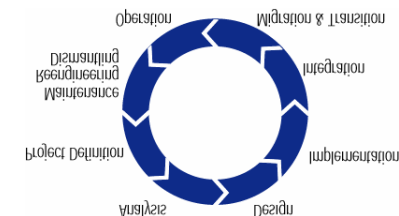
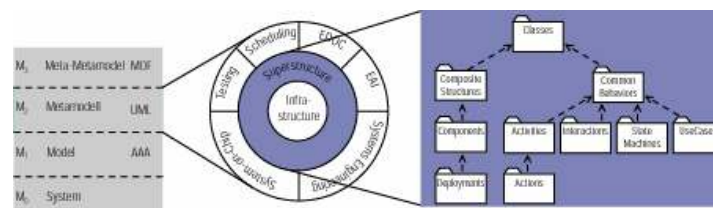
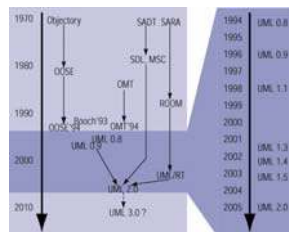


# Unified Modeling Language 2.0

## Part 1 – Introduction

Prof. Dr. Harald Störrle  
 University of Innsbruck  
 mgm technology partners

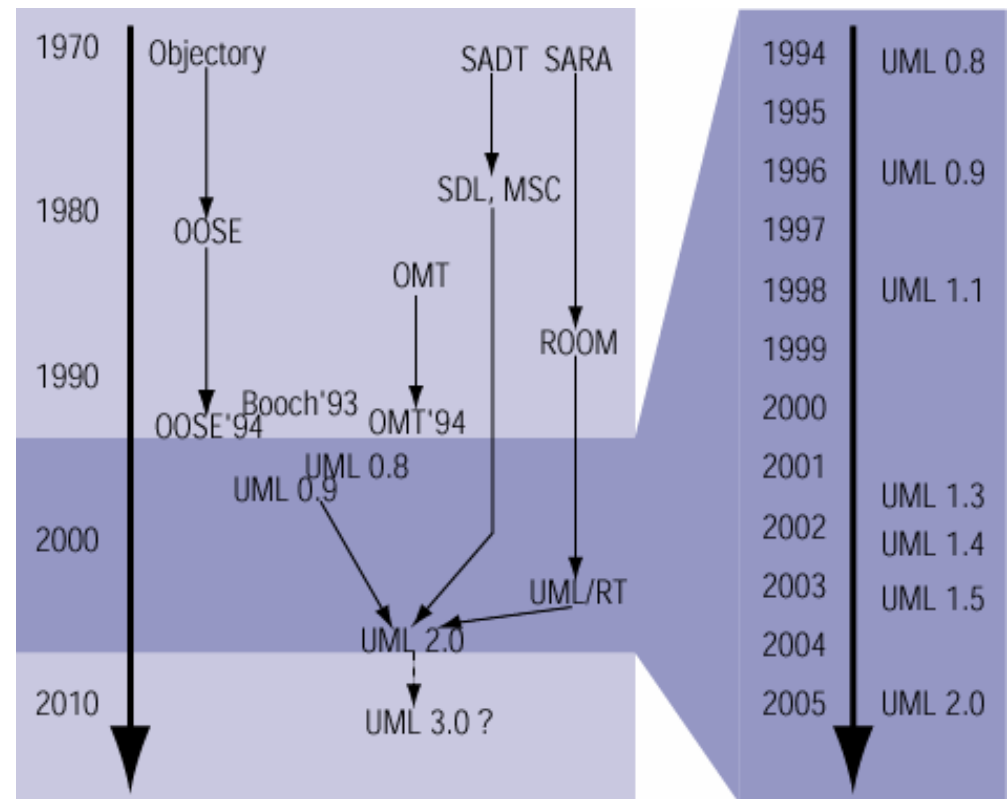
Dr. Alexander Knapp  
 University of Munich



# 1 – Introduction

## History and Predecessors

- The UML is the “lingua franca” of software engineering.
- It subsumes, integrates and consolidates most predecessors.
- Through the network effect, UML has a much broader spread and much better support (tools, books, trainings etc.) than other notations.
- The transition from UML 1.x to UML 2.0 has
  - resolved a great number of issues;
  - introduced many new concepts and notations (often feebly defined);
  - overhauled and improved the internal structure completely.
- While UML 2.0 still has many problems, it is much better than what we ever had before.



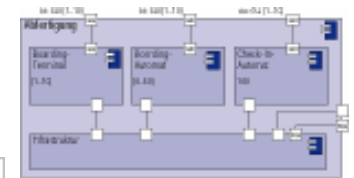
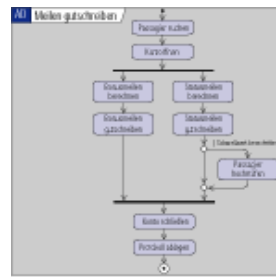
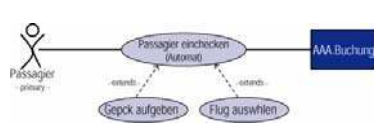
*current version (“the standard”)  
formal/05-07-04 of August ‘05*

# 1 – Introduction

## Usage Scenarios

- UML has not been designed for specific, limited usages.
- There is currently no consensus on the role of the UML:
  - Some see UML only as tool for sketching class diagrams representing Java programs.
  - Some believe that UML is “*the prototype of the next generation of programming languages*”.
- UML is a really a system of languages (“notations”, “diagram types”) each of which may be used in a number of different situations.
- UML is applicable for a multitude of purposes, during all phases of the software lifecycle, and for all sizes of systems – to varying degrees.

# 1 - Introduction Usage Scenarios



Project Definition

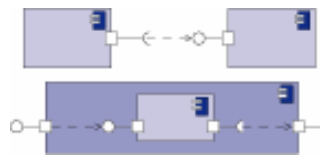
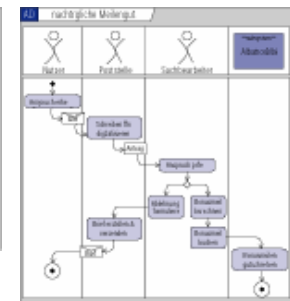
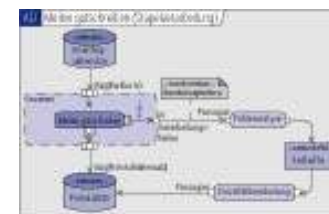
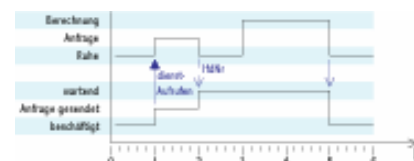
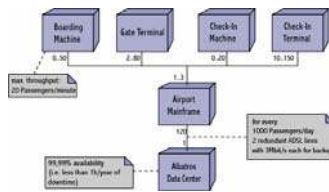
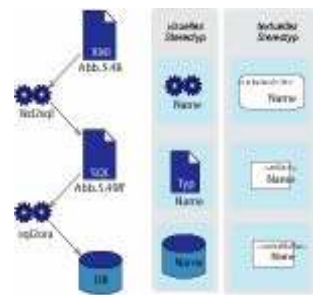
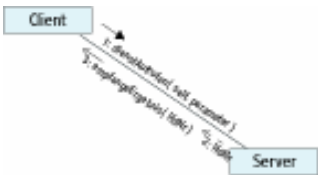
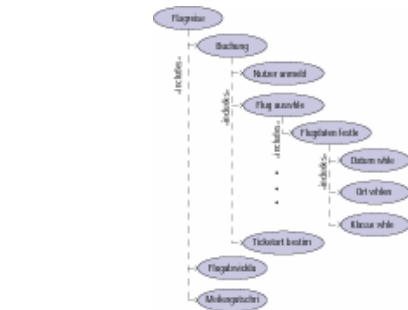
Maintenance  
Reengineering  
Dismantling

Implementation

Integration

Operation

Migration & Transition



# 1 - Introduction

## Diagram types in UML 2

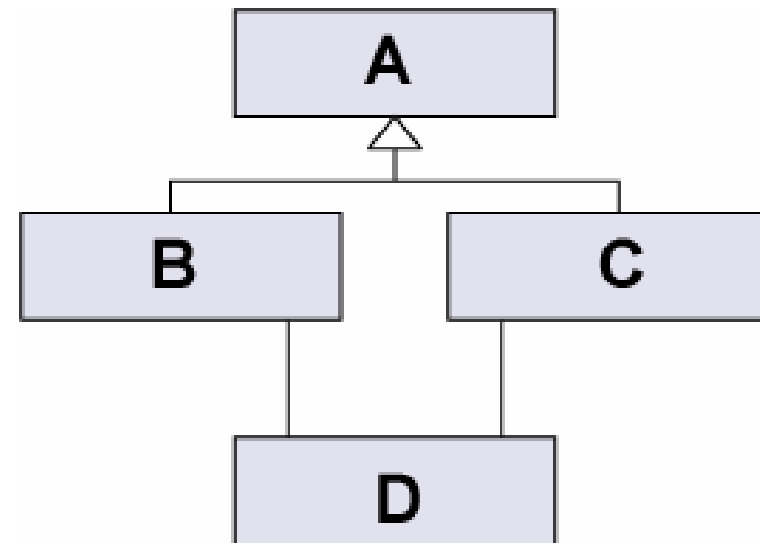
UML is a coherent system of languages rather than a single language. Each language has its particular focus.

<b>Structure</b>	Class Diagram	static structure (generic/snapshot)	
	Composite Structure Diagram	logical system structure	
	Component Diagram	physical system structure	
	Deployment Diagram	computing infrastructure / deployment	
	Package Diagram	containment hierarchy	
<b>Behavior</b>	Use Case Diagram	abstract functionality	
	Activity Diagram	controlflow and dataflow	
	<b>Interaction</b>	Sequence Diagram	message exchange over time
		Communication Diagram	structure of interacting elements
		Timing Diagram	coordinated state change over time
		Interaction Overview Diagram	flows of interactions
State Machine Diagram	event-triggered state change		

# 1 – Introduction

## Diagram types also depend on their usage

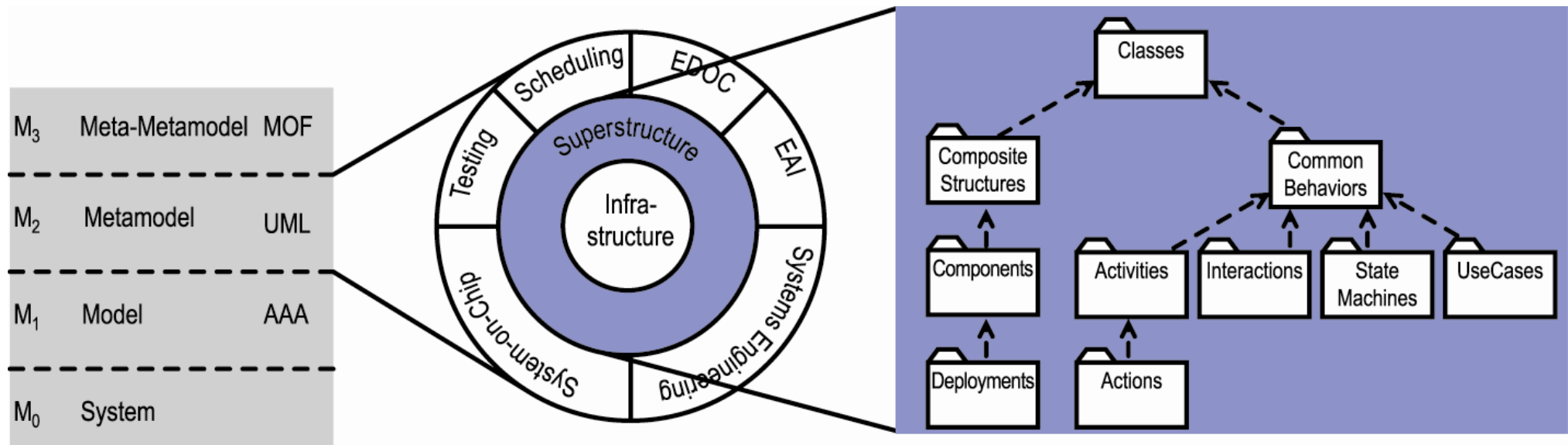
- Each diagram type may be used in a multitude of settings, for each of which different rules and best practices may apply.
- For instance, class diagrams may be used during analysis as well as during implementation.
- During analysis, this class diagram is bad, or at least suspicious.
- During implementation, it is bad if and only if it does not correspond to the code (or other structure) it is used to represent.



# 1 – Introduction

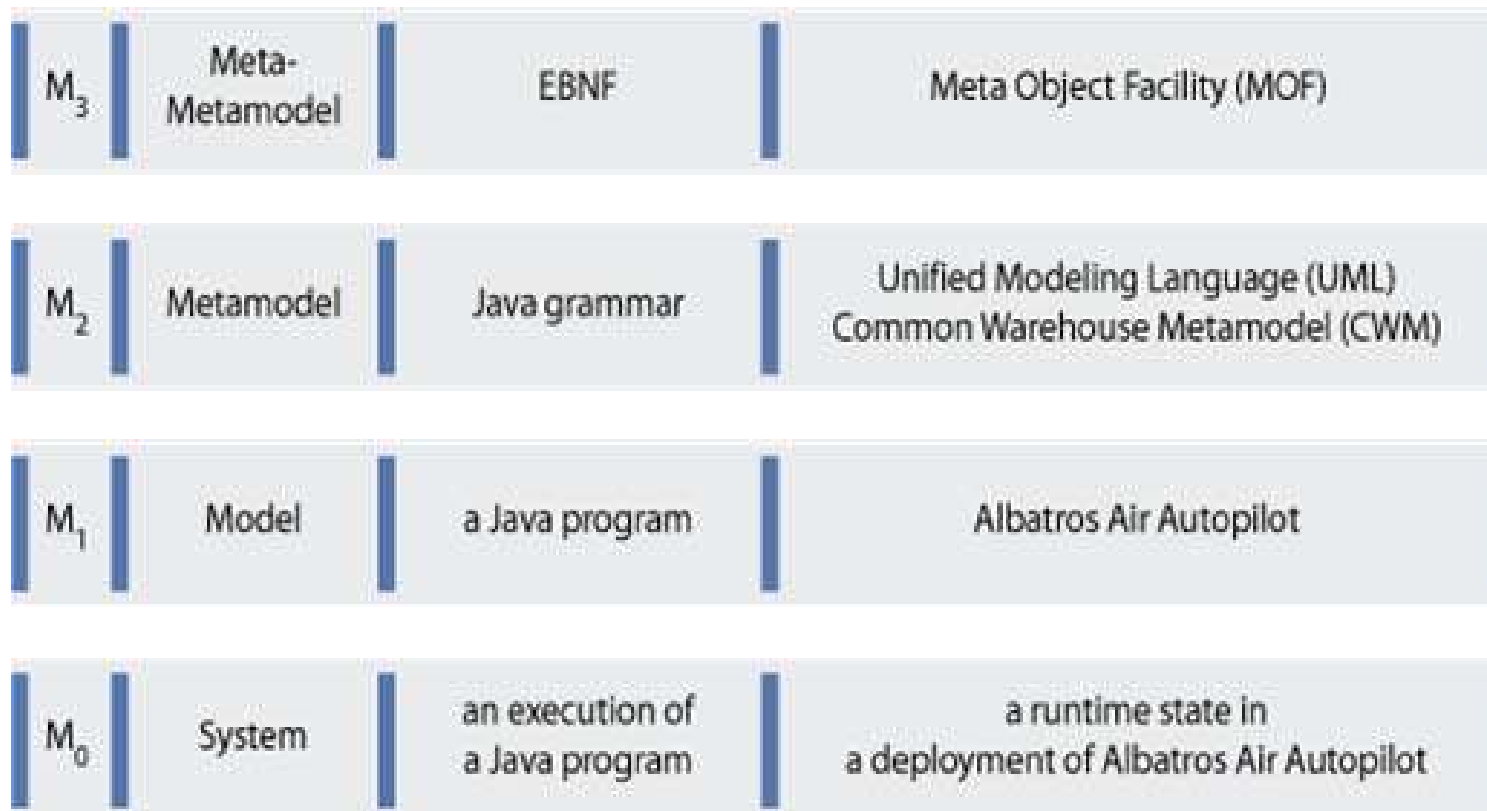
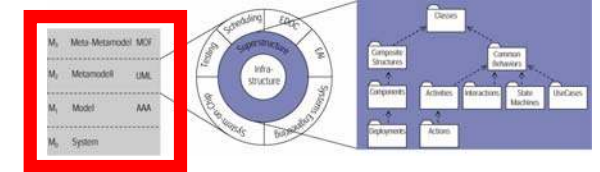
## Internal Structure: Overview

- The UML is structured using a metamodeling approach with four layers.
- The  $M_2$ -layer is called metamodel.
- The metamodel is again structured into rings, one of which is called superstructure, this is the place where concepts are defined (“the metamodel” proper).
- The Superstructure is structured into a tree of packages in turn.



