"In a nutshell, domain modeling entails the creation of graphical representations to illustrate ideas or objectives, instead of delving into code and databases.

In the context of software development, it serves as a visual depiction of a problem that necessitates a software solution. For instance, let's consider the example of designing a login screen for an application, which shares similarities with the login interface of Facebook."

Entities: Identifying the main objects or concepts in the problem domain. These could be things like customers, products, orders, etc.

Attributes: Defining the properties or characteristics that describe the entities. For example, a "customer" entity might have attributes like name, email, and address.

Relationships: Describing how the entities are related to each other. For instance, an "order" entity might be associated with one or more "products" and a "customer."

Actions/Behaviors: Understanding the operations or actions that entities can perform. This can help define the behaviour of the software.

Constraints and Rules: Identifying any constraints, rules, or business logic that apply to the entities and their interactions.