




ANNEX 1 Modelling Methodology Glossary





COD: Concise Oxford Dictionary

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| <i>Abstract syntax</i> | UML class diagrams are used to present the UML metamodel, its concepts (metaclasses), relationships, and constraints. Definitions of the concepts are included. | <i>OMG UML Specification</i> |
| <i>activity diagram</i> | Shows behaviour with control structure. Can show many objects over many uses, many objects in single use case, or implementation of method. Encourages parallel behaviour. | <i>UML Distilled</i> |
| <i>actor</i> | Someone or something, outside the system or business that interacts with the system or business. RUP UML: (Actor Instance) Someone or something, outside the system that interacts with the system. | <i>Rational Unified Process</i> |
| <i>agent</i> | An agent is a network component that must implement protocols up to the agent layer of the e-business network application, communications model. | <i>ADD</i> |
| <i>analysis class</i> | An abstraction of a <i>role</i> played by a design element in the system, typically within the context of a <i>use-case realization</i> . Analysis classes may provide an abstraction for several roles, representing the common behaviour of those roles. Analysis classes typically evolve into one or more design elements (e.g. design classes and/or capsules, or design subsystems). | <i>Rational Unified Process</i> |
| <i>analysis</i> | The part of the software development process whose primary purpose is to formulate a model of the problem <i>area</i> . Analysis focuses on what to do, design focuses on how to do it. See <i>design</i> . | <i>Rational Unified Process</i> |
| <i>API</i> | Application Protocol Interface. | |
| <i>architecture</i> | The organizational structure of a system. An architecture can be recursively decomposed into parts that interact through interfaces, relationships that connect parts, and constraints for assembling parts. Parts that interact through interfaces include <i>classes</i> , <i>components</i> and <i>subsystems</i> . RUP UML OK | <i>Rational Unified Process</i> |
| <i>artifact</i> | (1) A piece of information that (1) is produced, modified, or used by a process, (2) defines an area of responsibility, and (3) is subject to version control. An artifact can be a <i>model</i> , a <i>model element</i> , or a <i>document</i> . A document can enclose other documents. RUP UML: A piece of information that is used or produced by a software development process. An artifact can be a model, a description, or software. Synonym: <i>product</i> . | <i>Rational Unified Process</i> |
| <i>association</i> | The semantic relationship between two or more classifiers | <i>OMG UML</i> |




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| | that specifies connections among their instances. RUP UML OK | <i>Specification</i> |
| <i>attribute</i> | An attribute defined by a <i>class</i> represents a named property of the class or its objects. An attribute has a <i>type</i> that defines the type of its instances. RUP UML:  A feature within a classifier that describes a range of values that instances of the classifier may hold. | <i>Rational Unified Process</i> |
| <i>BCF</i> | Business Collaboration Framework. A collection of specifications defining electronic business exchange for two or more business partners. | <i>Edifecs</i> |
| <i>BPAWG</i> | UN/CEFACT Business Process Analysis Working Group. Responsible for analysing and understanding the key elements of international transactions and working for the elimination of constraints. | <i>UN/CEFACT</i> |
| <i>boundary class</i> | A Boundary is a class that lies on the periphery of a system, but within it. It interacts with actors outside the system as well as objects of all three kinds of analysis classes within the system. | <i>OMG UML Specification</i> |
| <i>business</i> | a series of processes, each having a clearly understood purpose, involving more than one organization, realized through the exchange of information and directed towards some mutually agreed upon goal, extending over a period of time. | Open-ed Reference Model - ISO/IEC 14662. (MoU) |
| <i>Business Collaboration Protocol (BCP)</i> | A business collaboration protocol choreographs one or more business transaction activities. | <i>UMM</i> |
| <i>Business Information Object</i> | An information structure that is identified in the analysis phase, composed of one more more attributes, that in the same way represents something that is accessed, inspected, manipulated, produced, and worked on in a business: <ul style="list-style-type: none"> - that serves the fundamental mission of the company, - that has legal and/or business basis, - which may participate in exchanges with partners, - which will be implemented into <i>objects</i> (object technology) through a modelling process. For example order is a business information object. | <i>UMM</i> |
| <i>business expert</i> | A person who is knowledgeable about the business area being <i>modelled</i> . | <i>UMM</i> |
| <i>Business Operations Map (BOM)</i> | The partitioning of business processes into business areas and business categories; first part of Requirements Workflow | <i>UMM; Collaboration Modeling Metamodel</i> |
| <i>Business Operational View</i> | a perspective of business transactions limited to those aspects regarding the making of business decisions and | <i>Open-ed Reference</i> |