# 1 – Introduction

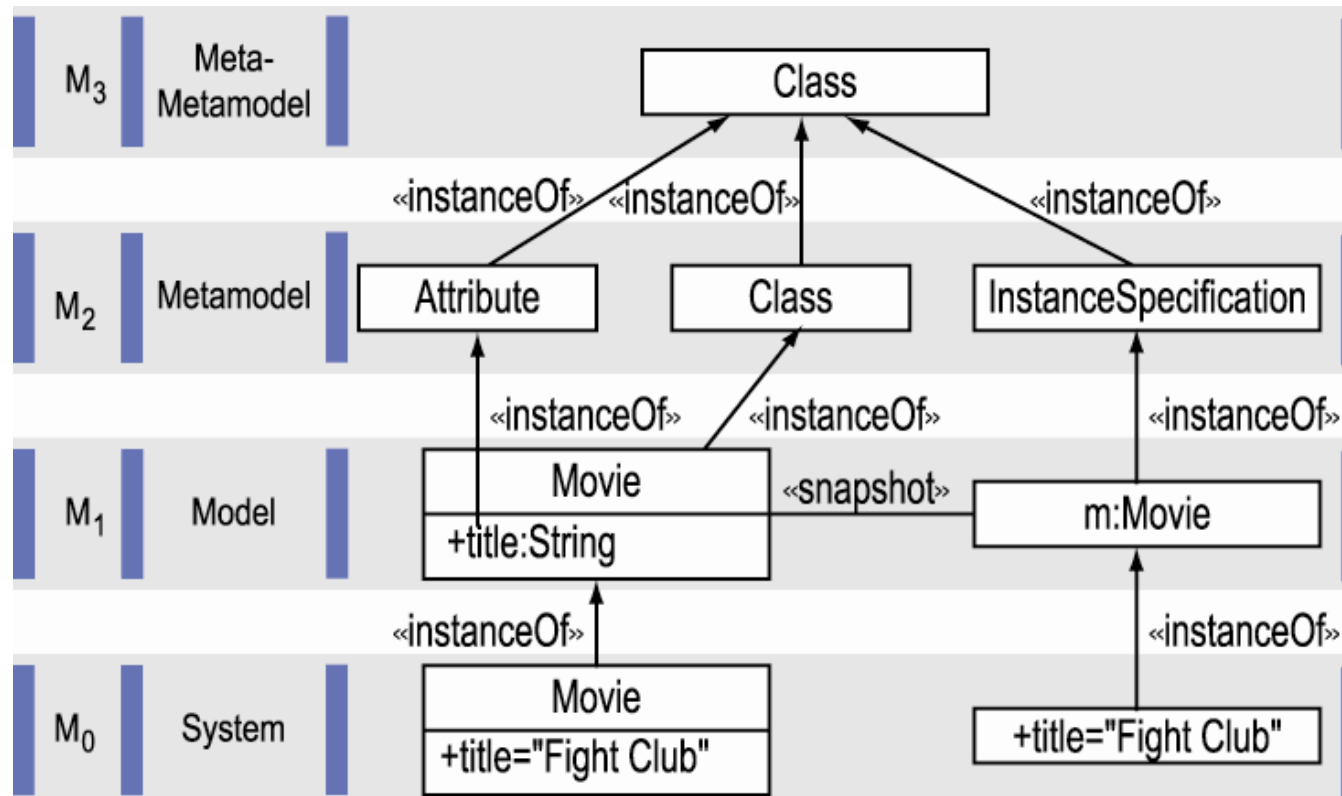
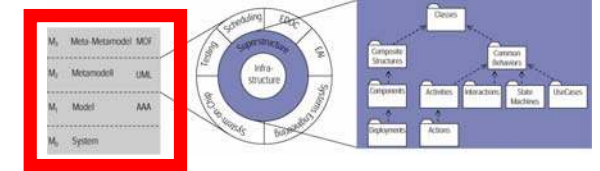
## Internal Structure: Layers





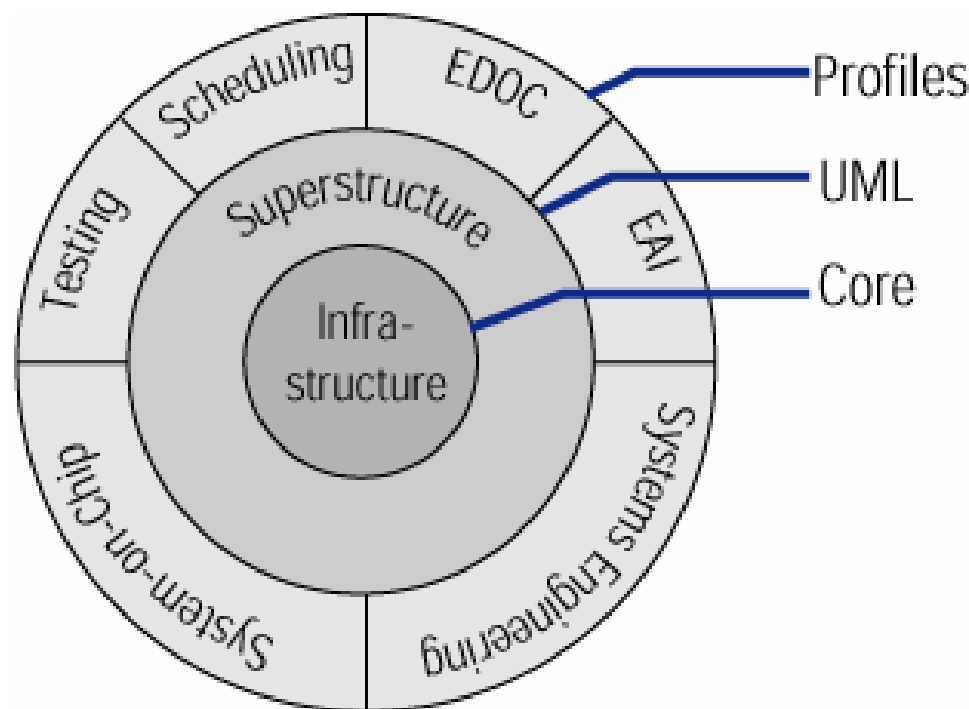
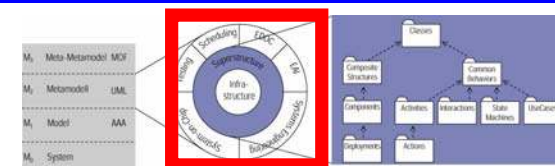
# 1 - Introduction

## Internal Structure: Layers



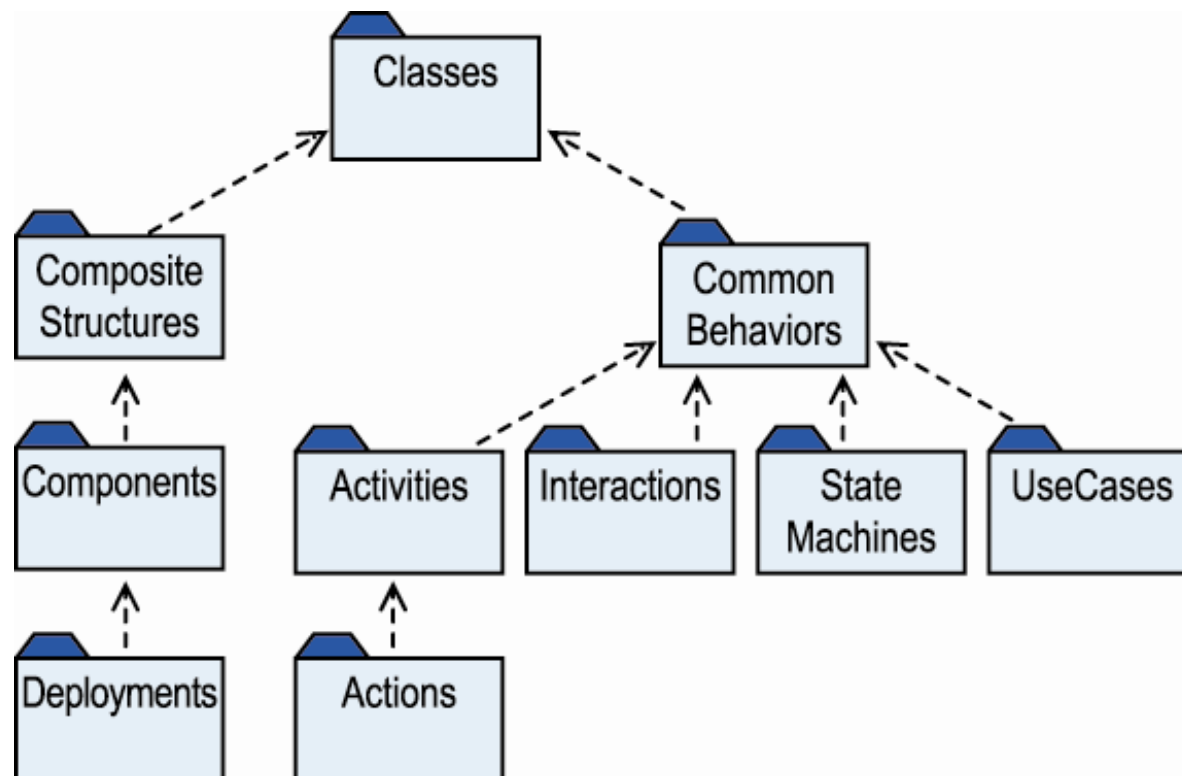
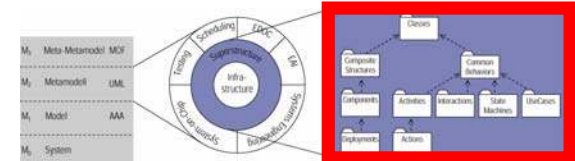
# 1 - Introduction

## Internal Structure: Rings



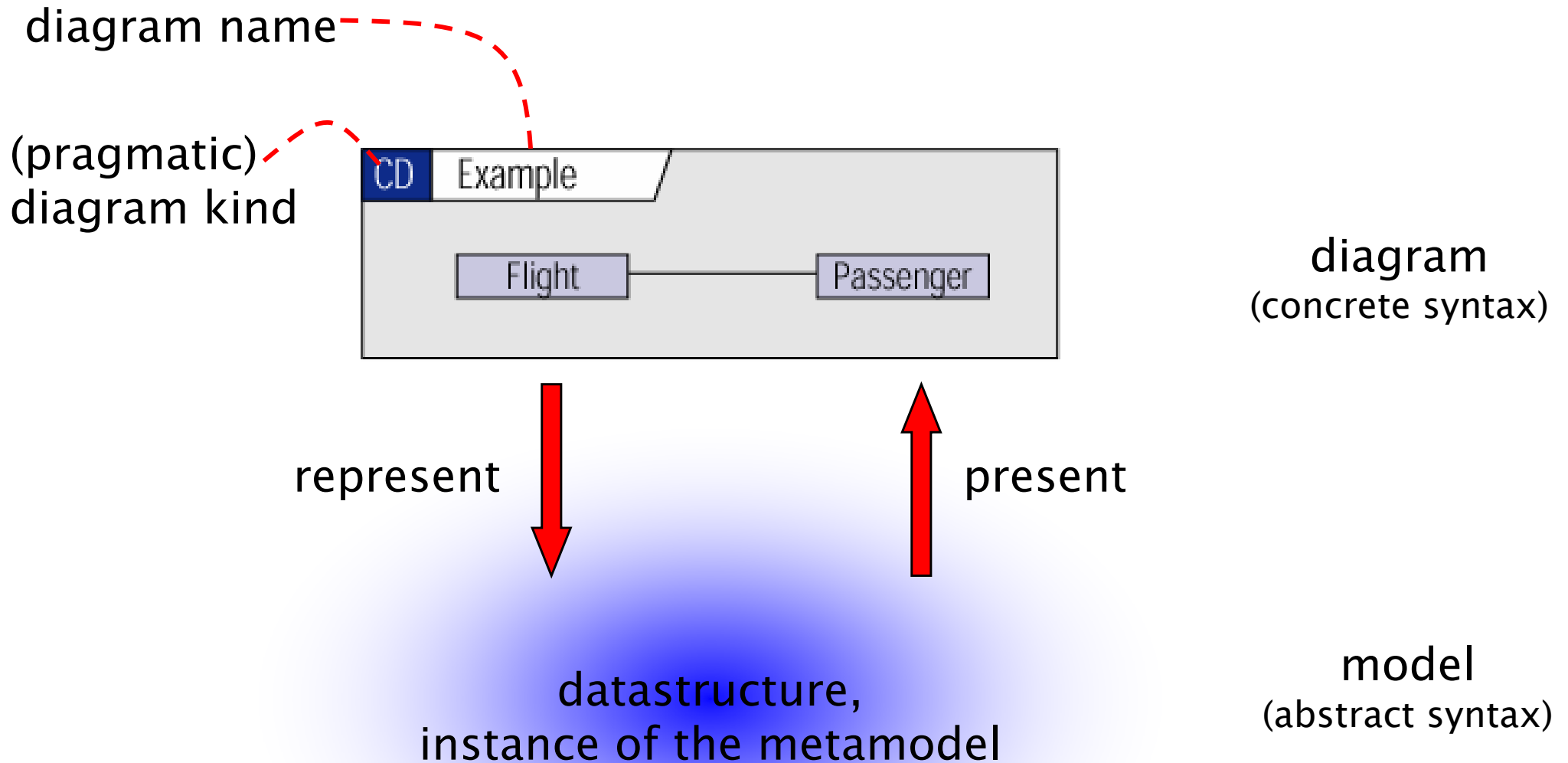
# 1 - Introduction

## Internal Structure: Packages



# 1 - Introduction

## Diagrams and models



# 1 – Introduction

## UML is not (only) object oriented

- A popular misconception about UML is that it is “object oriented” by heart – whatever that means.
- It is true that
  - UML defines concepts like class and generalization;
  - UML is defined using (mainly) a set of class models;
  - UML 2.0 rediscovers the idea of behavior embodied in objects.
- However, UML 2.0
  - also encompasses many other concepts of non- or pre-OO origin (Activities, StateMachines, Interactions, CompositeStructure, ...);
  - may be used in development projects completely independent of their implementation languages (Java, Cobol, Assembler, ...);
  - is not tied to any language or language paradigm, neither by accident nor purpose.

