

A GLOSSARY

This glossary lists and defines the key terms used in the thesis.

actor: anyone or anything that interacts with the system being built.

artifact: the general term for any kind of description or information created, produced, changed, or used by workers when working with the system, user interface sketches and prototypes, components, test plans, test procedures, or external documents.

business actor: anyone or anything, therefore a human or an information system, that is external to the organisation but interacts with it.

business entity: an object that the organization uses to conduct its business or produces during the course of its business.

business worker: a role or set of roles in the business.

discrete manufacturing: discrete-parts manufacturing is characterized by individual parts that are clearly distinguishable.

identity: which uniquely identify that object

manufacturing support systems: a set of systems used by the company to manage production and to solve the technical and logistics problems, including product design and certain business functions

operation sheet: a step-by-step detailed work instructions, that provide dimensions related to individual operations, machining parameters, set-up instructions, and cutting and inspection tools

operations/methods: an interface to the object, and the only way to access the object

process: a software engineering process is the complete set of activities, not their execution, needed to transform users' requirements into a product.

process (in manufacturing): see Chapter 1, definitions

process plan sheet: the output of the process planning, also referred to by different names, such as process sheets, operation sheets, planning sheets, route sheets, or route plans.

route sheet: route sheet, or route plan, specifies operations, operation sequences, work centres, standards, tooling and fixtures.

state: the set of attributes on an object including the intrinsic properties, usually represented as values, as well as the mutual properties, usually represented as references to other objects; the state of an object is not static, but changes over time

Universe of Discourse (UoD): the part of reality in which we are interested during requirements engineering phase, and when the part of reality is modelled.

variable/attributes: an intrinsic property of the entity whose value does not depend on other entities

worker: a position in a particular business process that can be assigned to a person or a team, with specified required responsibilities and abilities.