

Interface	the system interface is its connection to the outside world. The interface of a module, class or package is the information that it presents to its environment.
Interface class	see <i>Boundary class</i> .
Iteration	doing something repeatedly.
Iterative development	a way of developing systems, often using prototyping, that involves several releases of the complete system, each one showing an improvement on the one before.
JDBC (Java database connectivity)	a package of classes that allows a Java application to establish a connection with a relational database.
Join	a symbol in an activity diagram indicating the end of parallel processing.
Layered architecture	a way of structuring logical software units in order to minimize dependencies.
Life cycle	also known as system life cycle. A recognizable pattern of steps taken to develop a software system. Traditionally, these include the key stages of analysis, design, implementation, testing and maintenance.
Lifeline	a dotted line connected to an object in a sequence diagram that indicates the existence of the object over a period of time.
Maintenance	the stage in the life of a system, after it has been handed over to the user, where errors are corrected and modifications carried out.