

F

Glossary

Appendix F - Glossary

A	
Activity diagram	Activity diagrams are an amalgamation of a number of techniques: Jim Odell's event diagrams, SDL state modeling techniques, workflow modeling and petri-nets. They can also be considered as variants of state diagrams. Activity diagrams are organized according to actions and mainly target towards representing the internal behaviors of a method or a use case. They describe the sequencing of activities, with support for both conditional and parallel behaviors.
Actor input	In editing flow of event, an actor input is the input from an actor to the system.
Align to grid	Whether diagram elements should align to grid when being moved.
Anti-aliasing	A method which handles the staircase pixels of slanted lines and curves to make them look smoother.
Application Options	The global options in SDE.
Auto save	SDE provides an auto save feature that saves a copy of the current project periodically. If the application terminates abnormally, with this feature turned on, when you start SDE again the system will check if an auto save file exists. If so, it will ask you whether you want to recover the project.
Automatic containment rule detection	A facility to automatically detect the containment rule for a container. For example, an Actor will not be contained in the System Boundary even if they are moved into the container's region.
B	
Backup files	Every time you save a project a backup file will be created. The backup file name is determined by the original project file name, followed by a "~" and the version number. A backup file with a larger version number means that it is more recent than those with smaller version numbers.
Button group	The diagram toolbar groups some of the diagram elements that are similar in nature. For example, Package and Subsystem are grouped into a single button group. Buttons that are grouped are indicated by a small triangle on the lower-right-hand corner. To view the list of items under the group click on the small triangle, or click on the button and hold until the selection list appears.
C	
Candidate Class Pane	The candidate class pane, located at the upper-right corner of the textual analysis pane, displays the candidate classes as rectangle shapes.
Candidate class view	In performing textual analysis, the Candidate Class View hides the Problem Statement Editor and only displays the Candidate Class Pane and the Data Dictionary Table. It allows you to concentrate on further editing of the identified candidate classes, such as specifying the candidate class type or creating models.
Cascade	Arrange the opened windows diagonally, with the active window on top.
Class diagram	Class diagrams are the most common diagram found for modeling object-oriented systems. They are used to describe the types of objects and their relationships by providing a static, structural view of a system. They are important not only for visualizing, specifying, and documenting structural models, but also for constructing executable systems through forward and reverse engineering.
Class repository	A project may contain many classes. The Class Repository View lists all the classes within the current project.
Collaboration diagram	Collaboration diagrams emphasize the organization of objects that are involved in an interaction. Collaboration is a mechanism composed of both structural and behavioral elements. Two important features - the concept of a path and the sequence number - distinguish collaboration diagrams from sequence diagrams.
Component diagram	Component diagrams show the various components (physical modules of code) in a system and their dependencies. A component can often be the same as a package.
Copy as image	To copy the selected diagram elements to the system clipboard as image. This feature is supported in both the Windows platform and the Linux platform.
Copy to system clipboard	To copy the selected diagram elements to the system clipboard as OLE objects, so that the copied content can be pasted to OLE containers like Microsoft Word/Excel/PowerPoint. And you can directly edit the OLE object inside the document. This feature is supported in Windows platform only.

