

<b>Service</b>	the set of publicly available operations belonging to a class.
<b>Set method</b>	a method that initializes or changes the value of an attribute.
<b>Signature</b>	the signature of an attribute or an operation is its public interface.
<b>Simulation</b>	a computer program that models a complex real-world situation.
<b>Single-threaded</b>	a single-threaded system is one where only one process at a time executes.
<b>Software platform</b>	the software used to implement and run a system.
<b>Specification</b>	a definition or description of what is wanted and needed from a software system. See also <i>Requirements specification</i> .
<b>Specification by contract</b>	describes operations in terms of the services they deliver.
<b>State</b>	represents a period of time during which an object of a class satisfies some condition or waits for an event.
<b>State diagram</b>	diagram illustrating the behaviour of a single class in response to events in the system.
<b>State transition</b>	the response of an object to an event; usually involving movement of the object from one state to another.