CASE   Computer Aided Software Engineering. Software tools
                                 that automate the system development process.

Child class   a subclass, specialization of another class.

Class   the description or pattern for a group of objects that
                                 have the same attributes, operations, relationships
                                 and meaning. Template or factory for creating
                                 objects.

Class declaration   statement in the code that introduces a new class.

Class diagram   a diagram showing the classes in a system and their
                                 relationships to each other. Optionally, attributes and
                                 operations may be included.

Class library   a collection of fully coded and tested classes that may
                                 be reused in other software applications.

**Class-responsibility-   see *CRC cards*.
collaboration cards**

Client   the person or organization who requests and pays for
                                 the new system. The client will often also be a user of
                                 the system, but this is not always the case.

Client and server   in an object-oriented system a client is a class that
                                 uses the services of another and a server is a class that
                                 provides services to another.

Cohesion   a module is cohesive if it has a clearly defined role, a
                                 single, obvious purpose in the application. This makes
                                 the module easier for a maintaining programmer to
                                 read and understand.