# 1 – Introduction

## UML 1.x vs. UML 2.0

### UML 1.x

- Collaboration diagram
- ActivityGraph is a StateMachine

### UML 2.0

- Communication diagram
- Activity is a Behavior (“Petri-like”)

### New features in UML 2.0

- Activities: exceptions, streams, structured nodes, ...
- traverse-to-completion
- Timing diagram
- interaction overview diagram
- composite structure diagram
- interaction operators
- collaborations

### Other novelties

- Detail changes everywhere
- New overall structure

# 1 – Introduction

## UML 1.x vs. UML 2.0

- **UML 2.0 has several advantages over UML 1.x:**
  - many powerful new concepts
  - much better definitions (i.e. semantics)
  - improved internal structuring
- **However, even though UML 2.0 is much better defined than UML 1.5, the state is still not satisfying, e.g.**
  - syntax
    - overloaded notation: too many synonyms, too much sugaring,
    - lack of notational orthogonality, some people don't even want this,
  - semantics
    - lack of precise semantics: informal, unclear and contradictory definitions,
  - pragmatics
    - lack of methodological basis such as model consistency conditions, usage types etc.
- **Still, it's the best comprehensive (“unified”) modeling language we ever had.**

# 1 – Introduction

## Wrap up

- UML is the lingua franca of software engineering.
- It has many problems, yet it is better than anything we had before.
- It may be used during the whole software lifecycle. UML may help to plan, analyze, design, implement, and document software.
- The UML is structured
  - by a 4-layer metamodeling approach  
( $M_0$ : system,  $M_1$ : model,  $M_2$ : meta model,  $M_3$ : meta meta model),
  - the metamodel is structured into 3 rings  
(infrastructure, superstructure, extensions),
  - the superstructure is organized as a tree of packages.  
(e.g. Actions, Activities, Common Behaviors, Classes, ...)
- UML is not “object oriented” by heart.

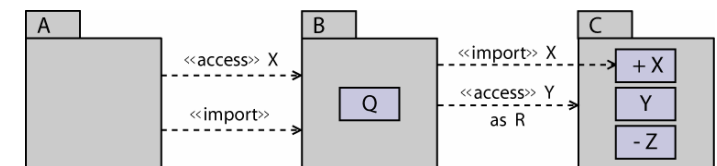
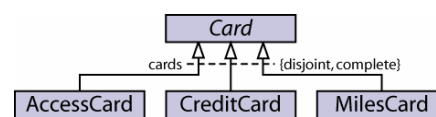
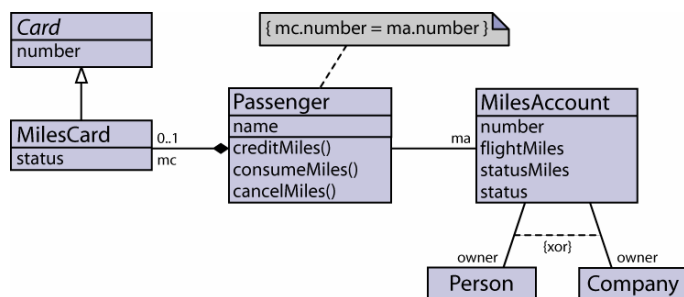


# Unified Modeling Language 2.0

## *Part 2 – Classes and packages*

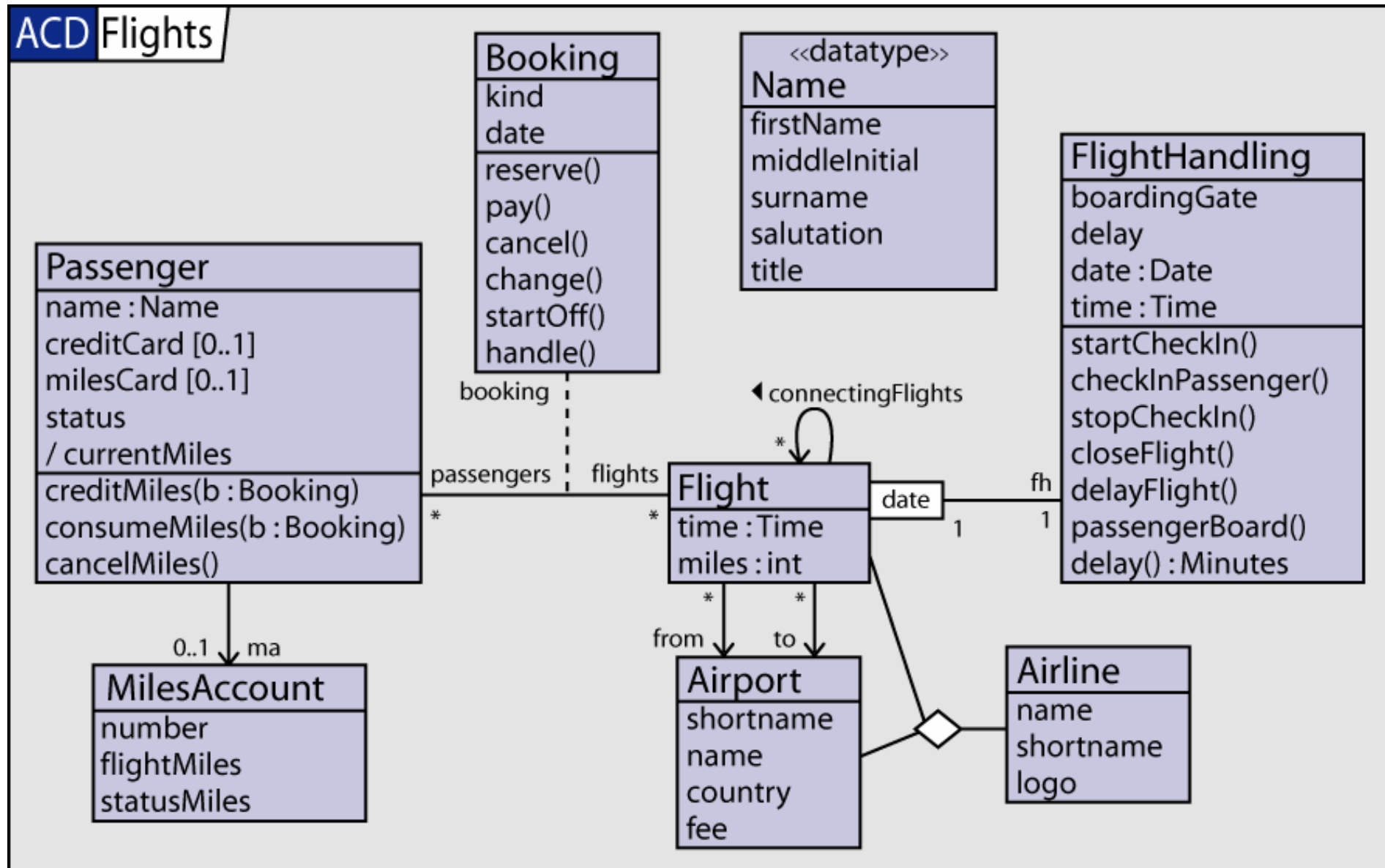
Prof. Dr. Harald Störrle  
University of Innsbruck  
MGM technology partners

Dr. Alexander Knapp  
University of Munich



# 2 - Classes and packages

## A first glimpse



# 2 – Classes and packages

## History and predecessors

- **Structured analysis and design**
  - Entity–Relationship (ER) diagrams (Chen 1976)
- **Semantic nets**
  - Conceptual structures in AI (Sowa 1984)
- **Object–oriented analysis and design**
  - Shlaer/Mellor (1988)
  - Coad/Yourdon (1990)
  - Wirfs–Brock/Wilkerson/Wiener (1990)
  - OMT (Rumbaugh 1991)
  - Booch (1991)
  - OOSE (Jacobson 1992)

# 2 – Classes and packages

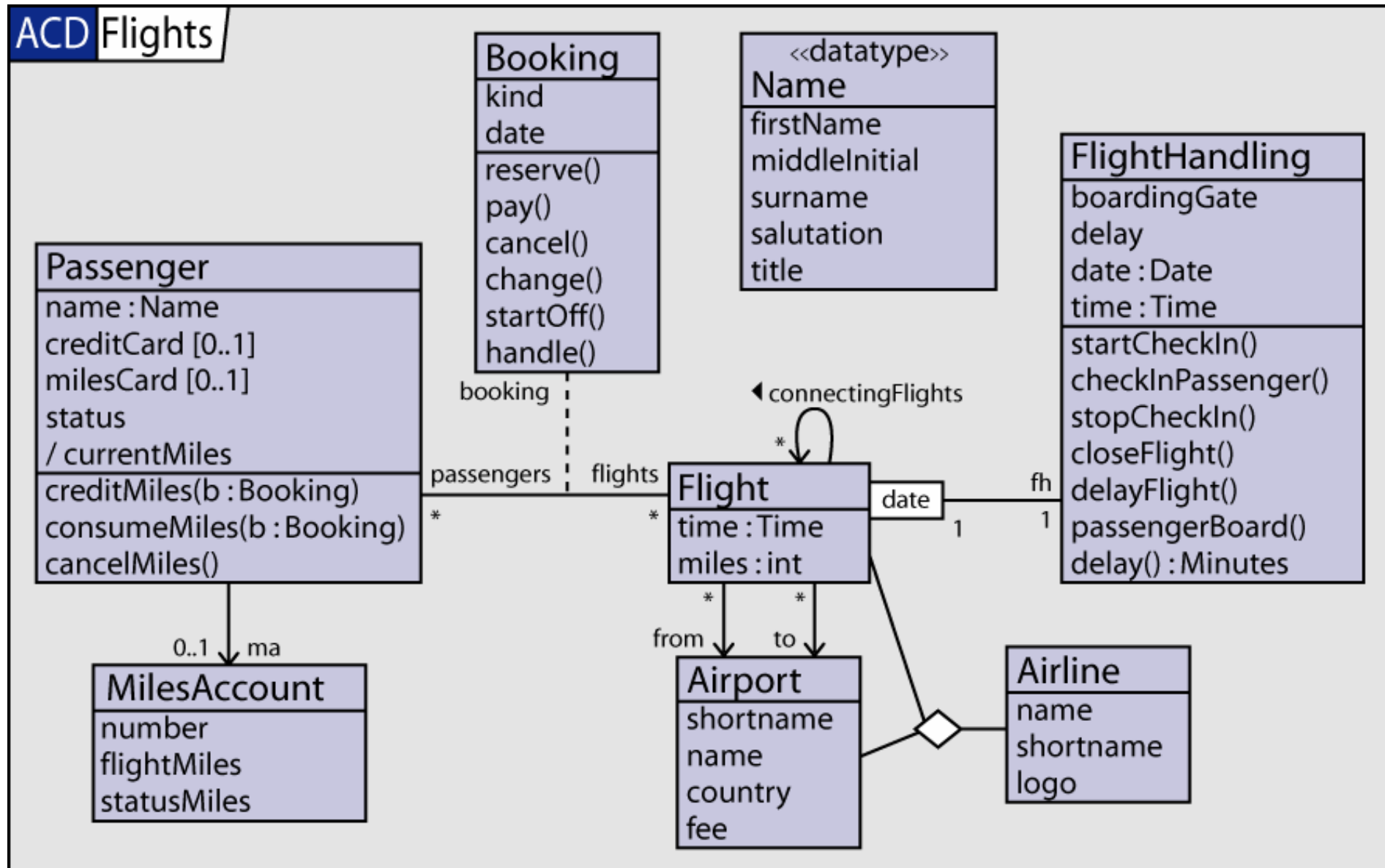
## Usage scenarios

- **Classes and their relationships describe the vocabulary of a system.**
  - **Analysis:** Ontology, taxonomy, data dictionary, ...
  - **Design:** Static structure, patterns, ...
  - **Implementation:** Code containers, database tables, ...
- **Classes may be used with different meaning in different software development phases.**
  - meaning of generalizations varies with meaning of classes

	Analysis	Design	Implementation
Concept	✓		×
Type		✓	✓
Set of objects	×	✓	✓
Code	×		✓

# 2 - Classes and packages

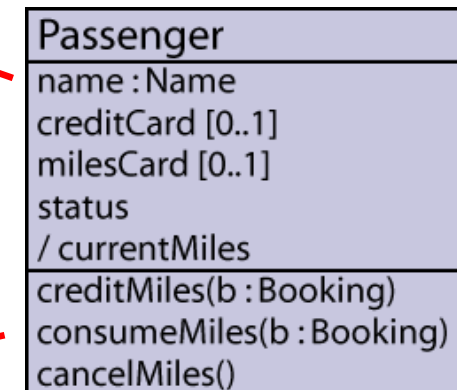
## Analysis class diagram (1)



# 2 - Classes and packages

## Classes

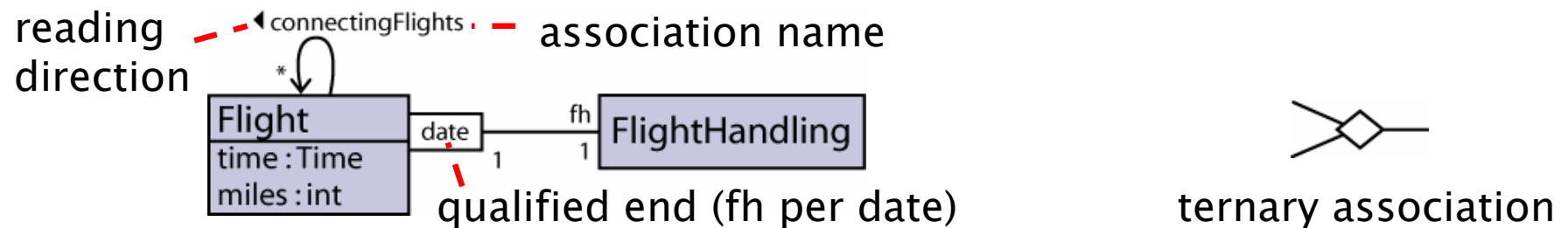
- **Classes describe a set of instances with common features (and semantics).**
  - Classes induce types (representing a set of values).
  - Classes are namespaces (containing named elements).
- **Structural features (are typed elements)**
  - properties
    - commonly known as attributes
    - describe the structure or state of class instances
    - may have multiplicities (e.g. 1, 0..1, 0..\*, \*, 2..5)  
(default: 0..\* = \*, but 1 for association ends)
- **Behavioral features (have formal parameters)**
  - operations
    - services which may be called
    - need not be backed by a method, but may be implemented otherwise



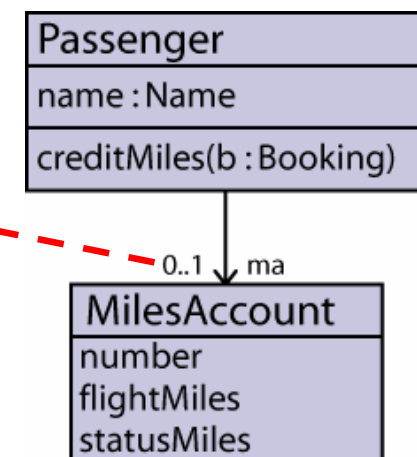
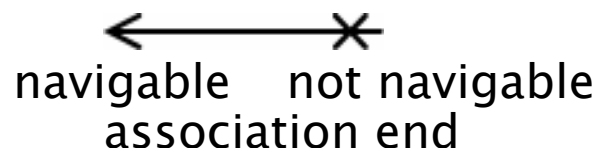
# 2 - Classes and packages

## Associations

- Associations describe sets of tuples whose values refer to typed instances.
  - In particular, structural relationship between classes
  - Instances of associations are called links.



