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**Foreword**

ISO (the International Organization for Standardization) and IEC (the International Electrotechnical Commission) form the specialized system for worldwide standardization. National bodies that are members of ISO or IEC participate in the development of International Standards through technical committees established by the respective organization to deal with particular fields of technical activity. ISO and IEC technical committees collaborate in fields of mutual interest. Other international organizations, governmental and non-governmental, in liaison with ISO and IEC, also take part in the work. In the field of information technology, ISO and IEC have established a joint technical committee, ISO/IEC JTC 1.

IEEE Standards documents are developed within the IEEE Societies and the Standards Coordinating Committees of the IEEE Standards Association (IEEE-SA) Standards Board. The IEEE develops its standards through a consensus development process, approved by the American National Standards Institute, which brings together volunteers representing varied viewpoints and interests to achieve the final product. Volunteers are not necessarily members of the Institute and serve without compensation. While the IEEE administers the process and establishes rules to promote fairness in the consensus development process, the IEEE does not independently evaluate, test, or verify the accuracy of any of the information contained in its standards.

The procedures used to develop this document and those intended for its further maintenance are described in the ISO/IEC Directives, Part 1. In particular the different approval criteria needed for the different types of document should be noted. This document was drafted in accordance with the editorial rules of the ISO/IEC Directives, Part 2 (see www.iso.org/directives).

Attention is called to the possibility that implementation of this standard may require the use of subject matter covered by patent rights. By publication of this standard, no position is taken with respect to the existence or validity of any patent rights in connection therewith. ISO/IEEE is not responsible for identifying essential patents or patent claims for which a license may be required, for conducting inquiries into the legal validity or scope of patents or patent claims or determining whether any licensing terms or conditions provided in connection with submission of a Letter of Assurance or a Patent Statement and Licensing Declaration Form, if any, or in any licensing agreements are reasonable or non-discriminatory. Users of this standard are expressly advised that determination of the validity of any patent rights, and the risk of infringement of such rights, is entirely their own responsibility. Further information may be obtained from ISO or the IEEE Standards Association. Any trade name used in this document is information given for the convenience of users and does not constitute an endorsement.

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For an explanation on the voluntary nature of standards, the meaning of ISO specific terms and expressions related to conformity assessment, as well as information about ISO’s adherence to the World Trade Organization (WTO) principles in the Technical Barriers to Trade (TBT) see the following URL www.iso.org/iso/foreword.html.

This document was prepared by Technical Committee ISO/IEC JTC 1, *Information technology, SC 7, Software and systems engineering*, in cooperation with the IEEE Computer Society Systems and Software Engineering Standards Committee, under the Partner Standards Development Organization cooperation agreement between ISO and IEEE.


This second edition cancels and replaces the first edition (ISO/IEC/IEEE 24765:2010), and has been editorially revised. Revisions in terms and definitions published in this second edition have been previously approved through the vocabulary maintenance procedures of ISO/IEC JTC 1/SC7, in cooperation with the IEEE Computer Society. These revisions have been made available through the online vocabulary database used for this standard, maintained by the ISO/IEC JTC 1/SC7/SWG 22 Vocabulary Validation Team in cooperation with the IEEE Computer Society at www.computer.org/sevocab.
Introduction

The systems and software engineering disciplines are continuing to mature while information technology advances. New terms are being generated and new meanings are being adopted for existing terms. This document was prepared to collect and standardize terminology. Its purpose is to identify terms currently in use in the field and standard definitions for these terms. It is intended to serve as a useful reference for those in the Information Technology field, and to encourage the use of systems and software engineering standards prepared by ISO/IEC JTC 1 and liaison organizations IEEE Computer Society and Project Management Institute (PMI). It provides definitions that are rigorous, uncomplicated, and understandable by all concerned.

While it is useful to find the meaning of a term, no word stands in isolation. This document makes it possible to search for related concepts and to view how a term is used in definitions of other terms.

