Requirements specification   the stage of requirements engineering during which the information from the elicitation process is analysed and recorded using textual and diagrammatic modelling techniques to represent the problem and the proposed solution.

Requirements validation   the stage of requirements engineering which checks that the recorded requirements correspond to the intentions of the clients and users about the system.

Responsibility   an obligation that one class has to provide a service for another.

Return   describes the transfer of control back to the calling object. Sometimes data is associated with a return.

Reuse   programming with existing software modules rather than coding them from scratch each time.

Reverse engineering   the process of reconstructing a design model, such as a class or sequence diagram, by examining the code.

Scenario   a scenario represents one instance of a use case, describing a particular sequence of events that may occur in trying to reach the use case goal.

Self-referencing   see *Reflexive message.*

Self-transition   occurs when an object remains in the same state in response to an event.

Sequence diagram   illustrates the behaviour specified in a scenario, with the interactions shown in a time sequence.