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| (BOV) | commitments among organizations, which are needed for the description of a business transaction. | <i>Model - ISO/IEC 14662.</i> |
| business process | The means by which one or more activities are accomplished in operating business practices. | <i>UMM</i> |
| Business Requirements View (BRV) | The view of a business process model that captures the requirements of a business collaboration protocol; second part of Requirements Workflow | <i>UMM; Collaboration Modeling Metamodel</i> |
| business rule | Rules, regulations and practices for business. | <i>UMM</i> |
| Business Service | A business service is a network component that responds to business transaction requests initiated by other services. | <i>ADD</i> |
| Business Service View (BSV) | The view of a business process model that specifies the electronic formation of business contracts using an electronic medium; Design Workflow | <i>UMM; Collaboration Modeling Metamodel</i> |
| Business Transaction (BT) | A business transaction is a set of business information and business signal exchanges amongst two business partners that must occur in an agreed format, sequence and time period. | <i>UMM</i> |
| Business Transaction View (BTV) | The view in a business process model that specifies the contract formation process for various types of business contracts; Analysis Workflow | <i>UMM; Collaboration Modeling Metamodel</i> |
| class diagram | shows static structure of concepts, types, and classes. Concepts show how users think about the world; types show interfaces of software components; classes show implementation of software components. (UML Distilled) A diagram that shows a collection of declarative (static) <i>model elements</i> , such as <i>classes</i> , <i>types</i> , and their contents and <i>relationships</i> . (Rational Unified Process) RUP UML:  A diagram that shows a collection of declarative (static) <i>model elements</i> , such as <i>classes</i> , <i>types</i> , and their contents and <i>relationships</i> . | <i>UML Distilled/ Rational Unified Process</i> |
| class | A description of a set of objects that share the same <i>attributes</i> , <i>operations</i> , <i>methods</i> , <i>relationships</i> , and semantics. A class may use a set of interfaces to specify collections of operations it provides to its environment. See <i>interface</i> . RUP UML:  A description of a set of objects that share the same <i>attributes</i> , <i>operations</i> , <i>methods</i> , <i>relationships</i> , and semantics. A class may use a set of interfaces to specify collections of operations it provides to its environment. See <i>interface</i> . | <i>Rational Unified Process</i> |
| COD | Concise Oxford Dictionary | <i>ADD</i> |


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| collaboration diagram | <p>A collaboration diagram describes a pattern of interaction among objects; it shows the objects participating in the interaction by their links to each other and the <i>messages</i> they send to each other. Unlike a sequence diagram, a collaboration diagram shows the relationships among the instances. Sequence diagrams and collaboration diagrams express similar information, but show it in different ways. See <i>sequence diagram</i>.</p> <p>RUP UML:  A diagram that shows interactions organized around the structure of a <i>model</i>, using either classifiers and associations or instances and links. Unlike a sequence diagram, a collaboration diagram shows the relationships among the instances. Sequence diagrams and collaboration diagrams express similar information, but show it in different ways. See <i>sequence diagram</i>.</p> | <i>Rational Unified Process</i> |
| component diagram | <p>A diagram that shows the organizations and dependencies among <i>components</i>.</p> <p>RUP UML OK</p> | <i>Rational Unified Process</i> |
| component interface | <p>A named set of operations that characterize the behaviour of a component.</p> | <i>OMG</i> |
| component | <p>A physical, replaceable part of a system that packages implementation and conforms to and provides the realization of a set of interfaces. A component represents a physical piece of implementation of a system, including software code (source, binary or executable) or equivalents such as scripts or command files.</p> <p>RUP UML OK</p> | <i>Rational Unified Process</i> |
| constraint | <p>A semantic condition or restriction. Certain constraints are predefined in the UML, others may be user defined. Constraints are one of three extensibility mechanisms in UML. See <i>tagged value</i>, <i>stereotype</i>.</p> <p>RUP UML OK</p> | <i>Rational Unified Process</i> |
| control class | <p>A class used to model behaviour specific to one, or a several use cases.</p> | <i>Rational Unified Process</i> |
| datatype | <p>A descriptor of a set of values that lack identity and whose operations do not have side effects. Datatypes include primitive pre-defined types and user-definable types. Pre-defined types include numbers, string and time. User-definable types include enumerations.</p> <p>RUP UML OK</p> | <i>Rational Unified Process</i> |