Every effort has been made to use definitions from established systems and software engineering standards of ISO JTC 1/SC 7 and its liaison organizations IEEE Computer Society and the PMI. When existing standards were found to be incomplete, unclear or inconsistent with other entries in the vocabulary, however, new, revised, or composite definitions have been developed. Some definitions have been recast in a system rather than software context.

The vocabulary is offered in both print and internet-accessible versions for ease of reference and to encourage use of the source standards for the vocabulary. The online vocabulary database used for this standard is maintained by the ISO/IEC JTC 1/SC7/SWG 22 Vocabulary Validation Team in cooperation with the IEEE Computer Society at www.computer.org/sevocab.
Systems and software engineering — Vocabulary

1 Scope

1.1 General

Consistent with ISO vocabulary standards, each technical committee is responsible for standard terminology in its area of specialization. This document provides a common vocabulary applicable to all systems and software engineering work falling within the scope of ISO/IEC JTC 1/SC 7, Software and systems engineering, and the IEEE Computer Society Systems and Software Engineering Standards Committee (IEEE-CS S2ESC).

The scope of each concept defined has been chosen to provide a definition that is suitable for general application. In those circumstances where a restricted application is concerned, a more specific definition might be needed.

Terms have been excluded if they were:

— considered to be parochial to one group or organization;
— company proprietary or trademarked;
— multi-word terms whose meaning could be inferred from the definitions of the component words; and
— terms whose meaning in the information technology (IT) field could be directly inferred from their common English dictionary meaning.

1.2 Relationship of the print and internet-accessible versions

The primary tool for maintaining this vocabulary is a database that is modified in a controlled fashion. Hosted by the IEEE Computer Society, the SEVOCAB (systems and software engineering vocabulary) database is publicly accessible at www.computer.org/sevocab ISO/IEC/IEEE 24765 is issued periodically as a formal, published document reflecting a "snapshot" of the database.

The copyright notice provided with the database permits users to copy definitions from the database as long as the source of the definition is cited. Permitting public use of the definitions in the database is intended to encourage the use of other ISO/IEC JTC 1 and IEEE systems and software engineering standards.

1.3 Vocabulary structure

Entries in the vocabulary are arranged alphabetically. Blanks precede all other characters in alphabetizing. Hyphens and slashes (- and /) follow all other characters in alphabetizing.

Preferred terms are shown in bold. Synonyms or admitted terms (terms with the same meaning as the preferred term), are listed under the preferred term in plain text, and can be located by searching.

Terms, definitions, and notes use spelling preferred in the US. The use of capital letters has been minimized and generally limited to proper names and acronyms. In some cases, the source standard uses another correct spelling (such as behaviour rather than behavior, on-line rather than online). Technical terms in English often change form from two words to a hyphenated word to a single word as they become more familiar, e.g., real time to real-time to realtime. Hence, other correct spellings and capitalization of the terms, according to a national standard, an authoritative general dictionary or accepted style guide, can be used with the definitions.

An entry can consist of a single word, such as "software"; a phrase or compound term, such as "test case"; or an abbreviated term, such as "CDR". Phrases are given in their natural order (test plan) rather than in reversed order (plan, test). Abbreviated terms can be listed separately as well as in parentheses following the source term. Terms that are verbs are shown without the infinitive marker "to".

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After each term, numbered definitions are listed in order of preference, or from the most general to the more specific usages. The different definitions can show the use of a term as a noun, verb and adjective.

This document includes references to the active source standards for each definition, so that the use of the term can be further explored. The sources of most of the definitions are ISO JTC 1/SC 7 or IEEE Computer Society standards and the PMI Glossary, Fifth Edition. Sources are listed in the Bibliography. Additional sources for definitions drawn from outside the scope of systems and software engineering are in Annex A, List of References. In some cases, the same definition can also be found in other active or withdrawn standards. No source is shown if the original source standard has been withdrawn or archived and the definition has been retained in this vocabulary.

Notes (comments), Examples, and Figures taken from the source standards have been included to clarify selected definitions. Cross-references are used to show a term's relationship to other terms in the dictionary: cf. refers to related terms that are not synonyms.

