Algorithm	description of a process, decomposing it into a series of smaller steps.
Analysis	involves investigation into and modelling of both the problem and the developing system. Analysis is one of the stages of the traditional development life cycle; it is classed as a workflow in object-oriented development.
Application domain	see *Problem domain*.
Architecture	the underlying structure of the system.
Association	a link between two classes indicating a possible relationship between objects of the classes.
Asynchronous message	a message sent from one object to another, where the sending object does not wait for a response from the receiving object.
Attribute	data item defined as part of a class or object. Also known as member variable.
Behaviour	the effects of a system that are visible to an external observer.
Boundary	defines what is to be considered inside the system. Outside the boundary is the system environment.
Boundary class	also known as interface class. Boundary classes handle the system's interface with its users.
Cardinality	see *Multiplicity*.