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| <i>deliverable</i> | An output from a process that has a value, material or otherwise, to a customer or other stakeholder. | <i>Rational Unified Process</i> |
| <i>deployment diagram</i> | A diagram that shows the configuration of run-time processing nodes and the <i>components</i> , <i>processes</i> , and <i>objects</i> that live on them. Components represent run-time manifestations of code units. See <i>component diagram</i> . RUP UML OK | <i>Rational Unified Process</i> |
| <i>design pattern</i> | A specific solution to a particular problem in software design. Design patterns capture solutions that have developed and evolved over time, expressed in a succinct and easily applied form. | <i>Rational Unified Process</i> |
| <i>design</i> | The part of the software development process whose primary purpose is to decide how the system will be implemented. During design, strategic and tactical decisions are made to meet the required functional and quality <i>requirements</i> of a system. See <i>analysis</i> . RUP UML OK | <i>Rational Unified Process</i> |
| <i>diagram</i> | A graphical depiction of all or part of a <i>model</i> . RUP UML:  A graphical presentation of a collection of <i>model elements</i> , most often rendered as a connected graph of arcs (relationships) and vertices (other model elements). UML supports the following diagrams: <i>class diagram</i> , <i>object diagram</i> , <i>use-case diagram</i> , <i>sequence diagram</i> , <i>collaboration diagram</i> , <i>statechart diagram</i> , <i>activity diagram</i> , <i>component diagram</i> , and <i>deployment diagram</i> . | <i>Rational Unified Process</i> |
| <i>Document type definition</i> | See DTD. | |
| <i>Business area</i> | An area of knowledge or activity characterized by a family of related systems. An area of knowledge or activity characterized by a set of concepts and terminology understood by practitioners in that area. | <i>Rational Unified Process</i> |
| <i>DTD</i> | Document Type Definition | |
| <i>EDI message</i> | An approved, published, and maintained formal description of how to structure the data required to perform a specific business function, in such a way as to allow for the transfer and handling of this data by electronic means. | <i>MoU</i> |
| <i>EDIFACT messages</i> | A electronic message formats based on UN/EDIFACT standard set developed and maintained by the UN/EDIFACT Working Group which are in UN/TDID directories. | <i>UN/CEFACT</i> |
| <i>edifact working group</i> | See EWG | |
| <i>elaboration phase</i> | The second <i>phase</i> of the process where the product <i>vision</i> | <i>Rational</i> |


