Dependency — a relationship between two elements of a model such that a change in one may require a change in the other.

Deployment diagram — a UML implementation diagram showing the physical arrangement of the hardware elements of a computer system, e.g. PCs and printers, and their links. This diagram can also show how the software and hardware elements are related.

Design — whereas analysis is concerned with what the system has to do, design is concerned with how to build the system.

Design pattern — a tried and tested solution to a commonly occurring problem.

Development method — see *Methodology/method.*

Domain class — also known as entity class. A domain class represents something in the real world of the system that is being developed, such as a customer, a bike or a hire.

Domain model — a class diagram that models all of the classes in the problem domain together (as opposed to a diagram that models only the classes relating to a specific use case).

Dynamic binding — the binding at run time of a message to a particular implementation of an operation.

Elicitation — see *Requirements elicitation.*

Encapsulation — packaging data and operations into objects.

Entity class — see *Domain class.*