Glossary

Requirements Gathering - The phase of development where the developer identifies the needs of the system to be designed as well things such how it should look, how fast it should be etc. This also includes non-functional requirements.

Functional requirements - Requirements that relate to what the system should be capable of and mainly comes from the requirements gathering phase. “The system should do <requirement>”

Non-functional requirements - Requirements that relate to how the system would operate as a whole. Examples of non-functional requirements include performance, ethics etc. “the system should be <requirement>”

Actor - Actors perform use cases upon a system. Actors have use cases performed upon them. An actor is an entity, human or otherwise, that either directly
uses or is used by the system

Use case - A use case describes how an actor interacts with a system.

Domain class - For each use case, domain classes that realise the use case must be identified. The domain class identifies the structure of the system that realises either 1 or many use cases by splitting the real world system into smaller sensible components. One domain class can participate in multiple use cases and vice versa.

System class - Real classes used for implementing the system.

Structural model - a view of a system that emphasizes the structure of the objects, including their classifiers, relationships, attributes and operations.

Behavioural modelling - a view of a system that emphasizes the behaviour and interactions between domain and system classes. Includes state machine diagrams, sequence diagrams and communication diagrams.

Functional Modelling - Functional modelling relates directly to a specific
process the system should perform or information it should contain “search for publications by year”

Sequence Diagram - A model that emphasizes the sequence of events and interactions between different components for a given use case. This is usually similar to the domain class diagram except with order added to the interactions.

Communication Diagram - This model shows the different levels of communication between different components of a given system for the business process.

State machine Diagram - This is typically a state machine designed to represent the individual states of a system.

Activity Diagram - This is a diagram that describes the business process in terms of activities and decisions.