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| | and its <i>architecture</i> are defined. | <i>Unified Process</i> |
| <i>elaboration</i> | The second <i>phase</i> of the process where the product <i>vision</i> and its <i>architecture</i> are defined. REMOVE | <i>Rational Unified Process</i> |
| <i>electronic business</i> | a generic term covering information definition and exchange requirements within and between enterprises, including customers. | <i>MoU</i> |
| <i>electronic commerce</i> | Electronic Commerce is doing business electronically. This includes the sharing of standardised unstructured or structured business information by any electronic means (such as electronic mail or messaging, World Wide Web technology, electronic bulletin boards, smart cards, electronic funds transfers, electronic data interchange, and automatic data capture technology) among suppliers, customers, governmental bodies and other partners in order to conduct and execute transactions in business, administrative and consumer activities. | <i>UN/CEFACT SIMAC</i> |
| <i>Electronic Data Interchange (EDI)</i> | The automated exchange of any predefined and structured data for business among information systems of two or more organizations. | Open-edi Reference Model Standard - ISO/IEC 14662. (<i>MoU</i>) |
| <i>entity class</i> | A class used to model information that has been stored by the system, and the associated behaviour. A generic class, reused in many use cases, often with persistent characteristics. An entity class defines a set of entity objects, which participate in several use cases and typically survive those use cases. | <i>Rational Unified Process</i> |
| <i>enumeration</i> | A list of named values used as the range of a particular attribute type. For example, RGBColor = {red, green, blue}. Boolean is a predefined enumeration with values from the set {false, true}. RUP UML OK | <i>Rational Unified Process</i> |
| <i>EWG</i> | UN/EDIFACT Working Group. To develop and maintain UN/EDIFACT, the support of harmonised implementations and the use of multi-lingual terminology. | |
| <i>eXtensible Markup Language</i> | See XML. | |
| <i>Functional Service View (FSV)</i> | a perspective of business transactions limited to those information technology interoperability aspects of IT Systems needed to support the execution of Open-edi transactions. | <i>MoU</i> |



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| Generalization | <p>A taxonomic relationship between a more general element and a more specific element. The more specific element is fully consistent with the more general element and contains additional information. An instance of the more specific element may be used where the more general element is allowed. See <i>inheritance</i>.</p> <p>RUP UML OK</p> | <i>Rational Unified Process</i> |
| Inception phase | <p>The first <i>phase</i> of the Unified Process, in which the seed idea, request for proposal, for the previous generation is brought to the point of being (at least internally) funded to enter the <i>elaboration</i> phase.</p> | <i>Rational Unified Process</i> |
| Information Bundle | <p>The formal description of the semantics of the information to be exchanged by Open-edi Parties playing roles in a Open-edi scenario.</p> | ISO 14662 |
| Inheritance | <p>The mechanism by which more specific elements incorporate structure and behaviour of more general elements related by behaviour. See <i>generalization</i>.</p> <p>RUP UML OK</p> | <i>Rational Unified Process</i> |
| instance | <p>An individual entity satisfying the description of a <i>class</i> or <i>type</i>.</p> <p>RUP UML:  An entity to which a set of operations can be applied and which has a state that stores the effects of the operations. See <i>object</i>.</p> | <i>Rational Unified Process</i> |
| interaction diagram | <p>Shows how several objects collaborate in single use case.</p> <p>RUP UML:  A generic term that applies to several types of diagrams that emphasize object interactions. These include: <i>collaboration diagrams</i>, <i>sequence diagrams</i>, and <i>activity diagrams</i>.</p> | <i>UML Distilled</i> |
| interface | <p>A collection of <i>operations</i> that are used to specify a service of a <i>class</i> or a <i>component</i>.</p> <p>A named set of operations that characterize the behaviour of an element.</p> <p>RUP UML:  A named set of operations that characterize the behavior of an element.</p> | <i>Rational Unified Process</i> |
| ISO | The International Organization for Standardization. | |
| lexicon | <p>The word <i>lexicon</i> used in UN/CEFACT Modeling Methodology express the bridge between the specific business or industry language and the knowledge expressed by the models in a more generalized industry neutral language. The <i>lexicon</i> contains data and process definitions</p> | <i>UMM</i> |



