

Index

- abstract class 95–6, 109, 329
- abstraction 14, 81, 222, 329
- action 329
 - in state diagram 186
- activation
 - object 158–9, 171–2
- activity 188, 213–14, 329
 - during system development 7–8
 - see also* workflow
- activity diagram 15, 201–15, 329
 - in system development 209–10
 - symbols 203
 - swimlanes 207–9
- actor 41, 42, 48–9, 56–8, 61–2, 173–4, 329
- actor description 48–9, 329
- aggregation 91–2, 137, 329
 - implementing in a relational database 240
- algorithm 330
- analysis 222, 330
 - stage in traditional life cycle 6
- analysis class 223
- application layer
 - architecture 228–9
- application logic layer
 - architecture 228–9
- architecture 138, 223, 330
 - layered 223, 227–9, 244
- association 89–91, 123, 128–9, 330
 - design of 252–5
 - implementing in a relational database 238–40
 - unidirectional 252–3
 - two-way 253
- asynchronous message 260–1, 330
- attribute 80, 122, 125–8, 330
 - design of 255–6
 - signature 255–6
- behaviour 330
- boundary 57–8, 330
 - class 223–4, 330
 - use case 41, 52–3
- boundary class 223–4, 330
- branching
 - in sequence diagram 258–9
- cardinality *see* multiplicity
- case study
 - code 280–5
 - collected materials 291–318
 - introduction 17–18
 - interview 24–8
- CASE tools 16–17, 59, 165, 174–5, 222, 286, 331
- class 80, 87–109, 331
 - abstract 95–6, 109
 - application 223
 - attributes 122, 125–8
 - boundary 223–4, 250, 330
 - child 93, 331
 - collection 173, 224, 250, 254
 - concrete 96