**What is a “hændelsesforløb”?:**

An event course is the list of events that an object can optræde in.

**What is a “adfærdsmønster”?:**

It is a chart of how events can occur in relation to one another. Say we have someone trying to insert money into an account. That account has to first be made. During its lifetime, an x amount of insertions and y amounts of withdrawals will occur on this account, before it finally closes again. In other words, we are mapping events with regards to all possible actions.

**How are behavior patterns developed and described?:**

Behavior patterns are built up of *sequences, selections,* and *iterations*. These 3 terms can be denoted as *+, |,* and *\**. Taking the account example from above, it would be described like so: