1. UML is the language used to convey design ideas and become the universally-accepted language for design blueprints.
2. OOD(and all software design) is strongly related to the prerequisite activity of requirements , which often includes writing .
3. OOA/D needs to be presented and practiced in the context of some development process. In this case, an approach to the well-known UP is used as the sample iterative development process.
4. A software development process describes an approach to building, , and possibly maintaining software.
5. In the UP, an is the general term for any work product: code, web graphics, database schema, text documents, diagrams, models, and so on.
6. Requirements are categorized according to the FURPS+ model which include the following meaning: , , , , .
7. A is a specific sequence of actions and interactions between actors and the system; it is also called a use case instance.
8. A is a visual representation of conceptual classes or real-situation objects in a domain.
9. The   is the large-scale organization of the software classes into packages, subsystems, and layers.
10. A layer is a very coarse-grained grouping of , , or subsystems that has cohesive responsibility for a major aspect of the system.
11. The term interaction diagram is a generalization of two more specialized UML diagram types: and .
12. The describe changes in the state of objects in the domain model.

简答题：1. UP

2. GRASP

3. GoF