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| | including relationships and cross-references as expressed in business terminology. | |
| message | A specification of the conveyance of information from one instance to another, with the expectation that activity will ensue. A message may specify the raising of a signal or the call of an operation. RUP UML OK | <i>Rational Unified Process</i> |
| messaging protocol | See Messages and Protocol. | |
| metaclass | A class whose instances are classes. Metaclasses are typically used to construct <i>metamodels</i> . RUP UML OK | |
| metamodel | A model that defines the language for expressing a <i>model</i> . RUP UML OK | <i>Rational Unified Process</i> |
| metaobject | A generic term for all metaentities in a <i>metamodeling</i> language. For example, metatypes, <i>metaclasses</i> , metaattributes, and metaassociations. RUP UML OK | <i>Rational Unified Process</i> |
| method | (1) A regular and systematic way of accomplishing something; the detailed, logically ordered plans or procedures followed to accomplish a task or attain a goal. (2) UML 1.1 The implementation of an operation, the algorithm or procedure that effects the results of an operation. The implementation of an operation. It specifies the algorithm or procedure associated with an operation. RUP UML:  The implementation of an operation. It specifies the algorithm or procedure associated with an operation | <i>Rational Unified Process</i> |
| methodology | The science of method. a body of methods used in a particular branch of activity. | <i>COD</i> |
| MIME | Multipurpose Internet Message Extensions | |
| model | A semantically closed abstraction of a system. In the Unified Process, a complete description of a system from a particular perspective ('complete' meaning you don't need any additional information to understand the system from that perspective); a set of model elements. Two models cannot overlap. A semantically closed abstraction of a subject system. See <i>system</i> . Usage note In the context of the MOF specification, which | <i>Rational Unified Process</i> |




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| | <p>describes a <i>meta-metamodel</i>, for brevity the meta-metamodel is frequently referred to as simply the model.</p> <p>RUP UML:  A semantically closed abstraction of a subject system. See <i>system</i>.</p> <p>Usage note: In the context of the MOF specification, which describes a <i>meta-metamodel</i>, for brevity the meta-metamodel is frequently referred to as simply the model.</p> | |
| modeling tool | Any device or implement used to carry out modeling whether manually or by a machine. | <i>COD</i> |
| MOF | Meta Object Facility | <i>ADD</i> |
| naming | to give a string used to identify a <i>model element</i> . | <i>Rational Unified Process</i> |
| note | One of <i>model elements</i> which is a figure symbol to express an element in a diagram. | <i>UML Toolkit</i> |
| object diagram | <p>A diagram that encompasses <i>objects</i> and their relationships at a point in time. An object diagram may be considered a special case of a class diagram or a collaboration diagram. See <i>class diagram</i>, <i>collaboration diagram</i>.</p> <p>RUP UML OK</p> | <i>Rational Unified Process</i> |
| Object Oriented Approach | The development of classes of business objects may support and have an impact on the developments in the area of simplification of EDI and its standards. A business object is a true representation of a tangible concept stemming from real business usage. | |
| object | <p>An entity with a well-defined boundary and identity that encapsulates <i>state</i> and <i>behaviour</i>. State is represented by <i>attributes</i> and <i>relationships</i>, behaviour is represented by <i>operations</i>, <i>methods</i>, and <i>state machines</i>. An object is an instance of a class. See <i>class</i>, <i>instance</i>.</p> <p>RUP UML OK</p> | <i>Rational Unified Process</i> |
| OCL | Object Constraints Language. OCL is a specification language that uses logic for specifying invariant properties of systems comprising sets and relationships between sets. | <i>OMG UML Specification</i> |
| ODBMS | Object Data Base Management System | |
| OO-edi | Object Oriented edi. See <i>Object Oriented Approach</i> . | |
| Open-edi | Electronic data interchange among multiple autonomous organizations to accomplish an explicit shared business goal according to Open-edi standards (i.e. that complies with the Open-edi Reference Model Standard - ISO/IEC 14662). | <i>MoU</i> |
| operation signature | See <i>Operation</i> and <i>Signature</i> . | |
| operation | A service that can be requested from an object to effect | <i>Rational</i> |

