

Static method	a static method is one that can be invoked without having to create an instance of the class to which it belongs.
Stereotype	specialized use of a modelling element, which allows us to extend the basic set of UML modelling elements. A stereotype is usually identified by a label inside a pair of guillemets « » such as «include» and «extend».
Structured English	a subset of English that may be used to specify operations.
Subclass	a specialized version of another class (the superclass).
Subsystem	a system which is itself part of a larger system.
Superclass	a generalized version of another class (the subclass).
Superstate	a state drawn round all or some of the states in a state diagram in order to simplify the diagram and avoid clutter.
Swimlane	found in activity diagrams. A swimlane indicates which agent, person or object is responsible for a set of activities.
Synchronization bar	used in activity diagrams. A synchronization bar indicates the start or end of parallel processing.
Synchronous message	a message sent from one object to another, where the sending object waits for a response from the receiving object.
System	a set of interrelated objects or elements that are viewed as a whole and designed by human beings to