

# EXHIBIT K

# Markup Language

A markup language is a computer language that uses **tags** to define elements within a document. It is human-readable, meaning markup files contain standard words, rather than typical programming **syntax**. While several markup languages exist, the two most popular are **HTML** and **XML**.

HTML is a markup language used for creating **webpages**. The contents of each webpage are defined by HTML tags. Basic page tags, such as `<head>`, `<body>`, and `<div>` define sections of the page, while tags such as `<table>`, `<form>`, `<image>`, and `<a>` define elements within the page. Most elements require a beginning and end tag, with the content placed between the tags. For example, a link to the TechTerms.com home page may use the following HTML code:

```
<a href="https://techterms.com">TechTerms.com</a>
```

XML is used for storing structured **data**, rather than formatting information on a page. While HTML documents use predefined tags (like the examples above), XML files use custom tags to define elements. For example, an XML file that stores information about computer models may include the following section:

```
<computer>  
  <manufacturer>Dell</manufacturer>  
  <model>XPS 17</model>
```

```
<processor>2.00 GHz Intel Core i7</processor>  
<ram>6GB</ram>  
<storage>1TB</storage>  
</components>  
</computer>
```

XML is called the "Extensible Markup Language" since custom tags can be used to support a wide range of elements. Each XML file is saved in a standard text format, which makes it easy for software programs to **parse** or read the data. Therefore, XML is a common choice for exporting structured data and for sharing data between multiple programs.