Unified Modeling Language (UML)

language that brought forth a unified standard modeling notation used to graphically model a system. It is a diagram that describes the structure of a system by showing the system’s classes, there attributes, methods and relationships among objects

Object

An object is an instance of a class or interface

Tuple

In the relational model, known values to relate a table, also called a row

Table

A schema object that stores data in rows

Subschema

A subschema is a subset of the schema and inherits the same property that a schema has. Subschema refers to an application programmer's (user's) view of the data item types and record types, which he or she uses. Therefore, different app programmers can have different view of data.

Schema

The structural framework of the database

Conceptual Schema

A conceptual schema is a graphical map of concepts and their relationships used for databases

Class

The blueprint from which individual objects are created.

Class Hierarchy

A hierarchal arrangement of classes and their subclasses organized into a tree-like structure and bound by inheritance definition.

Class Diagram

The class diagram is a initial set of notation elements that all other structure diagrams use and shows types like class, interface, data type and component (classifiers), being modeled with the system