

Environment	the system environment refers to anything outside the system that affects it in some way – e.g. people or organizations generating or responding to system data.
Essential use case	an essential use case is one that is completely free of implementation or detailed design decisions. See also <i>Real use case</i> .
Event	an instantaneous occurrence that is of significance to the system. An occurrence that triggers a state transition.
Expanded use case description	detailed structured description of a use case.
Fagan inspection	a systematic and structured method of checking the documented output from any stage of the system development process in order to identify omissions and errors.
Feasibility study	part of the traditional system life cycle which attempts to determine whether there is a practical solution to the problem under consideration.
Feature	a collective term for the attributes and operations of a class.
Fire	when a state transition occurs, it is said to fire.
Foreign key	if one table in a database contains an attribute which is the primary key of another table, this attribute is called a foreign key. A foreign key permits a link between the two tables.
Fork	a symbol in an activity diagram indicating the start of parallel processing.