

<b>Navigability</b>	the direction of the link between two objects. This can be unidirectional or two way.
<b>Notation</b>	written language that may include text, symbols and diagrams.
<b>Noun analysis</b>	the technique of identifying objects and classes by picking them out from a written description of the problem.
<b>Object</b>	In the early stages of development an object is something that exists independently in the problem domain. Later in the development process, the term refers to an instance of a class in the system. At implementation, an object is a software unit packaging together data and methods to manipulate that data.
<b>Object activation</b>	this term refers to the state of an object in a sequence diagram. An object becomes active as soon as it receives a message. This is indicated on the sequence diagram by a thin rectangle on the object's lifeline.
<b>Object flow</b>	this term relates to activity diagrams. An object flow provides information about the input that an activity needs from a specific object, or how an object is affected by the output from an activity.
<b>Object Management Group (OMG)</b>	group of people who control issues of standardization relating to object-oriented system development.
<b>Object-orientation</b>	an approach to developing software systems that is based on data items and the attributes and operations that define them.
<b>Object-oriented database</b>	an object-oriented database provides all the storage facilities and functionality of a traditional database, but is