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| | behaviour. An operation has a <i>signature</i> , which may restrict the actual parameters that are possible. RUP UML OK | Unified Process |
| package diagram | shows groups of classes and dependencies among them. | UML Distilled |
| package | A general purpose mechanism for organizing elements into groups. Packages may be nested within other packages. RUP UML OK | Rational Unified Process |
| pattern | offers useful bits of analysis, design, and coding techniques. Good examples to learn from; starting point for designs. | UML Distilled |
| phase | The time between two major project milestones, during which a well-defined set of objectives is met, artifacts are completed, and decisions are made to move or not move into the next phase. | Rational Unified Process |
| project | a plan; a scheme. a planned undertaking. a long-term task undertaken by a student to be submitted for assessment. | COD |
| protocol | A specification of a compatible set of messages used to communicate between <i>capsules</i> . The protocol defines a set of incoming and outgoing messages types (e.g. operations, signals), and optionally a set of sequence diagrams which define the required ordering of messages and a state machine which specifies the abstract behaviour that the participants in a protocol must provide. | Rational Unified Process |
| prototype | A release that is not necessarily subject to <i>change management</i> and <i>configuration control</i> . | Rational Unified Process |
| RDBMS | Relational Data Base Management System | |
| register | an official list in which items are recorded for reference (list of elementary data in which the meaning -i.e. semantics- of these data is defined). | |
| registry | a place where registers are kept. | |
| relationship | A semantic connection among model elements. Examples of relationships include <i>associations</i> and <i>generalizations</i> . RUP UML OK | Rational Unified Process |
| repository | Electronic store of structured information (such as EDIFACT messages, X12 messages, XML messages). RUP UML:  A storage place for object models, interfaces, and implementations. | |
| re-use | Further use or repeated use of an <i>artifact</i> RUP UML:  The use of a pre-existing artifact. | Rational Unified Process |
| Role | The named specific behavior of an entity participating in a | OMG UML |

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| | <p>particular context. A role may be static (e.g., an association end) or dynamic (e.g., a collaboration role).</p> <p>RUP UML OK</p> | <i>Specification</i> |
| <i>RosettaNet</i> | Non-profit consortium standardising XML messages for the procurement process in the computer industry. | |
| <i>scenario</i> | <p>A formal specification of a class of business activities having the same business goal.</p> <p>RUP UML:  A specific sequence of actions that illustrates behaviors. A scenario may be used to illustrate an interaction or the execution of a use case instance. See <i>interaction</i>.</p> | <i>ISO 19735 part I</i> |
| <i>schema</i> | <p>In the context of the MOF (Metadata Object Facility), a schema is analogous to a <i>package</i> which is a container of <i>model elements</i>. Schema corresponds to an MOF package. Contrast <i>metamodel</i>, package corresponds to an MOF package.</p> <p>RUP UML OK</p> | <i>Rational Unified Process</i> |
| <i>scope</i> | The extent to which it is possible to range; the opportunity for action etc. | <i>COD</i> |
| <i>semantic</i> | Relating to meaning in language; relating to the connotations of words. | <i>COD</i> |
| <i>sequence diagram</i> | <p>A diagram that shows object interactions arranged in time sequence. In particular, it shows the objects participating in the interaction and the sequence of messages exchanged. Unlike a collaboration diagram, a sequence diagram includes time sequences but does not include object relationships. A sequence diagram can exist in a generic form (describes all possible <i>scenarios</i>) and in an instance form (describes one actual scenario). Sequence diagrams and collaboration diagrams express similar information, but show it in different ways. See <i>collaboration diagram</i>.</p> <p>RUP UML OK</p> | <i>Rational Unified Process</i> |
| <i>signature</i> | <p>The name and parameters of a behavioural feature. A signature may include an optional returned parameter.</p> <p>RUP UML OK</p> | <i>Rational Unified Process</i> |
| <i>Simpl-EDI</i> | Subsets of UN/EDIFACT messages especially designed for SMEs. Simpl-EDI (Simple Electronic Business) defines simplest processes and their required core data allowing the exchange of the minimum data to effect a business transaction electronically | <i>UN/CEFACT SIMAC</i> |
| <i>software developer</i> | A person responsible for developing a software in accordance with project-adopted standards and procedures. | <i>Rational Unified</i> |

