

Runtime Dependency

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Discussion

A Runtime Dependency is a [Dependency](#) required while a system, service, application, workload, or deployed capability operates.

A Runtime Dependency may include software libraries, operating-system services, container runtimes, network services, identity services, storage services, configuration, credentials, data sources, or external application services.

Runtime Dependencies influence the availability, security, performance, compatibility, and resilience of the operating system or workload that relies on them.

Within Crucible, a Runtime Dependency may be installed in a [Machine Image](#), supplied by the [Deployment Platform](#), or made available through another controlled service in the [Target Environment](#).

Definition

[dependency](#) is required while a system, service, application, workload, or deployed capability operates

Source

Generalized from software engineering, systems engineering, application deployment, and dependency-management usage and specialized for the Crucible architecture and operational model.

Note

A Runtime Dependency differs from a [Build Dependency](#). A Runtime Dependency supports operation after deployment, while a Build Dependency supports creation or preparation of an artefact.

A Runtime Dependency may exist inside the deployed artefact or may be supplied externally by the operating environment.

Example

A deployed Kubernetes node depends on its container runtime, network services, storage interfaces, identity services, and required operating-system libraries. These resources are Runtime Dependencies because the node requires them during operation.

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Last update: **2026/07/13 12:31**