Copy within SDE	To copy the selected diagram elements to the application clipboard. You can then paste the diagram elements to other SDE diagrams.
D	
Data dictionary table	The data dictionary table, which located at the lower-right area of the textual analysis pane, provides a table view for the candidate classes. It displays all the information of a candidate class. You can edit its name and type, as well as adding description to the candidate class.
Data dictionary view	In performing textual analysis, the Data Dictionary View displays only the Data Dictionary Table. It allows you to concentrate on filling the candidate class information in the data dictionary.
Deployment diagram	Deployment diagrams show the physical layout and relationships among software and hardware components in the implemented system. It shows how components and objects are routed and moved around a distributed system.
Diagram base layout	In the print preview pane, if the Fit to Pages option is selected, and there are multiple pages in the printout, selecting Diagram Base Layout will cause the distribution of pages to be diagram-oriented. Note that this option affects the preview only, the order of the printout remains unchanged.
Diagram element	A diagram element is a shape or a connector that represent the view of its underlying model element.
Diagram exporter	The diagram exporter allows you to export selected diagrams as images in JPG, PNG or SVG format.
Diagram pane	The diagram pane contains the opened diagrams; it allows you edit multiple diagrams at the same time.
Diagram toolbar	The diagram toolbar contains the buttons of the diagram elements available for developing the active diagram.
Diagram navigator	A project may consist of many diagrams. The Diagram Navigator lists all the diagrams within the project. Through the use of a folding tree structure, you can browse the names of these diagrams by expanding or collapsing the folders and perform sorting by diagram type.
Document info	When generating HTML/PDF reports, the document info (such as title, author, keywords) you specified becomes the meta data of the report. Users can open the HTML source/PDF document summary to view this information.
Documentation pane	The Documentation pane allows you to enter a description about a diagram or a diagram element.
E	
Extra Resource-Centric	By default, the resource-centric interface displays the most commonly used resources of a diagram element. The least commonly used resources are hidden by default, and they are called the extra resources.
F	
Flow of event	A section in the use case description for editing the base paths and the alternative paths in a use case.
H	
HTML report generation	To generate report for the SDE project in HTML format.
J	
Java-enabled platforms	Any platforms that have Java runtime installed and thus able to run Java programs.
L	
Layout diagram	A feature to layout the shapes so that they do not overlap, and to layout the connectors so that they do not cross with one another.
License key	The license key is a file that you import using the License Key Manager so that you can start using SDE.
License Key Manager	The License Key Manager allows you to manage the license key files of Visual Paradigm products.
Logical View	The Logical View refers to a user's view of the way project is organized. It provides another view of creating, structuring and sharing the UML diagrams and models apart from the traditional Diagram Navigator, Model Tree View and Class Repository.
Look and Feel	The appearance of SDE user interface.

M	
Message pane	The message pane logs the messages for the operations that you performed. For example, Java language syntax checking, model validation, report generation, etc.
Model element	A model element stores the model data. A diagram element associates a model element, and a model element may be associated with more than one diagram element (multiple views).
Model repository	The repository where the model elements are stored.
Model tree view	The Model Tree View lists all the model elements within the current project. Model elements can be dragged to appropriate diagrams to create a new diagram element.
Model validation	A process to validate the models against UML syntax.
O	
OLE	An object that supports the OLE protocol for object linking and embedding.
Open specification dialog	The open specification dialog of a diagram allows you to configure the diagram settings, such as the diagram name and grid settings; while the open specification dialog of a model element allows you to configure its model data.
ORM Pane	Display a list of classes and database tables from the specified classpath (s) and database (s). You can click Refresh to update the content under Class View and DataBase View whenever there are changes to source code or database. You can drag classes or entities onto diagrams and generate source code/database from them when necessary.
P	
Paper base layout	If the Fit to Pages option is selected, and there are multiple pages in the printout, selecting Paper Base Layout will cause the distribution of pages to be paper-oriented (the diagram size is ignored in arranging the preview). Note that this option affects the preview only; the order of the printout remains unchanged.
Paper place style	To change the order of the printout. Consider a large diagram is divided into many pages, selecting From left to right will arrange the printout order from the pages on the left to the pages on the right, while selecting From top to bottom will arrange the print order from the pages on the top to the pages on the bottom.
Pattern watermark	The watermark that repeats the product name diagonally in the printout, exported image or copied content.
PDF report generation	To generate report for the SDE project in PDF format.
Preview pane	The Preview pane, also known as the Diagram Monitor, shows an overall view of the diagram. The Diagram Monitor allows you to navigate the whole diagram pane when the diagram is larger than the display area of the diagram pane.
Print preview pane	The print preview pane allows you to configure various print settings, preview the printout and print the diagrams.
Problem statement	A description about the problem to investigate.
Problem statement editor	The problem statement editor is the text editor located on the left of the text analysis pane, which allows you to view and edit the problem statement.
Problem statement view	The Problem Statement View displays the Problem Statement Editor, the Candidate Class Pane and the Data Dictionary Table; it allows you to concentrate on editing the problem statement.
Project explorer	The project explorer pane contains three views: the Diagram Navigator, the Model Tree View, and the Class Repository View. Each view shows different perspectives of the project.
Properties pane	There are four pages associated with the Properties Pane: the Property page, the Preview page, the Documentation page and the Element Viewer page.
Property pane	Every diagram and diagram element has its own properties. The Property pane in the Properties Pane allows you to view and edit various its properties.
Q	
Quick Print	To print diagrams without previewing them hence speeds the print job.

