has UA

## ◆ **Window**

- Top level browsing context

## ◆ **UA**

- The common word among W3C specifications