1.4 PMI Glossary provisions

The Project Management Institute (PMI) Glossary definitions have been included without alteration in accordance with the copyright agreement. Some of these terms and definitions are not worded according to ISO/IEC or IEEE styles. Many of these definitions include explanatory material. For other terms and other definitions that have ISO/IEC and IEEE standards as their source, explanatory matter is shown in the Notes and Examples.

2 Normative references

There are no normative references in this document.

NOTE The definitions in this document are drawn from normative standards and informative guidance documents, including ISO/IEC Technical Reports (TR). Where terms have multiple definitions, users should consult the source standards for further information on appropriate usage within a specific context.

3 Terms, definitions, and abbreviated terms

For the purposes of this document, the following terms and definitions apply.

ISO, IEC and IEEE maintain terminological databases for use in standardization at the following addresses:

— ISO Online browsing platform: available at http://www.iso.org/obp

3.1 1GL

1. first-generation language
   cf. machine language

3.2 2GL

1. second-generation language
   cf. assembly language

3.3 3D

1. three-dimensional [ISO/IEC/IEEE 23026:2015 Systems and software engineering — Engineering and management of websites for systems, software, and services information]

3.4 3GL

1. third-generation language
   cf. high order language
3.5
4GL
1. fourth-generation language

3.6
5GL
1. fifth-generation language

3.7
<Viewpoint> language
1. definitions of concepts and rules for the specification of an ODP system from the <viewpoint> viewpoint
[ISO/IEC 10746-3:2009 Information technology — Open Distributed Processing — Reference Model: Architecture, 4.2.1.1]

Note 1 to entry: Thus, engineering language: definitions of concepts and rules for the specification of an ODP system from the engineering viewpoint.

3.8
<X> domain
1. set of objects, each of which is related by a characterizing relationship <X> to a controlling object [ISO/IEC 10746-2:2009 Information technology — Open Distributed Processing — Reference Model: Foundations, 10.3]

3.9
<X> federation

3.10
<X> group

3.11
<X> interceptor
1. engineering object in a channel, placed at a boundary between <X> domains [ISO/IEC 10746-3:2009 Information technology — Open Distributed Processing — Reference Model: Architecture, 8.1.11]

Note 1 to entry: An <X> interceptor performs checks to enforce or monitor policies on permitted interactions between basic engineering objects in different domains; performs transformations to mask differences in interpretation of data by basic engineering objects in different domains. An inter-subnetwork relay is an example of an interceptor.

3.12
<X> pattern

3.13
A-0 context diagram
1. the only context diagram that is required for a valid IDEF0 model, the A-0 diagram contains one box, which represents the top-level function being modeled, the inputs, controls, outputs, and mechanisms attached to this box, the full model name, the model name abbreviation, the model’s purpose statement, and the model’s viewpoint statement [IEEE 1320.1-1998 (R2004) IEEE Standard for Functional Modeling Language - Syntax and Semantics for IDEF0]

3.14
A-profile
3.15  
ABC  
1. activity-based costing

3.16  
abend  
1. abnormal end

3.17  
abnormal end (abend)  
1. termination of a process prior to completion  
cf. abort, exception

3.18  
abort  
1. to terminate a process prior to completion  
cf. abend, exception

3.19  
absolute address  
explicit address  
specific address  
1. address that is permanently assigned to a device or storage location and that identifies the device or location  
without the need for translation or calculation  
cf. relative address, relocatable address, symbolic address, absolute assembler, absolute code, absolute instruction

3.20  
absolute assembler  
1. assembler that produces absolute code  
cf. relocating assembler

3.21  
absolute code  
specific code  
1. code in which all addresses are absolute addresses  
cf. relocatable code

3.22  
absolute instruction  
1. computer instruction in which all addresses are absolute addresses  
cf. direct instruction, effective instruction, immediate instruction, indirect instruction

3.23  
absolute loader  
1. loader that reads absolute machine code into main memory, beginning at the initial address assigned to the  
code by the assembler or compiler, and performs no address adjustments on the code  
cf. relocating loader

3.24  
abstract class  
1. class that cannot be instantiated independently [IEEE 1320.2-1998 (R2004) IEEE Standard for Conceptual  
Modeling Language Syntax and Semantics for IDEF1X97 (IDEFObject), 3.1.1]

Note 1 to entry: That is, instantiation must be accomplished via a subclass. A class for which every instance must also be an  
instance of a subclass in the cluster (a total cluster) is called an abstract class with respect to that cluster.