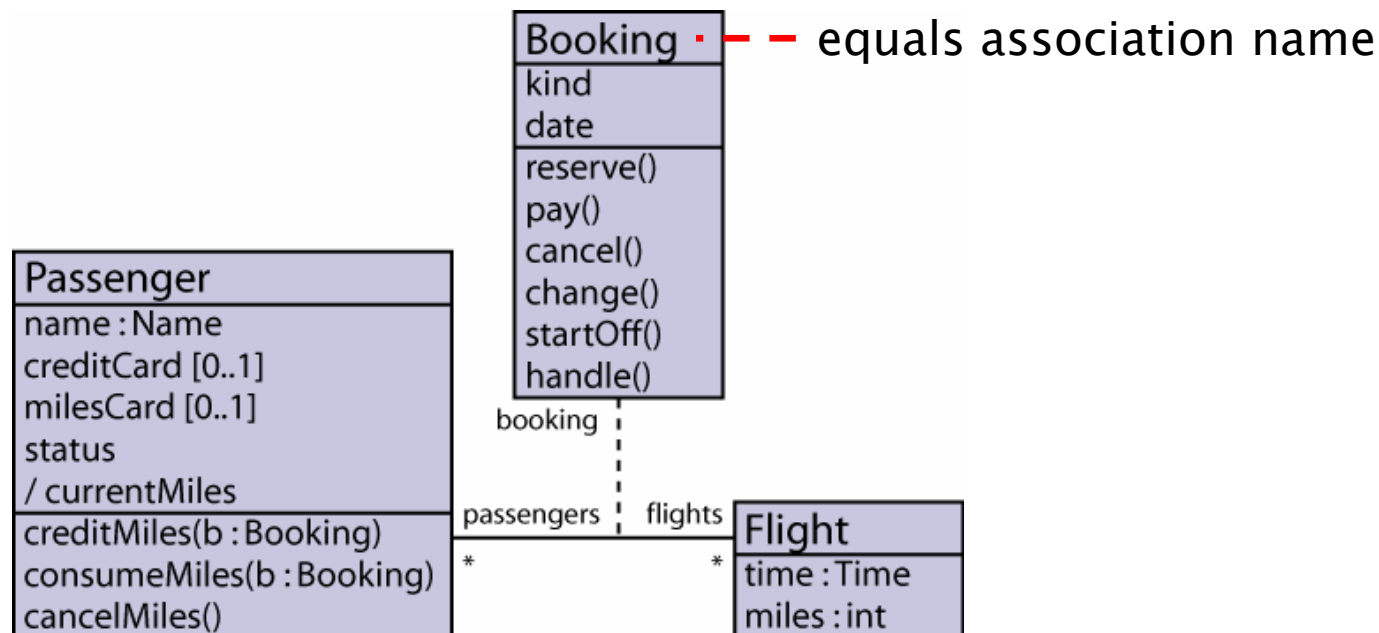
- Association ends are properties.
  - correspond to properties of the opposite class (but default multiplicity is 1)
- Association ends may be navigable.
  - in contrast to general properties



# 2 - Classes and packages

## Association classes

- Association classes combine classes with associations.
  - not only connect a set of classifiers but also define a set of features that belong to the relationship itself and not to any of the classifiers



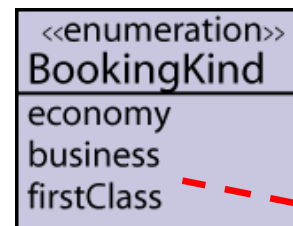
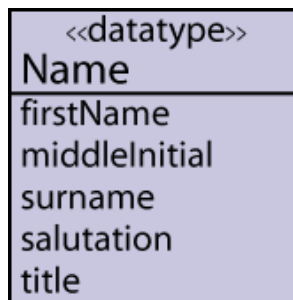
- each instance of Booking has one passenger and one flight
- each link of Booking is one instance of Booking



# 2 - Classes and packages

## Data types and enumerations

- Data types are types whose instances are identified by their value.
  - Instances of classes have an identity.
  - may show structural and behavioral features



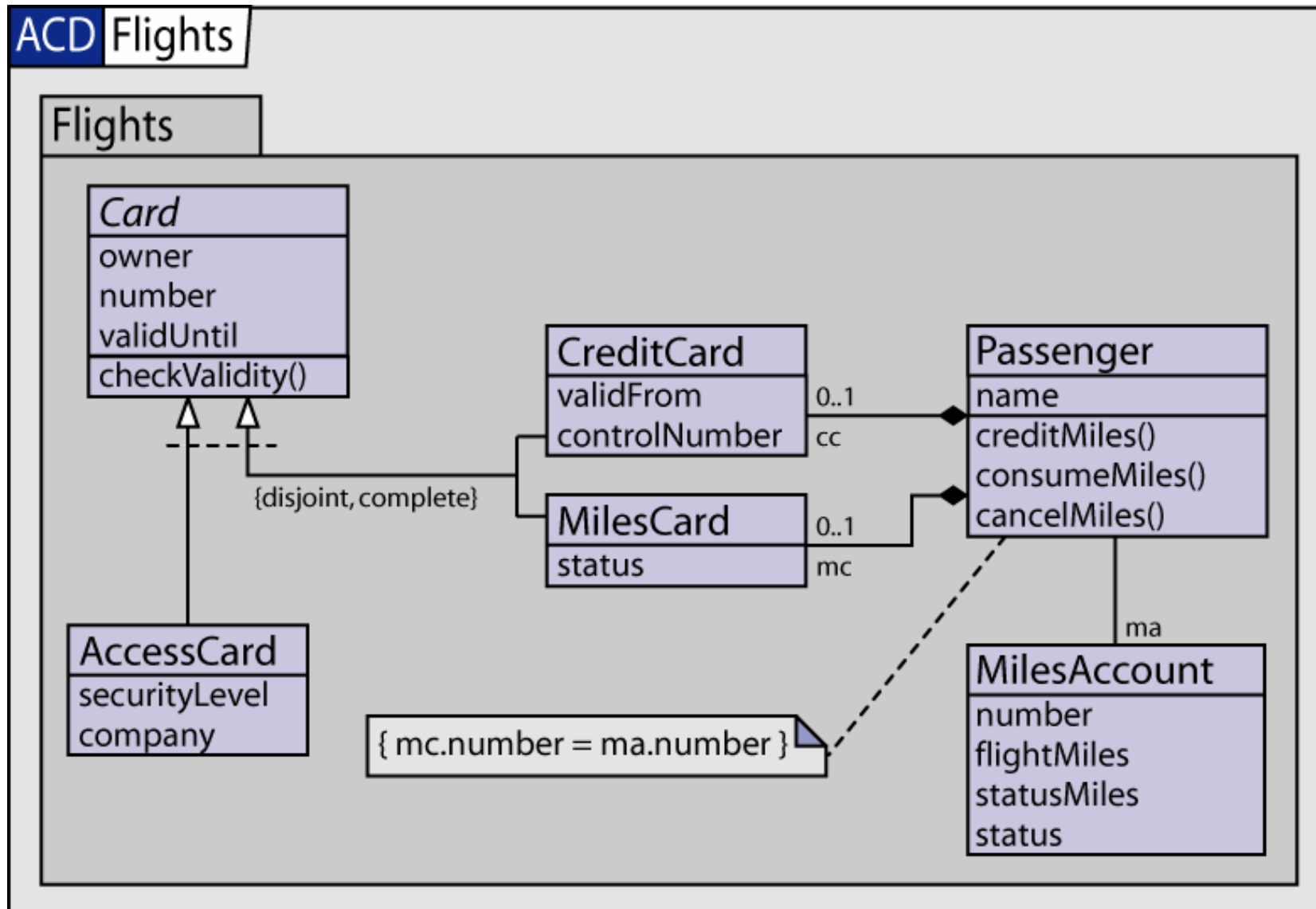
--- compartments for attributes  
and operations suppressed

--- enumeration literals

- Enumerations are special data types.
  - instances defined by enumeration literals
    - denoted by *Enumeration::EnumerationLiteral* or *#EnumerationLiteral*
  - may show structural and behavioral features

# 2 - Classes and packages

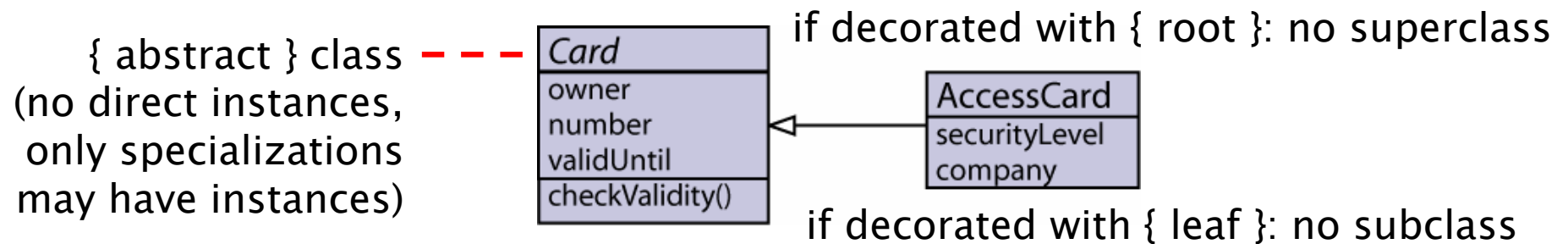
## Analysis class diagram (2)



# 2 - Classes and packages

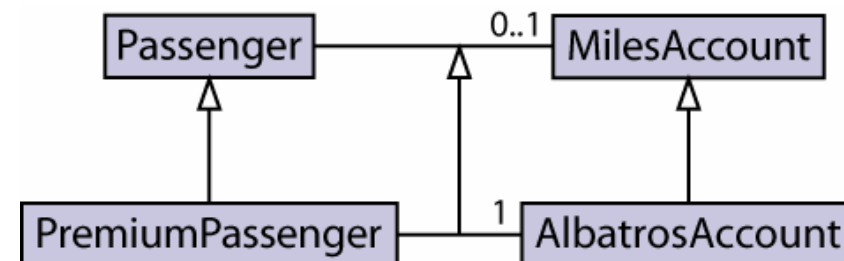
## Inheritance (1)

- Generalizations relate specific classes to more general classes.
  - instances of specific class also instances of the general class
  - features of general class also implicitly specified for specific class



- does not imply substitutability (in the sense of Liskov & Wing)
  - must be specified on specific class separately by { substitutable }

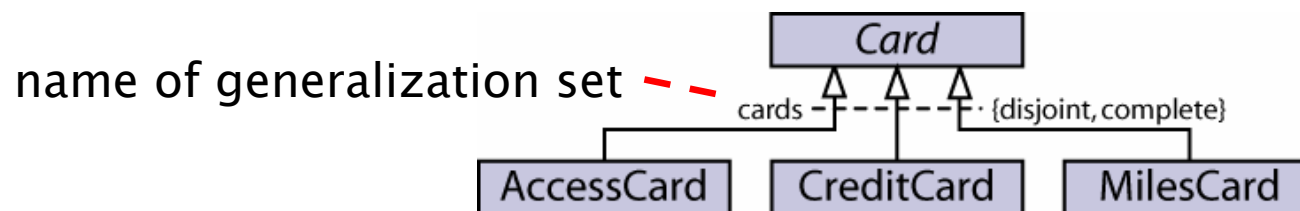
- Generalizations also apply to associations.
  - as both are Classifiers



# 2 - Classes and packages

## Inheritance (2)

- Generalization sets detail the relation between a general and more specific classifiers.
  - { complete } (opposite: { incomplete })
    - all instances of general classifier are instances of one of the specific classifiers in the generalization set
  - { disjoint } (opposite: { overlapping })
    - no instance of general classifier belongs to more than one specific classifier in the generalization set
  - default: { disjoint, incomplete }

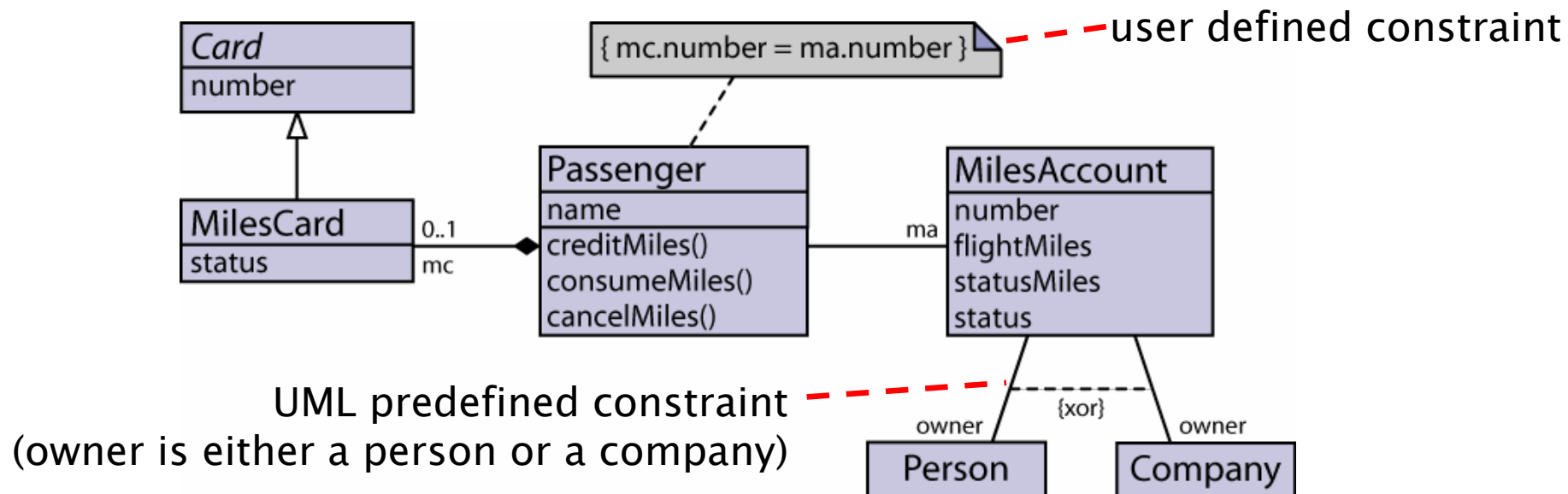


- several generalization sets may be applied to a classifier
  - useful for taxonomies

