

Framework	a high-level structure within which to develop a system.
Front end	the set of programs that implement the user interface.
Functional decomposition	breaking down a system into smaller parts in terms of its processes.
Functionality	what a system does in terms of the behaviour that it supports.
Get method	a method that retrieves or displays the value of an attribute.
Granularity	level of detail.
Guard	a condition that must be satisfied if a transition is to fire.
Happy day scenario	a scenario which records the normal sequence of events in a use case.
Hardware platform	the hardware (computers, networks, processors, etc.) on which a system runs.
High-level use case description	overview of a use case, incorporated in an expanded use case description.
Human-computer interface	see <i>User interface</i> .
Implementation	the translation of a system design into code.