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| | This can include performing activities in any of the <i>requirements, analysis & design, implementation, and test</i> workflows. | <i>Process</i> |
| <i>software solution</i> | the act or a means of solving a problem or difficulty using a software. | <i>COD</i> |
| <i>specification</i> | A declarative description of what something is or does. Contrast <i>implementation</i> . RUP UML OK | <i>Rational Unified Process</i> |
| <i>SSL</i> | Secure Socket Layer | |
| <i>stakeholder</i> | An individual who is materially affected by the outcome of the system. | <i>Rational Unified Process</i> |
| <i>state diagram</i> | shows how single object behaves across many use cases. | <i>UML Distilled</i> |
| <i>state machine</i> | A state machine specifies the behaviour of a <i>model element</i> , defining its response to events and the life cycle of the object. A behaviour that specifies the sequences of <i>states</i> that an object or an interaction goes through during its life in response to events, together with its responses and actions. RUP UML:  A behavior that specifies the sequences of <u>states</u> that an object or an interaction goes through during its life in response to events, together with its responses and actions. | <i>Rational Unified Process</i> |
| <i>statechart (state machine) diagram</i> | A diagram that shows a state machine. See <i>state machine</i> . RUP UML OK, NOT USED IN N090 | <i>Rational Unified Process</i> |
| <i>state</i> | A condition or situation during the life of an object during which it satisfies some condition, performs some activity, or waits for some event. Contrast <i>state</i> [OMA]. | <i>Rational Unified Process</i> |
| <i>stereotype</i> | A new type of modeling element that extends the semantics of the <i>metamodel</i> . Stereotypes must be based on certain existing types or classes in the <i>metamodel</i> . Stereotypes may extend the semantics, but not the structure of pre-existing types and classes. Certain stereotypes are predefined in the UML, others may be user defined. Stereotypes are one of three extensibility mechanisms in UML. See <i>constraint</i> , <i>Tagged value</i> . RUP UML:  A new type of modeling element that extends the semantics of the metamodel. Stereotypes must be based on certain existing types or classes in the metamodel. Stereotypes may extend the semantics, but not the structure of pre-existing types and classes. Certain stereotypes are | <i>OMG</i> |

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| | predefined in the UML, others may be user defined. | |
| sub-area | A lower area of knowledge or activity characterized by a family of related systems contained by a business area. | |
| syntax rule | Rules governing the structure of an interchange and its functional groups, messages, segments and data elements. | ISO 9735 |
| system | <p>As an instance, an executable configuration of a software application or software application family; the execution is done on a hardware platform. As a class, a particular software application or software application family that can be configured and installed on a hardware platform. In a general sense, an arbitrary system instance.</p> <p>A collection of connected units that are organized to accomplish a specific purpose. A system can be described by one or more models, possibly from different viewpoints. Synonym physical system. 2. A top-level subsystem.</p> <p>RUP UML:  (1) A collection of connected units that are organized to accomplish a specific purpose. A system can be described by one or more models, possibly from different viewpoints. Synonym: physical system. (2) A top-level subsystem.</p> | Rational Unified Process |
| tagged value | <p>The explicit definition of a property as a name-value pair. In a tagged value, the name is referred as the tag. Certain tags are predefined in the UML; others may be user defined. Tagged values are one of three extensibility mechanisms in UML. See constraint, stereotype.</p> <p>RUP UML OK</p> | OMG UML Specification |
| template | <p>A pre-defined structure for an <i>artifact</i>. Synonym <i>parameterized element</i>.</p> <p>RUP UML:  Synonym: <u><i>parameterized element</i></u>.</p> | Rational Unified Process |
| test | A <i>core process workflow</i> in the software-engineering process whose purpose is to integrate and test the system. | Rational Unified Process |
| TMWG | UN/CEFACT Techniques and Methodologies Group. To research and identify techniques and methodologies which could be utilised by CEFACT and its working groups to enhance the process by which its deliverables are produced and integrated. | |
| traceability | The ability to trace a project element to other related project elements, especially those related to <i>requirements</i> . | Rational Unified Process |
| transition phase | The fourth <i>phase</i> of the process in which the software is turned over to the user community. | Rational Unified Process |