# 2 - Classes and packages

## Constraints

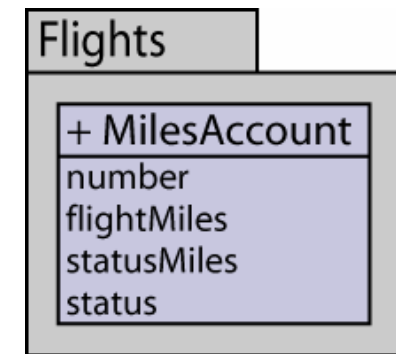
- Constraints restrict the semantics of model elements.
  - constraints may apply to one or more elements
  - no prescribed language
    - OCL is used in the UML 2.0 specification
    - also natural language may be used



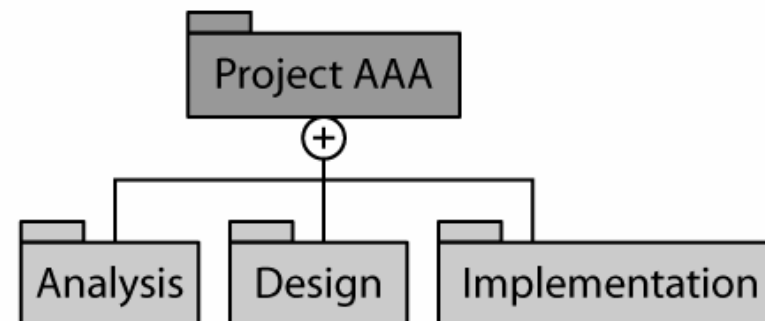
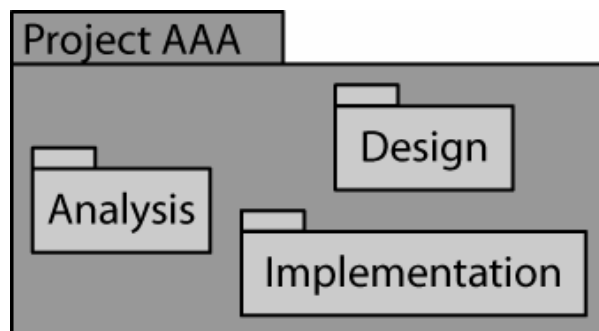
# 2 - Classes and packages

## Packages (1)

- Packages group elements.
  - Packages provide a namespace for its grouped elements.
  - Elements in a package may be
    - public (+, visible from outside; default)
    - private (-, not visible from outside)
  - Access to public elements by qualified names
    - e.g., Flights::MilesAccount



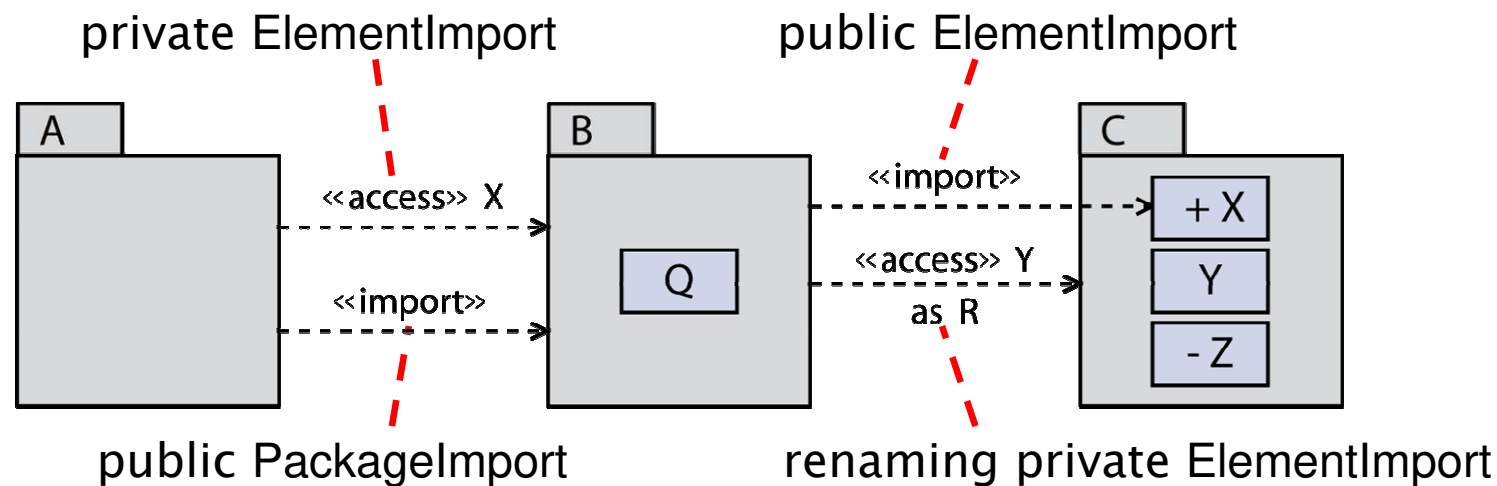
### Notational variants



# 2 - Classes and packages

## Packages (2)

- Package imports simplify qualified names.



Package	Element	Visibility	
A	X	private	separate private element import (otherwise public overrides private)
A	Q	public	all remaining visible elements of B
B	X	public	public import
B	Q	public	default visibility
B	R	private	private import, renaming

# 2 - Classes and packages

## Packages (3)

- Package mergings combine concepts incrementally.

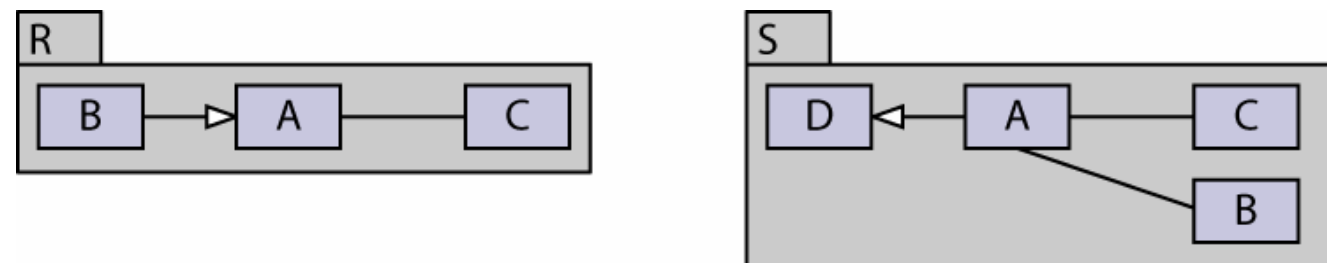
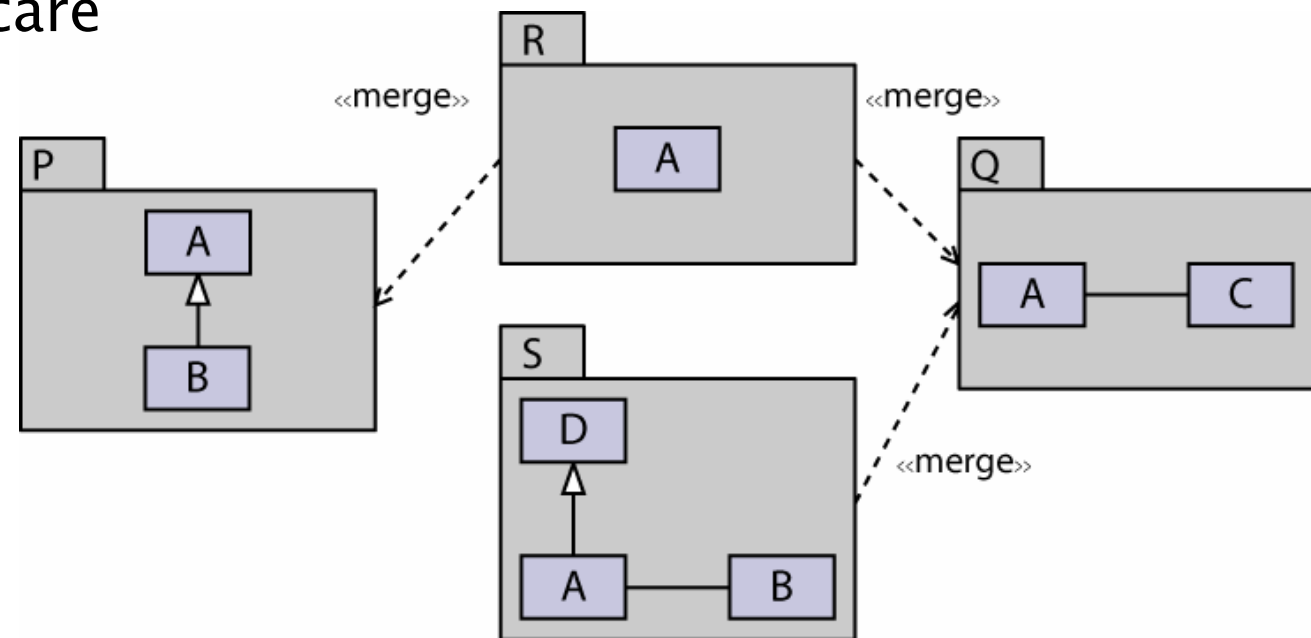
- ... but use with care

- The receiving package defines the increment.

- The receiving package is simultaneously the resulting package.

- Merging is achieved by (lengthy) transformation rules (not defined for behavior).

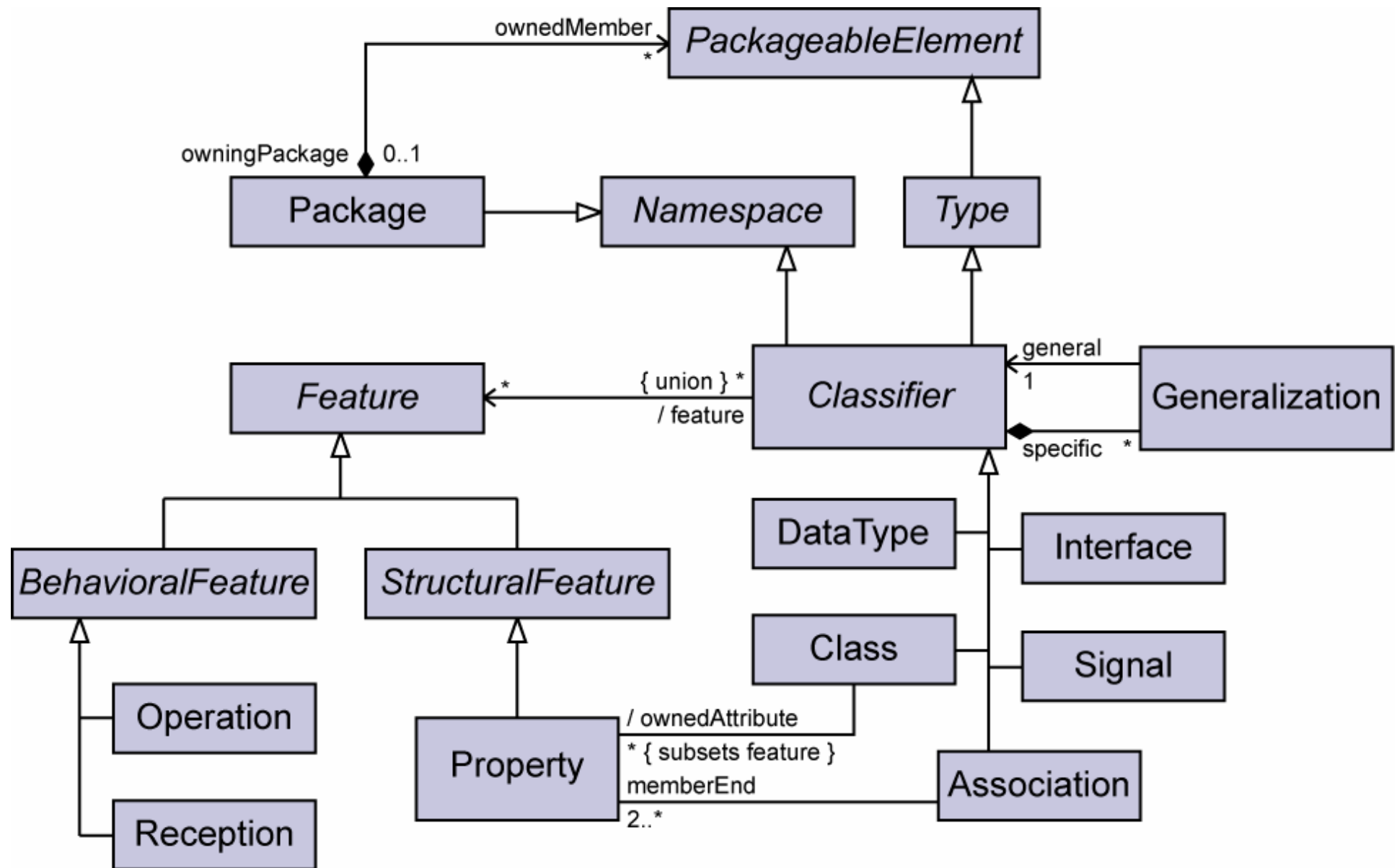
- Package merging is used extensively in the UML 2.0 specification.