R	
Realistic containment interaction	A specific effect to indicate a diagram element moving in/out of a container.
Reference shape for alignment	When there are multiple shapes selected, the last selected shape will be used as the referenced shape for alignment. That is, the alignment methods will be performed based on the position/size of the referenced shape. The referenced shape will be rendered with its resize handles surrounded by black rectangles.
Report Writer	A feature for performing agile report creation.
Resource-centric	A user interface based on the Resource-Centric approach is adopted in SDE to enable UML diagrams to be constructed intuitively with minimal efforts. With the novel interface, only valid editing resources are grouped around a graphical entity, totally eliminating invalid operations during diagram construction.
Rose importer	The Rose importer allows you to import a Rational Rose project file and convert it as the diagrams and models into your SDE project.
Round trip engineering	Round trip engineering is the process to convert from diagram to code, and to convert from code to diagram.
S	
Scrollable toolbar	If you have resized the diagram pane to the extent that some of the buttons on the diagram toolbar are not visible, an "Up" button and a "Down" button will appear. You can click on these buttons to scroll up or down to the desired buttons on the toolbar.
Sequence diagram	Sequence diagram captures the behavior of a single use case and displays a number of example objects, as well as the messages that are passed between these objects within the use case from a temporal standpoint. There are two important features, which are the object lifeline and the focus of control that distinguish them from collaborative diagrams.
Single line watermark	The watermark that prints a single line of the product name in the printout, exported image or copied content.
State diagram	State diagrams, sometimes referred to as state chart diagrams, are a common technique to describe the dynamic behavior of a system. They represent state machines from the perspective of states and transitions, describing all the possible states that a particular object can get into and how the object's state changes as a result of events that affect the object. In most Object-Oriented techniques, state diagrams are drawn for a single class to show the lifetime behaviors of a single object.
Stencil Pane	Although the original UML notations are rich, but still may not expressive enough to present your idea. The stencil in SDE provides a large variety of shapes apart from the ordinary UML notations, and you can place the stencil in UML diagram to present your own idea. Stencil Pane is a repository where the imported those shapes are stored.
Stereotype	The stereotype concept provides a way of classifying (marking) elements so that they behave in some respects as if they were instances of new "virtual" metamodel constructs.
Sub-diagrams	A facility to associate a diagram with other lower level UML diagrams to facilitate levels of abstraction and increase the traceability among UML diagrams.
System response	In editing flow of event, a system response is the response from the system (to an actor input).
T	
Textual analysis	Textual analysis is a process to analyze the system domain. It helps to identify the candidate classes in a problem statement.
Tile	Arrange the opened windows so that all windows are visible at the diagram pane.
Tile horizontally	Arrange the opened windows horizontally. The windows are resized to share the available workspace height, without overlapping each other.
Tile vertically	Arrange the opened windows vertically. The windows are resized to share the available workspace width, without overlapping each other.

U	
UML	The Unified Modeling Language (UML) is a language for specifying, visualizing, constructing, and documenting the artifacts of software systems, as well as for business modeling and other non-software systems. The UML represents a collection of the best engineering practices that have proven successful in the modeling of large and complex systems.
Use case description	A use case description describes the use case, including the preconditions, post-conditions, flow of events, etc.
Use case detail	A use case detail holds one or more use case description.
Use case diagram	Use case diagrams, together with activity diagrams, state diagrams, sequence diagrams and collaboration diagrams, are the five diagrams in UML for modeling the dynamic aspects of a system. Invented by Ivar Jacobson, use case diagrams are central to modeling the behaviors of the system, a sub-system or a class, providing a means to visualize, specify and document the behaviors of an element. They describe the behavior of a system from a user's perspective by using actions and reactions. A use case shows the relationships between actors and objects, and between the system and its environment.
Use case scheduling	To schedule the use cases by assigning priorities.
V	
Visio integration	SDE allows you to create Visio drawing in UML diagrams. Besides, you can also import Visio stencil into SDE and use the Visio shape in UML diagrams.
Visual Paradigm Suite	Abbreviated as VP-Suite, Visual Paradigm Suite allows you to install all Visual Paradigm leading CASE Tools.
X	
XMI importer	The XMI importer imports the models from an XMI file into a SDE project.