Collaboration	the situation where a class needs the help of another class to fulfil one of its responsibilities.
Collaboration diagram	illustrates the behaviour specified in a scenario, with the interactions organized around the objects and the links between them, rather than shown in a time sequence.
Collection class	a class designed to access collections of objects.
Communication association	describes a link between an actor and a use case.
Compiler	program that translates source code (e.g. a Java program) into machine readable code.
Component	used in component diagrams to represent a physical software file, e.g. a source or executable file.
Component diagram	a UML implementation diagram representing software components and their dependencies.
Composition	a rigorous form of aggregation in which the parts live and die with the whole.
Concurrent processing	two or more processes running at the same time.
Constraint	extra information relating to an element of a model; expressed within curly brackets.
Constructor	an operation that creates a new object of a class.
Control class	a class that controls the sequence of events, for example in the execution of a use case.