3.25  
abstract data type  
1. data type for which only the properties of the data and the operations to be performed on the data are specified,  
without concern for how the data will be represented or how the operations will be implemented
3.26 abstract design
1. generic form that needs specialization (further design work) to produce concrete designs
2. design aimed at producing designs

3.27 abstraction
cf. data abstraction

3.28 AC

3.29 acceptability
1. exposure to loss (financial or otherwise) that an organization is willing to tolerate from a risk

Note 1 to entry: Risk acceptability can apply to an individual risk or to a collection of risks, such as the totality of risks confronting a project or enterprise. Acceptability can differ for different categories of risk and can depend on the cost of treatment or other factors.

3.30 acceptability criteria
1. documented set of characteristics of a program's work products that if satisfied, forms a sufficient basis for judging each product's content to be acceptable to support a successful review or audit [IEEE 15288.2:2014 IEEE Standard for Technical Reviews and Audits on Defense Programs, 3.1]

3.31 acceptable
1. meeting stakeholder expectations that can be shown to be reasonable or merited

3.32 acceptance criteria
1. criteria that a system or component must satisfy in order to be accepted by a user, customer, or other authorized entity 2. a set of conditions that is required to be met before deliverables are accepted [A Guide to the Project Management Body of Knowledge (PMBOK® Guide) — Fifth Edition]
cf. requirement, test criteria

3.33 acceptance test
1. test of a system or functional unit usually performed by the purchaser on his premises after installation with the participation of the vendor to ensure that the contractual requirements are met [ISO/IEC 2382:2015, Information technology — Vocabulary]
cf. acceptance testing, validation test

3.34 acceptance testing
1. testing conducted to determine whether a system satisfies its acceptance criteria and to enable the customer to determine whether to accept the system 2. formal testing conducted to enable a user, customer, or other authorized entity to determine whether to accept a system or component [IEEE 1012-2012 IEEE Standard for System and Software Verification and Validation, 3.1]
cf. acceptance test, validation test
3.35
accepted deliverables
1. products, results, or capabilities produced by a project and validated by the project customer or sponsors as meeting their specified acceptance criteria [A Guide to the Project Management Body of Knowledge (PMBOK® Guide) — Fifth Edition]

3.36
access
1. to obtain the use of a resource [ISO/IEC 2382:2015, Information technology — Vocabulary]

3.37
access facility
1. set of service primitives that allow a stub objects to negotiate the abstract and transfer syntax to be used for the operation data to be transmitted over the channel [ISO/IEC 14752:2000 Information technology — Open Distributed Processing — Protocol support for computational interactions, 3.3.1]

3.38
access method
1. technique to obtain the use of data, the use of storage in order to read or write data, or the use of an input-output channel to transfer data [ISO/IEC 2382:2015, Information technology — Vocabulary]

3.39
access routine
1. routine that provides access to a data structure that is hidden, usually because it is a global variable or used in an abstract data type.

3.40
access transparency
1. distribution transparency which masks differences in data representation and invocation mechanisms to enable interworking between objects [ISO/IEC 10746-3:2009 Information technology — Open Distributed Processing — Reference Model: Architecture, 4.4.1.1]

3.41
accessibility
1. extent to which products, systems, services, environments and facilities can be used by people from a population with the widest range of characteristics and capabilities to achieve a specified goal in a specified context of use [ISO/IEC 25064:2013 Systems and software engineering — Software product Quality Requirements and Evaluation (SQaRE) — Common Industry Format (CIF) for usability: User needs report, 4.1] 2. degree to which a product or system can be used by people with the widest range of characteristics and capabilities to achieve a specified goal in a specified context of use [ISO/IEC 25010:2011 Systems and software engineering — Systems and software Quality Requirements and Evaluation (SQaRE) — System and software quality models, 4.2.4.6] 3. usability of a product, service, environment or facility by people with the widest range of capabilities [ISO/IEC 25062:2006 Software engineering — Software product Quality Requirements and Evaluation (SQaRE) — Common Industry Format (CIF) for usability test reports, 4.1; ISO/IEC 26514:2008 Systems and software engineering — requirements for designers and developers of user documentation, 4.1]