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| type | <p>Description of a set of entities which share common characteristics, relations, attributes, and semantics.</p> <p>A stereotype of class that is used to specify an area of instances (objects) together with the operations applicable to the objects. A type may not contain any methods. See <i>class</i>, <i>instance</i>. Contrast <i>interface</i>.</p> <p>RUP UML:  A stereotype of class that is used to specify a domain of instances (objects) together with the operations applicable to the objects. A type may not contain any methods. See <i>class</i>, <i>instance</i>. Contrast: <i>interface</i>.</p> | <i>Rational Unified Process</i> |
| UML | See Unified Modeling Language. | |
| UN/CEFACT | United Nations Centre for Trade Facilitation and Electronic Business. | |
| UN/EDIFACT | United Nations Electronic Data Interchange for Administration, Commerce and Transport. "User application protocol, for use within user application systems for data to be interchanged, compatible with the OSI model." | UN/EDIFACT syntax implementation guidelines, UNTDID 1990. (MoU) |
| Unified Modeling Language (UML) | a set of diagrams that communicate requirements regarding a business process. | |
| use case | <p>The specification of a sequence of actions, including variants, that a system (or other entity) can perform, interacting with <i>actors</i> of the system. See <i>use-case instances</i>. A use-case class contains all main, alternate flows of events related to producing the 'observable result of value'. Technically, a use-case is a class whose instances are <i>scenarios</i>.</p> <p>RUP UML:  The specification of a sequence of actions, including variants, that a system (or other entity) can perform, interacting with <i>actors</i> of the system. See <i>use-case instances</i>.</p> | <i>Rational Unified Process</i> |
| use-case analysis | The part of the software development process using use case methodology whose primary purpose is to formulate a model of the problem <i>area</i> . Analysis focuses on what to do, design focuses on how to do it. | |
| use-case diagram | <p>A diagram that shows the relationships among <i>actors</i> and <i>use cases</i> within a system.</p> <p>RUP UML OK</p> | <i>Rational Unified Process</i> |
| use-case instance | <p>A sequence of actions performed by a system that yields an observable result of value to a particular actor.</p> <p>RUP UML:  The performance of a sequence of actions being specified in a <i>use case</i>. An instance of a use case.</p> | <i>Rational Unified Process</i> |
| use-case model | A model that describes a system's functional <i>requirements</i> | |

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| | in terms of <i>use cases</i> . RUP UML OK | |
| <i>use-case realization</i> | A use-case realization describes how a particular use case is realized within the <i>design model</i> , in terms of collaborating objects. | <i>Rational Unified Process</i> |
| <i>use-case view</i> | An <i>architectural view</i> that describes how critical use cases are performed in the system, focusing mostly on architecturally significant components (objects, tasks, nodes). In the Unified Process, it is a view of the <i>use-case model</i> . | <i>Rational Unified Process</i> |
| <i>view element</i> | A view element is a textual and/or graphical projection of a collection of <i>model elements</i> . NOT USED IN N090 | <i>Rational Unified Process</i> |
| <i>view</i> | A simplified description (an abstraction) of a model, which is seen from a given perspective or vantage point and omits entities that are not relevant to this perspective. See also <i>architectural view</i> . RUP UML: A projection of a model, which is seen from a given perspective or vantage point and omits entities that are not relevant to this perspective. | <i>Rational Unified Process</i> |
| <i>Well-formedness rule</i> | The rules and constraints on valid models are defined. The rules are expressed in English prose and in a precise Object Constraint Language (OCL). | <i>OMG UML Specification</i> |
| <i>workflow</i> | A sequence of activities in the Rational Unified Modelling Methodology. | |
| <i>XML (eXtensible Markup Language)</i> | XML is designed to enable the exchange of information (data) between different applications and data sources on the World Wide Web. XML is a simplified subset of the Standard Generalized Markup Language (SGML). XML allows construction of structured data (trees) which rely on composition relationships. XML schemas are used to define data models. | <i>UN/CEFACT SIMAC</i> |