specifically designed to implement the types of complex data frequently found in object-oriented systems.

Operation	procedure or function defined as part of a class or object; using this term refers to the procedure's public interface with the rest of the software.
Operation specification	detailed description of what an operation does. This can be done using, for example, specification by contract, structured English, a decision table or a decision tree.
Output	information produced by the system for the user.
Override	a feature in a subclass which uses the same name as the feature in the superclass, but redefines and replaces it.
Package	a UML notation for grouping elements of a model. Packages do not represent anything in the system, but are used to group elements that do represent things in the system.
Parent class	superclass, generalization of other classes.
Participating actor	an actor who is involved in a use case.
Pattern	see *Design pattern*.
Persistent data	refers to data that needs to be stored because it continues to exist after the program that creates and uses it has stopped executing.
Polymorphism	the ability to hide different implementations behind a common interface.