D Glossary

Abstract class	a class that is never instantiatied, because one or more of its operations has no method to implement it.
Abstraction	the process of ignoring currently irrelevant details of a problem in order to concentrate on the most important parts.
Action	behaviour that occurs when a transition takes place, as shown in a state diagram.
Activity	behaviour that is related to a state; it is ongoing and can be interrupted by an event.
Activity diagram	a UML diagram used to model the details of complex processes.
Actor	person, organization or physical device that interacts with the system in some way. An actor inputs and receives information from the system and is associated with at least one use case (major functional activity).
Actor description	documentation about an actor's job title and role in relation to the system.
Aggregation	the relationship that occurs when one class is made up of several others, or when one class is made up of many occurrences of another class; sometimes referred to as the 'part-of' or 'consists-of' relationship.