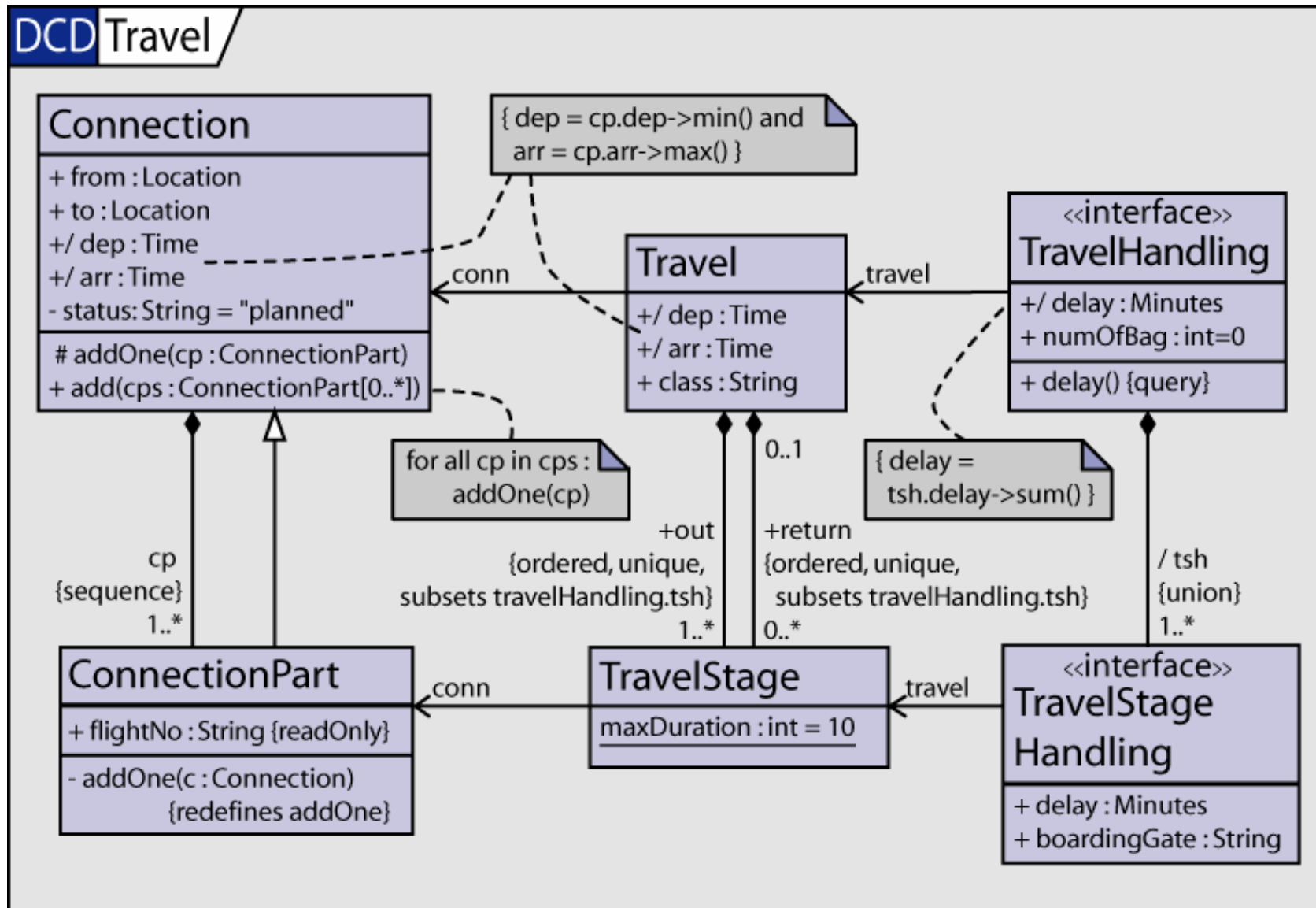
# 2 - Classes and packages

## Metamodel



# 2 - Classes and packages

## Design class diagram



# 2 - Classes and packages

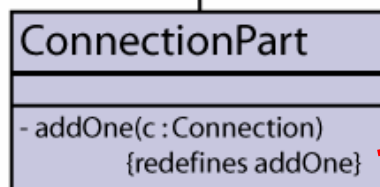
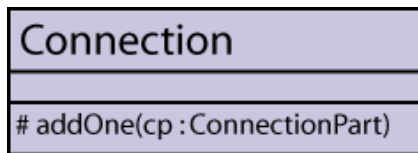
## Features

- ... belong to a namespace (e.g., class or package)



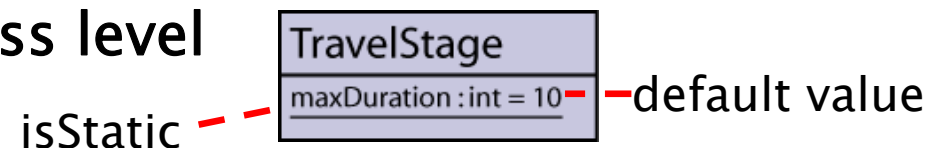
Visibility kinds (no default)

		visible to elements ...
+	public	that can access owning namespace (by membership, import, or access)
#	protected	with generalization to owning namespace
~	package	in the same package as the owning namespace
-	private	in owning namespace only



- ... are redefinable (unless decorated by { leaf })
  - in classes that specialize the context class




- ... can be defined on instance or class level



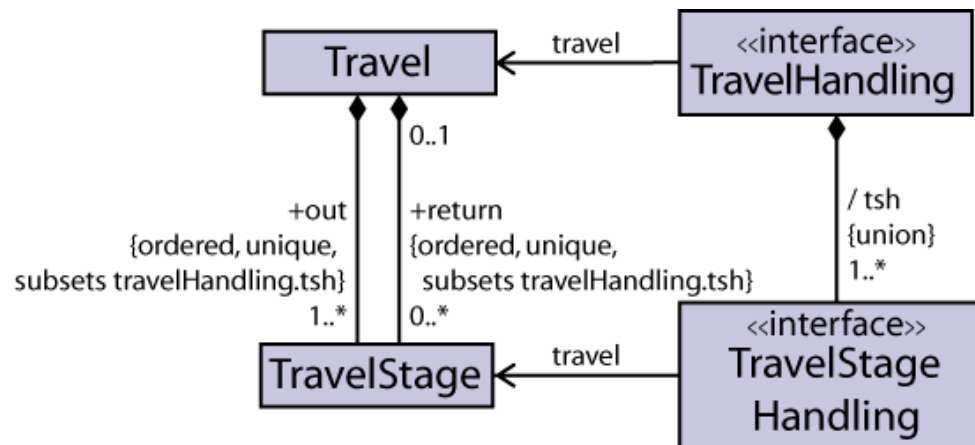
# 2 - Classes and packages

## Properties

Aggregation kinds (default: *none*)

<i>none</i>		reference
<i>shared</i>		undefined (!)
<i>composite</i>		value

{ ordered }	{ unique }	Collection type
✓	✓	OrderedSet
✓	×	Sequence
×	✓	Set (default)
×	×	Bag



/ ({ derived })  
 { readOnly }  
 { union }  
 { subsets ... }

can be computed from other information (default: false)  
 can only be read, not written (default: false = unrestricted)  
 union of subset properties (implies derived)  
 which property this property is a subset of

# 2 - Classes and packages

## Behavioral features

- ... are realized by behaviors (e.g., code, state machine).
  - { abstract } (virtual) behavioral features declare no behavior
    - behavior must be provided by specializations
  - Exceptions that may be thrown can be declared
  - Limited concurrency control
    - { active } classes define their own concurrency control



--- active class (with own behavior which starts on instance creation)

- in passive classes:

Call concurrency kinds (no default)

{ sequential }	<i>no concurrency management</i>
{ guarded }	<i>only one execution, other invocations are blocked</i>
{ concurrent }	<i>all invocations may proceed concurrently</i>

# 2 - Classes and packages

## Operations (1)

- An operation specifies the name, return type, formal parameters, and constraints for invoking an associated behavior.
  - «pre» / «post»
    - precondition constrains system state on operation invocation
    - postcondition constrains system state after operation is completed
  - { query }: invocation has no side effects
    - «body»: body condition describes return values
  - { ordered, unique } as for properties, but for return values
  - exceptions that may be thrown can be declared

Parameter direction kinds (default: in)

in	<i>one way from caller</i>
out	<i>one way from callee</i>
inout	<i>both ways</i>
return	<i>return from callee (at most 1)</i>



parameter name  
parameter type  
parameter multiplicity



# 2 – Classes and packages

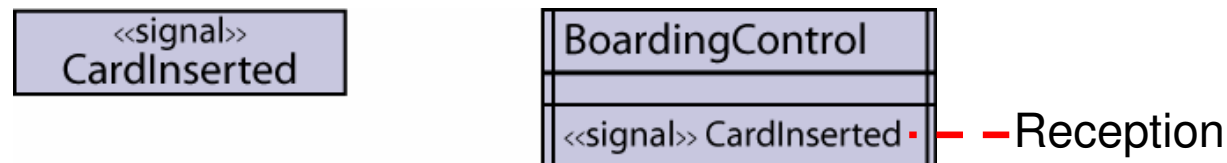
## Operations (2)

- **Several semantic variation points for operations**
  - What happens, if a precondition is not satisfied on invocation?
  - When inherited or redefined
    - invariant, covariant, or contravariant specialization?
    - How are preconditions combined?
- **No predefined resolution principle for inherited or redefined operations**
  - “The mechanism by which the behavior to be invoked is determined from an operation and the transmitted argument data is a semantic variation point.”
  - a single-dispatch, object-oriented resolution principle is mentioned explicitly in the UML 2.0 specification
- **Operation invocations may be synchronous or asynchronous.**

# 2 - Classes and packages

## Signals and receptions

- A signal is a specification of type of send request instances communicated between objects.
  - Signals are classifiers, and thus may carry arbitrary data.
  - A signal triggers a reaction in the receiver in an asynchronous way and without a reply (no blocking on sender).
- A reception is a declaration stating that a classifier is prepared to react to the receipt of a signal.
  - Receptions are behavioral features and thus are realized by behavior (e.g., a state machine).

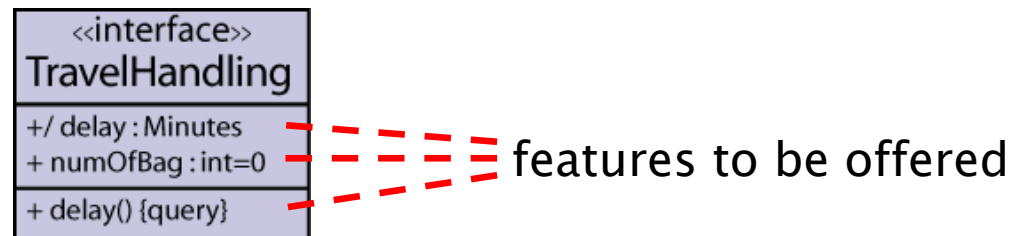




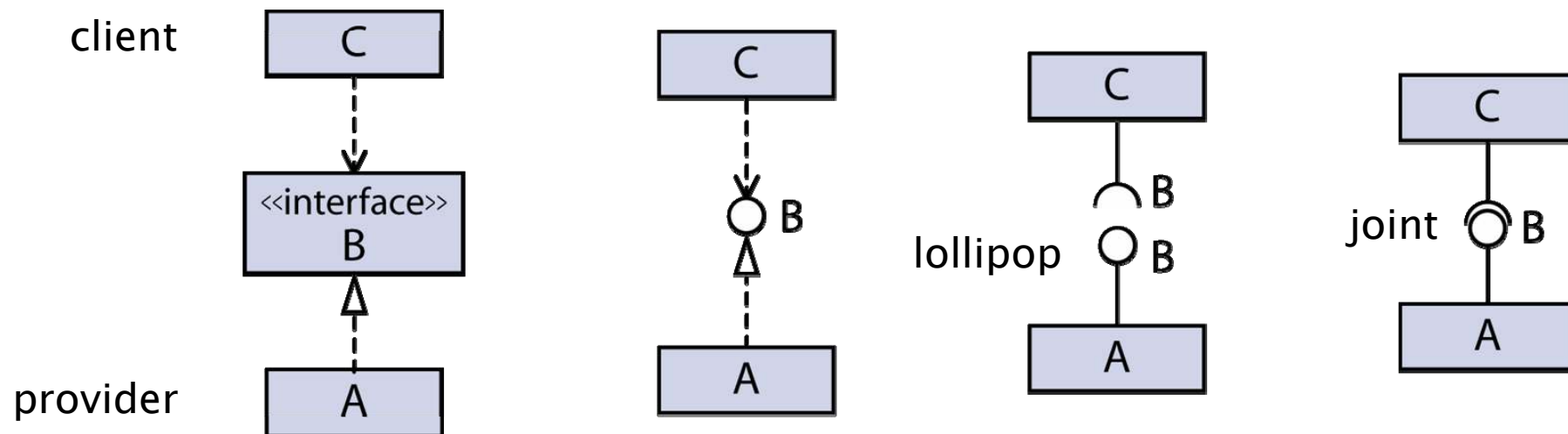
# 2 - Classes and packages

## Interfaces

- Interfaces declare a set of coherent public features and obligations.
  - i.e., specify a contract for implementers (realizers)



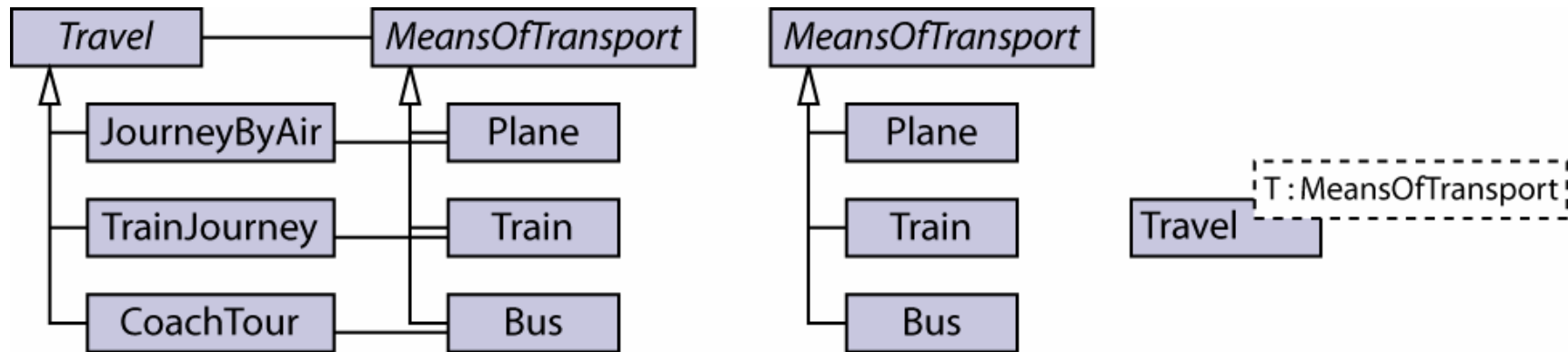
Several notations for client/provider relationship