Note 1 to entry: Although “accessibility” typically addresses users who have disabilities, the concept is not limited to disability issues. The range of capabilities includes disabilities associated with age. Accessibility for people with disabilities can be specified or measured either as the extent to which a product or system can be used by users with specified disabilities to achieve specified goals with effectiveness, efficiency, freedom from risk and satisfaction in a specified context of use, or by the presence of product properties that support accessibility. Context of use includes direct use or use supported by assistive technologies.


3.42
accessibility testing
1. type of usability testing used to measure the degree to which a test item can be operated by users with the widest possible range of characteristics and capabilities [ISO/IEC/IEEE 29119-1:2013 Software and systems engineering — Software testing — Part 1: Concepts and definitions, 4.1]
3.43 accident
1. unplanned event or series of events that results in death, injury, illness, environmental damage, or damage to or loss of equipment or property [IEEE 1228-1994 (R2002) IEEE Standard for Software Safety Plans, 3.1.1]

3.44 accountability
1. degree to which the actions of an entity can be traced uniquely to the entity [ISO/IEC 25010:2011 Systems and software engineering — Systems and software Quality Requirements and Evaluation (SQuaRE) — System and software quality models, 4.2.6.4]

3.45 accuracy
1. qualitative assessment of correctness, or freedom from error 2. quantitative measure of the magnitude of error 3. Within the quality management system, accuracy is an assessment of correctness [A Guide to the Project Management Body of Knowledge (PMBOK® Guide) — Fifth Edition]
cf. precision

3.46 accuracy of measurement
1. the closeness of the agreement between the result of a measurement and the true value of the measurand [ISO/IEC TR 14143-3:2003 Information technology — Software measurement — Functional size measurement — Part 3: Verification of functional size measurement methods, 3.1]

Note 1 to entry: Accuracy is a qualitative concept. The term precision is not a synonym for “accuracy”. A true value is a value consistent with the definition of a given particular quantity and this is a value that would be obtained by a perfect measurement. In contexts where perfect measurement is not practically feasible, a conventional true value is a value attributed to a particular quantity and accepted, sometimes by convention, as having an uncertainty appropriate for a given purpose. ‘Conventional true value’, in the same reference, is sometimes called assigned value, best estimate of the value, conventional value or reference value. The accuracy can be expressed in terms of the Mean magnitude of relative error.


3.47 ACIA
1. asynchronous communication interface adapter

3.48 ACID

3.49 ACQ

3.50 acquire project team
1. the process of confirming human resource availability and obtaining the team necessary to complete project activities [A Guide to the Project Management Body of Knowledge (PMBOK® Guide) — Fifth Edition]

3.51 acquirer
owner purchaser
software engineering — System life cycle processes, 4.1.1] 2. person or organization that acquires or procures a system, software product, or software service (which can be part of a system) from a supplier [ISO/IEC TR 12182:2015 Systems and software engineering — Framework for categorization of IT systems and software, and guide for applying it, 3.13] 3. individual or organization that acquires or procures a system, software product or software service from a supplier [ISO/IEC 25040:2011 Systems and software engineering — Systems and software Quality Requirements and Evaluation (SQuaRE) — Evaluation process, 4.1]

Note 1 to entry: The acquirer can be internal or external to the supplier organization. Acquisition of a software product can involve, but does not necessarily require, a legal contract or a financial transaction between the acquirer and supplier.

