Public interface	the operations and attributes of an object or class that can be seen by others in the system.
Rational Unified Process (RUP)	a widely used version of the Unified Software Development Process, marketed by the Rational Corporation.
Real use case	real use cases show detail of design and implementation decisions insofar as they affect the user. See also *Essential use case*.
Reflexive message	the call by an object to itself to invoke one of its own methods while it is executing another method. Also known as a self-referencing message.
Relational database	a well-established and widely used type of database that is based on tables.
Relationship	a link between classes. During analysis a relationship represents something that occurs in the real world that is significant for the system. During design it represents a navigable path.
Requirement	a feature or behaviour of the system that is desired by any person or organization affected by the system, such as users, clients, developers, management.
Requirements elicitation	the stage of requirements engineering which aims to gather as much information as possible about the problem domain, the clients' and users' current difficulties and what they would like the intended system to do for them
Requirements engineering	the process of establishing what is wanted and needed from a software system. Requirements engineering covers the three stages of elicitation, specification and validation.