Glossary

1. Biscuit: A flat, crisp and baked product with low moisture content.

2. Hard dough biscuit: In hard dough biscuit the gluten is partially developed and to some extent extensible depending on the percentage of sugar and fat in the composition.

3. Soft dough biscuit: The dough is mixed with excess of water and it remains just pourable dough i.e. very loose dough from which the biscuits are baked.

4. Shortening: It refers to the fat used in bakery application. It does not allow the gluten to develop fully and the term shortening is given to bakery fat.

5. Cookies: A baked product similar to biscuit but it has uniform cracks on the top surface of the product. Cookies are also rich in fat and sugar contents.

6. Crackers: Cracker is a term reserved for biscuit of low sugar and fat content. Crackers are usually made from developed dough whereas cookies are made from weaker flour.

7. Mixing: mixing is a unit operation that involves manipulation of a heterogeneous physical system with the intent to make it more homogeneous.

8. Baking: Baking is a method of cooking food that uses prolonged dry heat, normally in an oven.

9. Packaging: Packaging is the technology of enclosing or protecting products for distribution, storage, sale, and use.

10. **Dough**: Dough is a thick, malleable, elastic, paste made by mixing flour with a small amount of water and/or other liquid, with/without yeast or leavening agents

11. Gluten: Gluten is a protein found naturally in several types of grains.

12. Emulsifier: is a substance that stabilizes an emulsion by increasing its kinetic

stability.

13. Flavour: is the sensory impression of food or other substance, and is determined primarily by the chemical senses of taste and smell.

14. Retrogradation: Starch retrogradation is a process in which disaggregated amylose and amylopectin chains in a gelatinized starch paste reassociate to form more ordered structures.

15. Kneading: Kneading is the process of working on dough until it is formed into a smooth ball with an elastic texture