3.52 acquisition

3.53 acquisition strategy
1. specific approach to acquiring products and services that is based on considerations of supply sources, acquisition methods, requirements specification types, contract or agreement types, and related acquisition risks

3.54 action

3.55 action entry
1. indication of the relevance of an action to a particular rule [ISO 5806:1984 Information processing — Specification of single-hit decision tables, 3.9]

3.56 action of interest
1. action in a transaction which leads to a state change of significance to the transaction [ISO/IEC 10746-3:2009 Information technology — Open Distributed Processing — Reference Model: Architecture, 13.7.1.2]

3.57 action signature
1. specification of an action that comprises the name for the action, the number, names and types of its parameters, and an indication of the causality of the object that instantiates the action template [ISO/IEC 10746-2:2009 Information technology — Open Distributed Processing — Reference Model: Foundations, 9.14]

3.58 action stub
1. list of all the actions to be taken in the solution of a problem [ISO 5806:1984 Information processing — Specification of single-hit decision tables, 3.11]
3.59 
activation
1. one occurrence of a function's transformation of some subset of its inputs into some subset of its outputs [IEEE 1320.1-1998 (R2004) IEEE Standard for Functional Modeling Language - Syntax and Semantics for IDEF0, 2.1.3]

3.60 
activation constraint
1. function’s requirement for the presence of a non-empty object set in a particular arrow role as a precondition for some activation of the function [IEEE 1320.1-1998 (R2004) IEEE Standard for Functional Modeling Language - Syntax and Semantics for IDEF0, 2.1.4]

3.61 
active area
1. (on-screen documentation) area that responds to user input

EXAMPLE: a window, icon or text field

3.62 
active enterprise object
1. enterprise object that is able to fill an action role [ISO/IEC 15414:2015 Information technology — Open distributed processing — Reference model — Enterprise language, 6.3.1]

3.63 
active interconnection
1. physical interaction mechanism allowing the action of one thing to cause a change or to stimulate an action in another thing [IEEE 1175.2-2006 IEEE Recommended Practice for CASE Tool Interconnection — Characterization of Interconnections, 3.1]

3.64 
active redundancy
1. in fault tolerance, the use of redundant elements operating simultaneously to prevent, or permit recovery from, failures

cf. standby redundancy

3.65 
active text
1. text displayed on the screen that responds to user input

3.66 
active white space
1. area around textual or graphical elements, not including margins, which breaks up text, separates topic and subtopic groupings, indicates hierarchical and topical relationships, highlights information, or makes text easier to read

3.67 
activity
1. set of cohesive tasks of a process [ISO/IEC 12207:2008 Systems and software engineering — Software life cycle processes; ISO/IEC TS 24748-1:2016 Systems and software engineering — Life cycle management — Part 1: Guide for life cycle management, 2.3; ISO/IEC/IEEE 15288:2015 Systems and software engineering — System life cycle processes, 4.1.3] 2. a distinct, scheduled portion of work performed during the course of a project [A Guide to the Project Management Body of Knowledge (PMBOK® Guide) — Fifth Edition] 3. order submitted to the system under test (SUT) by a user or an emulated user demanding the execution of a data processing operation according to a defined algorithm to produce specific output data from specific input data and (if requested) stored data [ISO/IEC 14756:1999 Information technology — Measurement and rating of performance of computer-based software systems, 4.1] 4. defined body of work to be performed, including its required input information and output information 5. set of cohesive tasks of a process, which transforms inputs into outputs [IEEE 730-2014 IEEE Standard for Software Quality Assurance Processes, 3.2] 6. element of work performed during the implementation of a process 7. set of actions that consume time and resources and whose performance is necessary to achieve, or contribute to, the realization of one or more outcomes [ISO/IEC TR 24766:2009 Information technology — Systems and software engineering — Guide for requirements engineering tool capabilities, 3.1] 8. single-headed directed acyclic graph of actions, where occurrence of each action in the graph is made possible by the occurrence of all immediately
preceding actions (i.e., by all adjacent actions which are closer to the head) [ISO/IEC 10746-2:2009 Information technology — Open Distributed Processing — Reference Model: Foundations, 8.6]

Note 1 to entry: An activity normally has an expected duration, cost, and resource requirements. Activities are often subdivided into tasks.

