Member variable	see *Attribute*. Member variable is the term commonly used by programmers.
Message	request from one object to another to invoke one of its operations.
Methodology/method	recipe for developing a system. The detailed description of the steps and stages in system development, together with a specified list of inputs and outputs for each step.
Method	the implementation of an operation.
Method call	see *Message*.
Milestone	indicates the completion of a stage in the development process.
Modelling	the process of building a representation of all or part of a problem or the system that is designed to solve it.
Module	section of a program designed to execute a logically identifiable unit.
Multiobject	an icon in an interaction diagram representing several objects of the same class.
Multiplicity	the multiplicity of an association indicates the number of objects of each class that are allowed to participate in the association.
Multi-threaded	a multi-threaded system is one designed to have several processes executing in parallel.