# 2 - Classes and packages

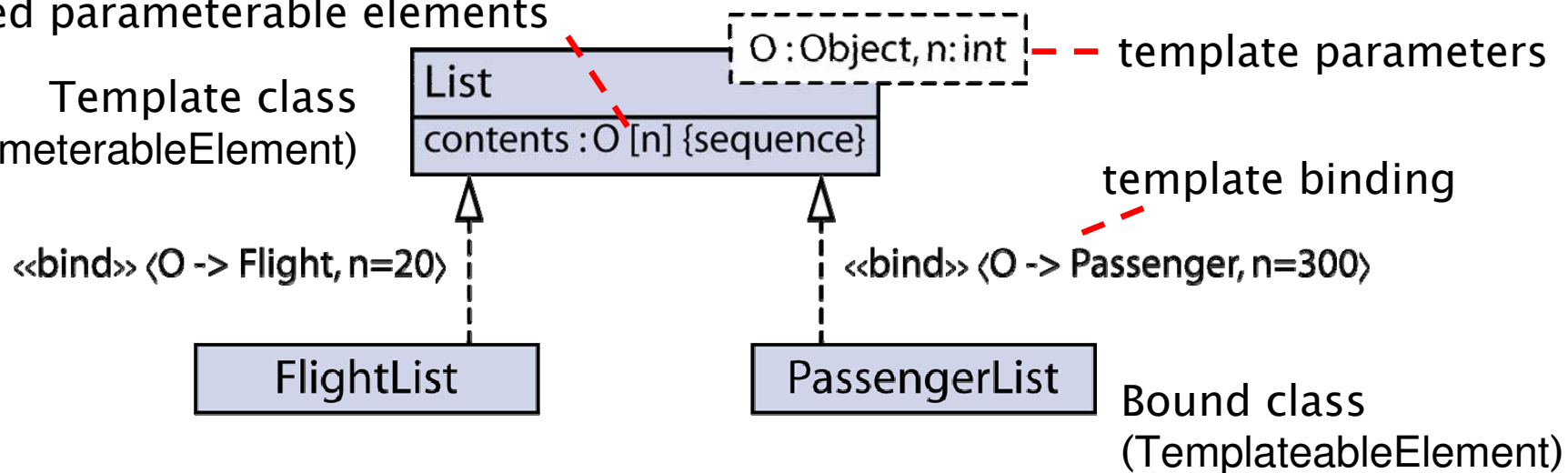
## Templates

subtype polymorphism vs. parameteric polymorphism



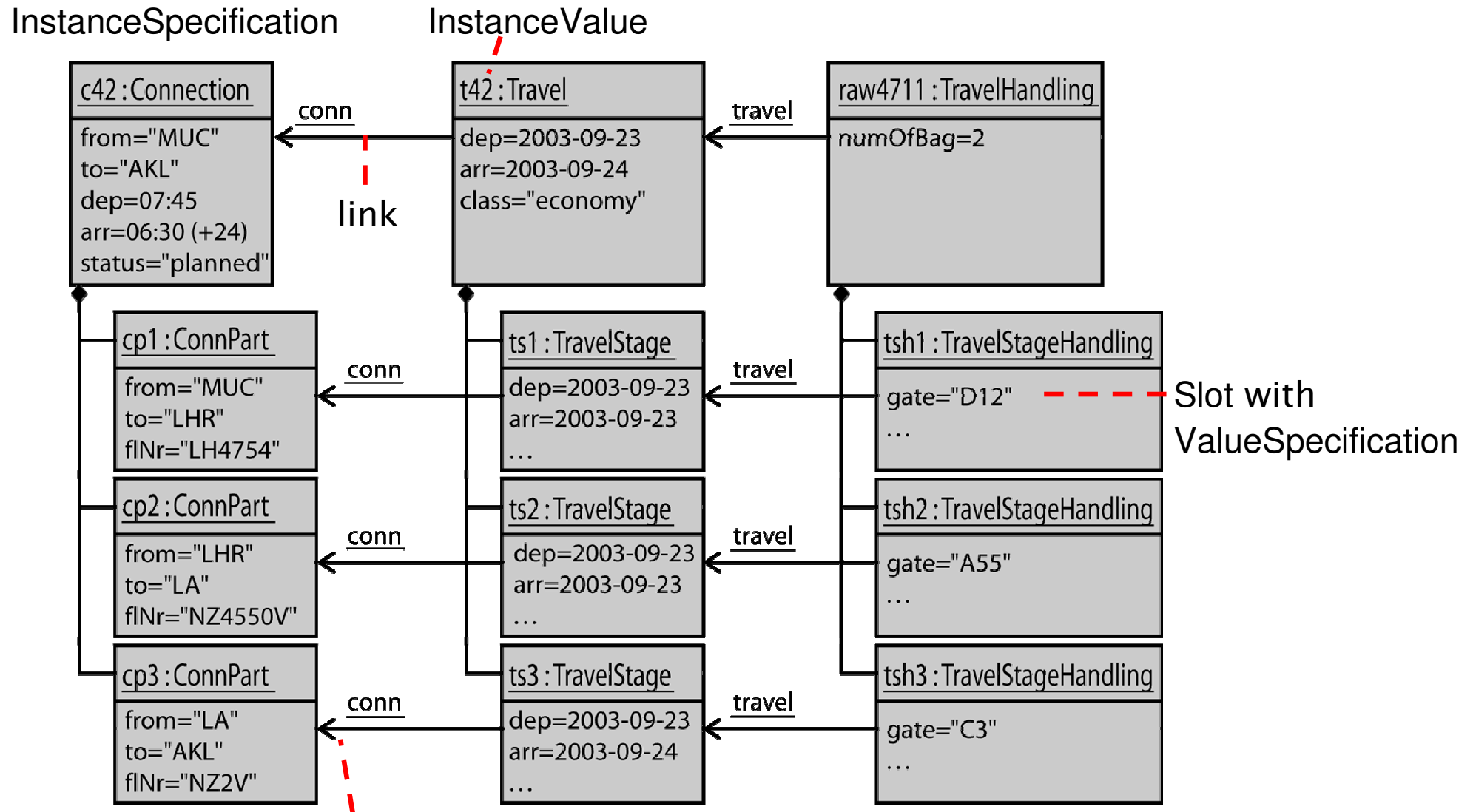
exposed parameterable elements

Template class  
(ParameterableElement)



# 2 - Classes and packages

## Object diagram

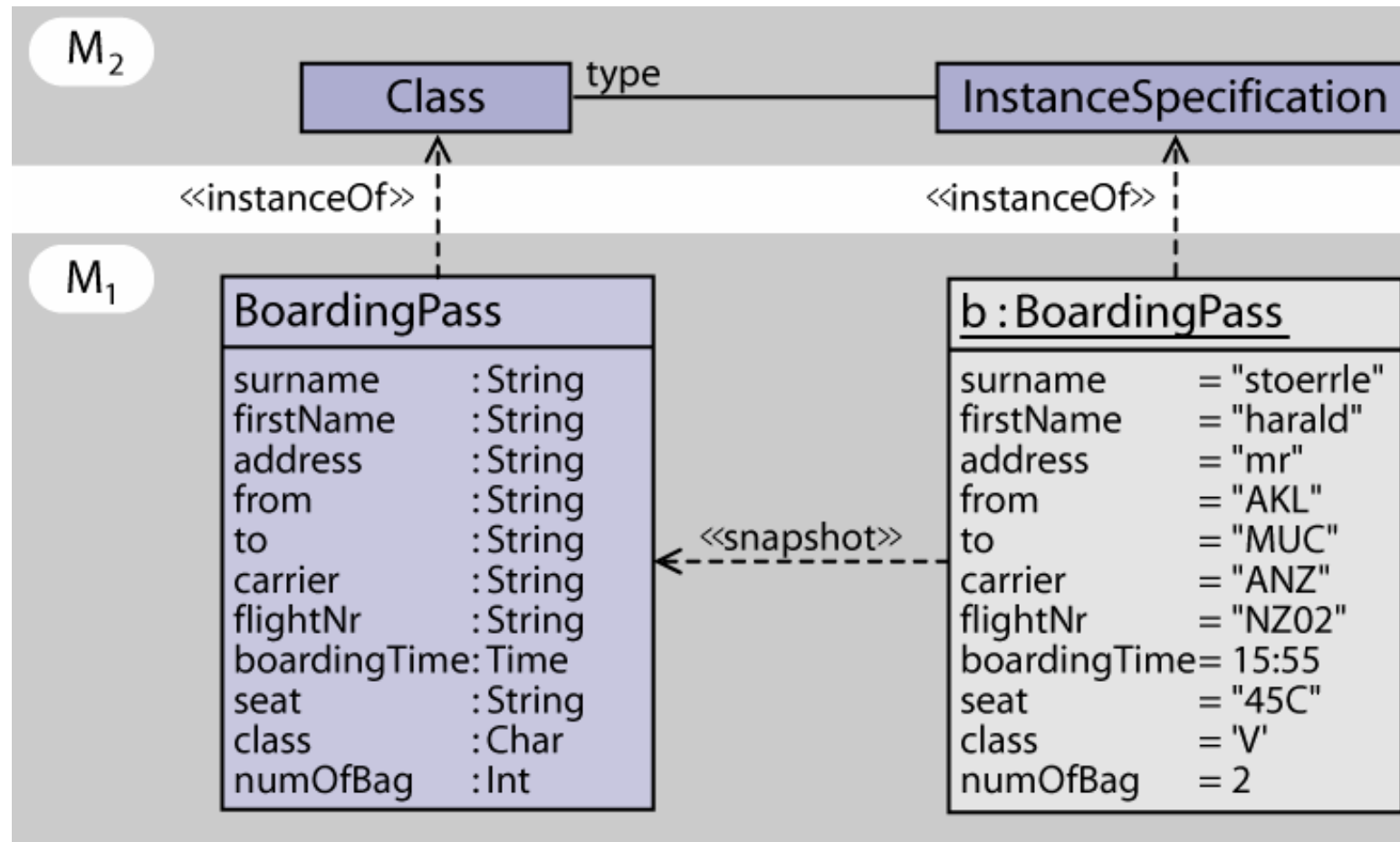


underlining and association end adornments are optional

# 2 - Classes and packages

## Instances specifications

UML metamodel



user model

# 2 - Classes and packages

## UML 1.x vs. UML 2.0

- **Most changes from UML 1.x to UML 2.0 on the technical side**
- **Metamodel consolidated in UML 2.0**
  - categorization of elements by their properties
    - NamedElement, PackageableElement, RedefineableElement
  - only one level of modeling
    - InstanceSpecification (in contrast to Instance in UML 1.x), ValueSpecification
  - association ends are properties
  - clarification of template mechanism
- **Only few new modeling elements in UML 2.0**
  - properties ({ unique, union, ... }) of properties
  - generalization sets (and powertypes)

# 2 – Classes and packages

## Wrap up

- **Classifiers and their Relationships** describe the vocabulary of a system.
- **Classifiers** describe a set of instances with common **Features**.
  - StructuralFeatures (Property's)
  - BehavioralFeatures (Operations, Receptions)
- **Associations** describe structural relationships between classes.
  - Association ends are Property's.
- **Generalizations** relate specific **Classifiers** to more general **Classifiers**.
- **Packages** group elements
  - and provide a Namespace for grouped elements.
- **InstanceSpecifications** and links describe system snapshots.

# Unified Modeling Language 2.0

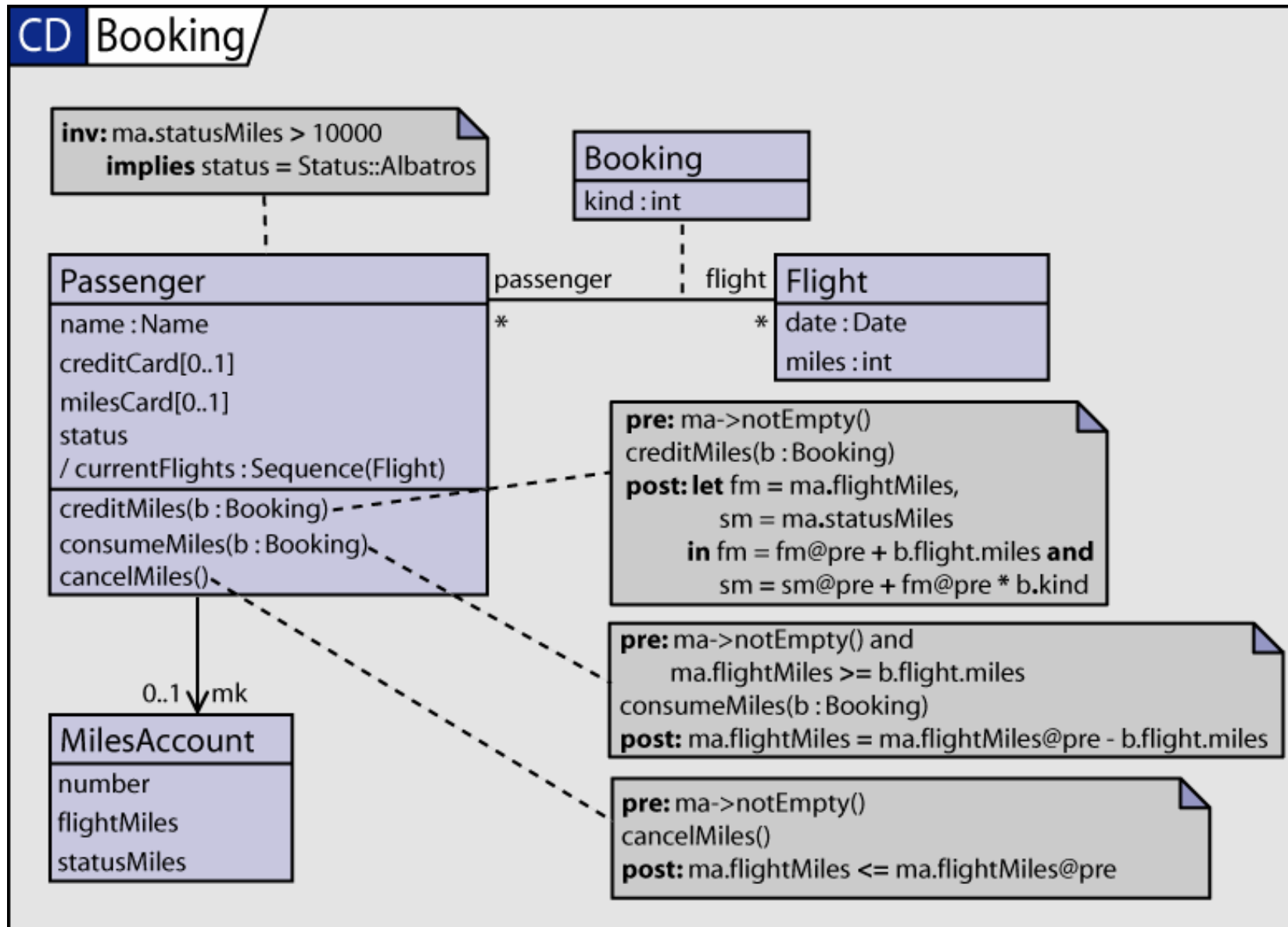
## *Part 2a – Object Constraint Language*

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University of Munich

# 2a - Object Constraint Language

## A first glimpse





# 2a – Object Constraint Language

## History and predecessors

- **Predecessors**
  - Model-based specification languages, like
    - Z, VDM, and their object-oriented variants; B
  - Algebraic specification languages, like
    - OBJ3, Maude, Larch
- **Similar approaches in programming languages**
  - ESC, JML
- **History**
  - developed by IBM as an easy-to-use formal annotation language
  - used in UML metamodel specification since UML 1.1
  - current version: OCL 2.0
    - specification: formal/06-05-01

# 2a – Object Constraint Language

## Usage scenarios

- **Constraints on implementations of a model**
  - invariants on classes
  - pre-/post-conditions for operations
    - cf. protocol state machines
  - body of operations
  - restrictions on associations, template parameters, ...
- **Formalization of side conditions**
  - derived attributes
- **Guards**
  - in state machines, activity diagrams
- **Queries**
  - query operations
- **Model-driven architecture (MDA)/query-view-transformation (QVT)**

# 2a – Object Constraint Language

## Language characteristics

- **Integration with UML**
  - access to classifiers, attributes, states, ...
  - navigation through attributes, associations, ...
  - limited reflective capabilities
  - model extensions by derived attributes
- **Side-effect free**
  - *not* an action language
  - only possibly describing effects
- **Statically typed**
  - inherits and extends type hierarchy from UML model
- **Abstract and concrete syntax**
  - precise definition new in OCL 2.0

# 2a – Object Constraint Language

## Simple types

- **Predefined primitive types**

- Boolean            `true, false`
- Integer            `-17, 0, 3`
- Real                `-17.89, 0.0, 3.14`
- String             `"Hello"`