3.68 activity attributes
1. multiple attributes associated with each schedule activity that can be included within the activity list. Activity attributes include activity codes, predecessor activities, successor activities, logical relationships, leads and lags, resource requirements, imposed dates, constraints, and assumptions [A Guide to the Project Management Body of Knowledge (PMBOK® Guide) — Fifth Edition]

3.69 activity code
1. one or more numerical or text values that identify characteristics of the work or in some way categorize the schedule activity that allows filtering and ordering of activities within reports [A Guide to the Project Management Body of Knowledge (PMBOK® Guide) — Fifth Edition]

3.70 activity cost estimates
1. the projected cost of the schedule activity that includes the cost for all resources required to perform and complete the activity, including all cost types and cost components [A Guide to the Project Management Body of Knowledge (PMBOK® Guide) — Fifth Edition]

3.71 activity duration
1. the time in calendar units between the start and finish of a schedule activity [A Guide to the Project Management Body of Knowledge (PMBOK® Guide) — Fifth Edition]

cf. duration

3.72 activity duration estimate
1. a quantitative assessment of the likely amount or outcome for the duration of an activity [A Guide to the Project Management Body of Knowledge (PMBOK® Guide) — Fifth Edition]

3.73 activity group
1. set of related activities.

---

**Figure 1 — Activity group**
3.74 activity identifier
1. a short, unique numeric or text identification assigned to each schedule activity to differentiate that project activity from other activities. Typically unique within any one project schedule network diagram [A Guide to the Project Management Body of Knowledge (PMBOK® Guide) — Fifth Edition]

3.75 activity list
1. a documented tabulation of schedule activities that shows the activity description, activity identifier, and a sufficiently detailed scope of work description so project team members understand what work is to be performed [A Guide to the Project Management Body of Knowledge (PMBOK® Guide) — Fifth Edition]

3.76 activity resource requirements
1. the types and quantities of resources required for each activity in a work package [A Guide to the Project Management Body of Knowledge (PMBOK® Guide) — Fifth Edition]

3.77 activity type
1. classification of activities defined by the execution of the same algorithm [ISO/IEC 14756:1999 Information technology — Measurement and rating of performance of computer-based software systems, 4.2]

3.78 activity-based costing (ABC)
1. cost accounting method that allocates overhead costs based on specific production activities rather than allocating from a single overhead pool

3.79 activity-oriented WBS
1. a work breakdown structure in which activities and tasks are denoted by verbs that indicate work to be accomplished. Each task name includes the work product or work products to be produced by that task [Software Extension to the PMBOK® Guide Fifth Edition]

3.80 actor
1. role (with respect to that action) in which the enterprise object fulfilling the role participates in the action [ISO/IEC 15414:2015 Information technology — Open distributed processing — Reference model — Enterprise language, 6.3.2] 2. organization or CASE tool that supplies or acquires SEE services [ISO/IEC 15940:2013 Systems and software engineering — Software Engineering Environment Services, 2.10] 3. in UML, someone or something outside the system that interacts with the system

Note 1 to entry: It can be of interest to specify which actor initiates that action.

3.81 actual cost (AC)
3.81.1 actual cost of work performed (ACWP)
1. the realized cost incurred for the work performed on an activity during a specific time period [A Guide to the Project Management Body of Knowledge (PMBOK® Guide) — Fifth Edition]

cf. earned value management, earned value technique

EXAMPLE: 1

3.82 actual depreciation
1. true loss in value of an asset, determined only when the asset is sold

3.83 actual dollar analysis
1. addressing inflation or deflation by using cash-flow amounts that represent actual amounts of money at the time of the cash flow

cf. constant dollar analysis
3.84 actual duration
1. the time in calendar units between the actual start date of the schedule activity and either the data date of the project schedule if the schedule activity is in progress or the actual finish date if the schedule activity is complete [A Guide to the Project Management Body of Knowledge (PMBOK® Guide) — Fifth Edition]

3.85 actual results
1. set of behaviors or conditions of a test item, or set of conditions of associated data or the test environment, observed as a result of test execution [ISO/IEC/IEEE 29119-1:2013 Software and systems engineering — Software testing — Part 1: Concepts and definitions, 4.2]

