achieve a purpose; it has a boundary within which it lies and outside of which is the environment.

System life cycle   see *Life cycle*.

Table   repository of data in a relational database. Tables store data in a row-column format; each column stores a field, or attribute of the data, and each row stores a record, typically the complete set of values for a single data object.

Traceability   the ability to track a requirement through the development process and identify where it is implemented in the final system code.

Transient object   an object that is created and deleted during an interaction.

Transition   see *State transition*.

Unified Modelling Language (UML)   a set of diagrammatic techniques, specifically tailored for object-oriented development, which have become an industry standard for modelling object-oriented systems.

Use case   specifies the functionality that the system will offer from the users' perspective. A use case specifies a set of interactions between a user and the system to achieve a particular goal.

Use case beneficiary   the most important actor associated with a use case. The purpose of the use case is to achieve the goal for the beneficiary.

Use case description   documents what the use case does; see also *Expanded use case description*.