EXAMPLE: outputs to hardware, changes to data, reports, and communication messages sent

3.86 ACWP
1. actual cost of work performed

3.87 adaptability
1. degree to which a product or system can effectively and efficiently be adapted for different or evolving hardware, software or other operational or usage environments [ISO/IEC 25010:2011 Systems and software engineering — Systems and software Quality Requirements and Evaluation (SQaRE) — System and software quality models, 4.2.8.1] cf. flexibility

Note 1 to entry: Adaptability includes the scalability of internal capacity, such as screen fields, tables, transaction volumes, and report formats. Adaptations include those carried out by specialized support staff, business or operational staff, or end users. If the system is to be adapted by the end user, adaptability corresponds to suitability for individualization as defined in ISO 9241-110.

3.88 adaptation data
1. data used to adapt a program to a given installation site or to given conditions in its operational environment

3.89 adaptation parameter
1. variable that is given a specific value to adapt a program to a given installation site or to given conditions in its operational environment

EXAMPLE: the variable Installation_Site_Latitude

3.90 adapter

3.91 adaptive life cycle
1. a project life cycle, also known as change-driven or agile methods, that is intended to facilitate change and require a high degree of ongoing stakeholder involvement. Adaptive life cycles are also iterative and incremental, but differ in that iterations are very rapid (usually 2-4 weeks in length) and are fixed in time and resources [A Guide to the Project Management Body of Knowledge (PMBOK® Guide) — Fifth Edition]

3.92 adaptive maintenance
1. modification of a software product, performed after delivery, to keep a software product usable in a changed or changing environment [IEEE 14764-2006 Software Engineering - Software Life Cycle Processes - Maintenance, 3.1]

EXAMPLE: The operating system is upgraded and some changes are made to accommodate the new operating system.
Note 1 to entry: Adaptive maintenance provides enhancements necessary to accommodate changes in the environment in which a software product must operate. These changes are those that must be made to keep pace with the changing environment.

3.93
\textbf{added source statements}

1. count of source statements that were created specifically for the software product

3.94
\textbf{additional quality planning tools}

1. a set of tools used to define the quality requirements and to plan effective quality management activities. They include, but are not limited to: brainstorming, force field analysis, nominal group techniques and quality management and control tools [A Guide to the Project Management Body of Knowledge (PMBOK® Guide) — Fifth Edition]

3.95
\textbf{additive weighting}

1. assignment of different values to increase the importance of selected decision attributes
cf: compensatory decision technique, nondimensional scaling, analytic hierarchy process

3.96
\textbf{address}

1. number, character, or group of characters that identifies a given device or storage location 2. to refer to a device or storage location by an identifying number, character, or group of characters 3. to deal with, to take into consideration; (specifically) to decide whether and when a defined documentation topic is to be included, either directly or by reference to another document; to decide whether an item is to be recorded prior to the test execution (in a tool or not in a tool), recorded during the test execution, recorded post-test execution, not recorded (addressed by the process), or excluded.

3.97
\textbf{address field}

address part

1. field of a computer instruction that contains addresses, information necessary to derive addresses, or values of operands
cf: operation field

3.98
\textbf{address format}

1. number and arrangement of address fields in a computer instruction 2. number and arrangement of elements within an address, such as the elements needed to identify a particular channel, device, disk sector, and record in magnetic disk storage
cf: n-address instruction, n-plus-one address instruction

3.99
\textbf{address modification}

1. arithmetic, logical, or syntactic operation performed on an address
cf: effective address, indexed address, relative address, relocatable address

3.100
\textbf{address space}

1. addresses that a computer program can access 2. number of memory locations that a central processing unit can address

Note 1 to entry: In some systems, this is the set of physical storage locations that a program can access, disjoint from other programs, together with the set of virtual addresses referring to those storage locations, which are accessible by other programs.

3.101
\textbf{addressing exception}

1. exception that occurs when a program calculates an address outside the bounds of the storage available to it
cf: data exception, operation exception, overflow exception, protection exception, underflow exception