- **Types induced by UML model**

- **Classifier types, like**

- Passenger            `no denotation of objects, only in context`

- **Enumeration types, like**

- Status                `Status::Albatros, #Albatros`

- **Model element types**

- `OclModelElement, OclType, OclState`

- **Additional types**

- `OclInvalid`            `invalid (OclUndefined)`
- `OclVoid`                `null`
- `OclAny`                 `top type of primitives and classifiers`

# 2a – Object Constraint Language

## Parameterized types

- **Collection types**

- `Set (T)` sets
- `OrderedSet (T)` like Sequence without duplicates
- `Bag (T)` multi-sets
- `Sequence (T)` lists
- `Collection (T)` abstract

- **Tuple types (records)**

- `Tuple (a1 : T1, ..., an : Tn)`

- **Message type**

- `OclMessage` for operations and signals

### Examples

- `Set{Set{ 1 }, Set{ 2, 3 }} : Set (Set (Integer))`
- `Bag{1, 2.0, 2, 3.0, 3.0, 3} : Bag (Real)`
- `Tuple{x = 5, y = false} : Tuple(x : Integer, y : Boolean)`

# 2a - Object Constraint Language

## Type hierarchy

- **Type conformance (reflexive, transitive relation  $\leq$ )**
  - `OclVoid`, `OclInvalid`  $\leq T$       **for all types  $T$**
  - `Integer`  $\leq$  `Real`
  - $T \leq T' \Rightarrow C(T) \leq C(T')$       **for collection type  $C$**
  - $C(T) \leq \text{Collection}(T)$       **for collection type  $C$**
  - **generalization hierarchy from UML model**
  - $B \leq \text{OclAny}$       **for all primitives and classifiers  $B$**

### Counterexample

- $\neg(\text{Set}(\text{OclAny}) \leq \text{OclAny})$
- **Casting**
  - $v.\text{oclAsType}(T)$       **if  $v: T'$  and  $(T \leq T'$  or  $T' \leq T)$**
  - **upcast necessary for accessing overridden properties**
    - but are (still) forbidden in the specification

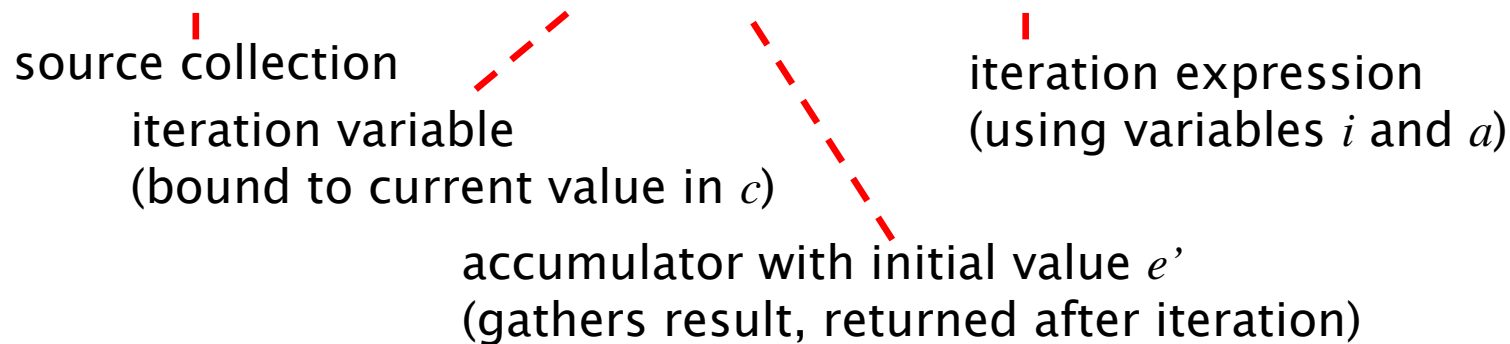
# 2a - Object Constraint Language Expressions

- Local variable bindings

```
let x = 1 in x+2
```

- Iteration

```
c->iterate (i : T; a : T' = e' | e)
```



## Example:

```
Set{1, 2}->iterate(i : Integer; a : Integer = 0 | a+i) = 3
```

- Many operations on collections are reduced to `iterate`



# 2a - Object Constraint Language Expressions: Standard library (1)

- **Operations on primitive types** (written:  $v.op(...)$ )

- operations without () are mixfix

OclAny	=, <>, oclIsTypeOf( $T$ ), oclIsKindOf( $T$ ), ...
Boolean	and, or, xor, implies, not
Integer	+, -, *, /, div( $i$ ), mod( $i$ ), ...
Real	+, -, *, /, floor(), round(), ...
String	size(), concat( $s$ ), substring( $l$ , $u$ ), ...

- **Operations on collection types** (written:  $v->op(...)$ )

Collection	size(), includes( $v$ ), isEmpty(), ...
Set	union( $s$ ), including( $v$ ), flatten(), asBag(), ...
OrderedSet	append( $s$ ), first(), at( $i$ ), ...
Bag	union( $b$ ), including( $v$ ), flatten(), asSet(), ...
Sequence	append( $s$ ), first(), at( $i$ ), asOrderedSet(), ...



# 2a - Object Constraint Language

## Expressions: Standard library (2)

- **Finite quantification**

- $c \rightarrow \text{forAll}(i : T \mid e)$  =  $c \rightarrow \text{iterate}(i : T; a : \text{Boolean} = \text{true} \mid a \textbf{ and } e)$
- $c \rightarrow \text{exists}(i : T \mid e)$  =  $c \rightarrow \text{iterate}(i : T; a : \text{Boolean} = \text{false} \mid a \textbf{ or } e)$

- **Selecting values**

- $c \rightarrow \text{any}(i : T \mid e)$  some element of  $c$  satisfying  $e$
- $c \rightarrow \text{select}(i : T \mid e)$  all elements of  $c$  satisfying  $e$

- **Collecting values**

- $c \rightarrow \text{collect}(i : T \mid e)$  collection of elements with  $e$  applied to each element of  $c$
- $c.p$  collection of elements  $v.p$  for each  $v$  in  $c$  (short-hand for `collect`)

$C.\text{allInstances}()$	all current instances of classifier $C$
$o.\text{oclIsInState}(s)$	is $o$ currently in state machine state $s$ ?
$v.\text{oclIsUndefined}()$	is value $v$ undefined (null) or invalid?
$v.\text{oclIsInvalid}()$	is value $v$ invalid?

# 2a - Object Constraint Language Evaluation

- **Strict evaluation with some exceptions**

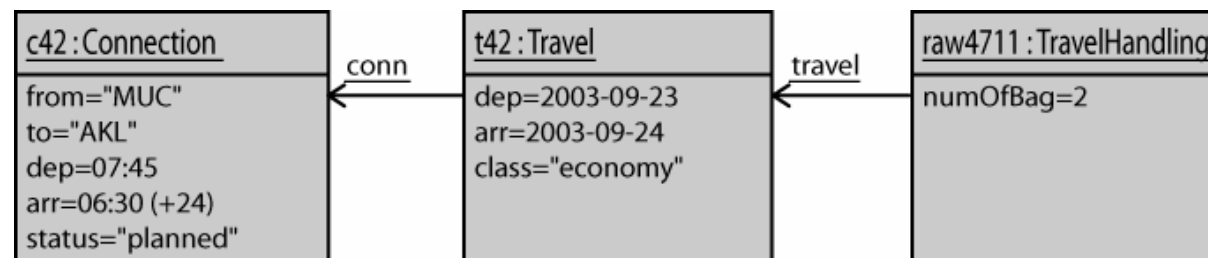
- `(if (1/0 = 0) then 0.0 else 0.0 endif).oclIsInvalid() = true`
- `(1/0).oclIsInvalid() = true`

- **Short-cut evaluation for `and`, `or`, `implies`**

- `(1/0 = 0.0) and false = false`
- `true or (1/0 = 0.0) = true`
- `false implies (1/0 = 0.0) = true`
- `(1/0 = 0.0) implies true = true`
- `if (0 = 0) then 0.0 else 1/0 endif = 0.0`

- **In general, OCL expressions are evaluated over a system state.**

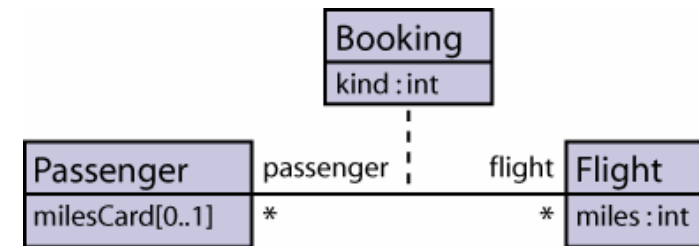
e.g., represented  
by an object diagram



# 2a – Object Constraint Language

## Connection to UML

- Import of classifiers and enumerations as types
- Properties accessible in OCL
  - Attributes
    - $p.\text{milesCard}$  (with  $p : \text{Passenger}$ )
  - Association ends
    - $p.\text{flight}$ ,  $p.\text{booking}$ ,  $p.\text{booking} [\text{flight}]$
  - { query } operations



- Representation of multiplicities

$a[1] : T$	$a : T$
$a[0..1] : T$	$a : \text{Set}(T)$ or $T$
$a[m..n] : T$	$a : \text{Set}(T)$
$a[*] : T$ { unordered }	$a : \text{Set}(T)$
$a[*] : T$ { ordered }	$a : \text{OrderedSet}(T)$
$a[*] : T$ { bag }	$a : \text{Bag}(T)$

# 2a - Object Constraint Language

## Invariants

context classifier - - - boolean expression

```

context Passenger
inv: ma.statusMiles > 10000 implies
      status = Status::Albatros
  
```

### Notational variants

explicit `self` (refers to instance of discourse)

```

context Passenger
inv statusLimit: self.ma.statusMiles > 10000 implies
      self.status = Status::Albatros
  
```

optional name

```

context p : Passenger
inv statusLimit: p.ma.statusMiles > 10000 implies
      p.status = Status::Albatros
  
```

replacement for `self` - - -

# 2a - Object Constraint Language

## Semantics of invariants

- Restriction of valid states of classifier instances
  - when observed from outside
- Invariants (as all constraints) are inherited via generalizations
  - but how they are combined is not predefined
- One possibility: Combination of several invariants by conjunction

<code>context C</code>			
<code>inv: I<sub>1</sub></code>			
<code>context C</code>	$\rightsquigarrow$	<code>context C</code>	
<code>inv: I<sub>2</sub></code>		<code>inv: I<sub>1</sub> and I<sub>2</sub></code>	

# 2a - Object Constraint Language

## Pre-/post-conditions

- In UML models, pre- and post-conditions are defined separately
  - not necessarily as pairs
  - «precondition» and «postcondition» as constraint stereotypes

```

context Passenger::consumeMiles (b : Booking) : Boolean
pre: ma->notEmpty () and
      ma.flightMiles >= b.flight.miles
  
```

```

context Passenger::consumeMiles (b : Booking) : Boolean
post: ma.flightMiles = ma.flightMiles@pre-b.flight.miles and
      result = true
  
```

- Some constructs only available in post-conditions

- values at pre-condition time *p@pre*
- result of operation call *result*
- whether an object has been newly created *o.oclIsNew()*
- messages sent *o^op(), o^^op()*

# 2a – Object Constraint Language

## Semantics of pre-/post-conditions

- **Standard interpretation**
  - A pre-/post-condition pair  $(P, Q)$  defines a relation  $R$  on system states such that  $(\sigma, \sigma') \in R$ , if  $\sigma \models P$  and  $(\sigma, \sigma') \models Q$ .
    - system state  $\sigma$  on operation invocation
    - system state  $\sigma'$  on operation termination ( $Q$  may refer to  $\sigma$  by @pre).
  - Thus  $(P, Q)$  equivalent to  $(\text{true}, P@pre \text{ and } Q)$ .
  
- **Meyer's contract view**
  - A pre-/post-condition pair  $(P, Q)$  induces benefits and obligations.
  - benefits and obligations differ for implementer and user

	obligation	benefit
user	satisfy $P$	$Q$ established
implementer	if $P$ satisfied, establish $Q$	$P$ established

# 2a - Object Constraint Language

## Combining pre-/post-conditions

- **Standard interpretation**

- joining pre- and post-conditions conjunctively

**context**  $C::op()$

**pre:**  $P_1$     **post:**  $Q_1$

~

**context**  $C::op()$

**pre:**  $P_1$  **and**  $P_2$

**post:**  $Q_1$  **and**  $Q_2$

**context**  $C::op()$

**pre:**  $P_2$     **post:**  $Q_2$

- **Alternative interpretation**

- case distinction (like in protocol state machines)
- only useful for pre-/post-condition pairs

**context**  $C::op()$

**pre:**  $P_1$     **post:**  $Q_1$

~

**context**  $C::op()$

**pre:**  $P_1$  **or**  $P_2$

**post:** ( $P_1@pre$  **implies**  $Q_1$ )

**and** ( $P_2@pre$  **implies**  $Q_2$ )

**context**  $C::op()$

**pre:**  $P_2$     **post:**  $Q_2$



# 2a - Object Constraint Language

## Messages

**context** Subject::hasChanged ()      in calls on hasChanged,  
**post:** observer^update (self) - - - - some update message with argument  
    self will have been sent to observer

**context** Subject::hasChanged ()  
**post:** observer^update (? : Subject) - - - - the actual argument  
    does not matter

**context** Subject::hasChanged ()  
**post:** **let** messages : Set (OclMessage) =  
    observer^^update (? : Subject) - - - - all those  
    messages  
       **in** messages->notEmpty () **and**  
           messages->forall (m |  
           result of message call - - - - m.result () .oclIsUndefined () **and**  
           whether it has finished - - - - m.hasReturned () **and**  
           its actual parameter value - - - - m.subject = self)



# 2a - Object Constraint Language

## Initial values and derived properties

- Initial values

- fix the initial value of a property of a classifier

```
package Booking -- which package
  context Passenger::status -- which property
  init: Status::Swallow -- initial value
endpackage
```

- { derived } properties

- define how the value of a property is derived from other information

```
context Passenger::currentFlights : Sequence (Flight)
derive: self->collect (booking)
       ->select (date = today ()) .flight->asSequence ()
```

# 2a - Object Constraint Language

## Query bodies and model features

- **Bodies of { query } operations**
  - define the value returned by a query operation
  - can be combined with a precondition

```
context TravelHandling::delay() : Minutes  
body: tsh.delay->sum()
```

- **Definition of additional model features**
  - defined for the context classifier

```
context TravelStageHandling  
def: isEarly() : Boolean = self.delay < 0
```

```
context TravelHandling  
def: someEarly() : Boolean = tsh->exists(isEarly())
```

# 2a – Object Constraint Language

## UML/OCL 1.x vs. UML/OCL 2.0

- **Improvements in OCL 2.0**
  - Model extensions by definitions
  - Explicit flattening of collections
  - Clarification of type hierarchy
  - Precise abstract and concrete syntax
  - Formal semantics
    - but only as a non-normative appendix
- **New features in OCL 2.0**
  - Specification of initial values, derived attributes
  - Specification of messages
- **(still) Open problems**
  - semantics of definitions
    - inheritance, recursion
  - semantics of pre-/post-conditions

# 2a – Object Constraint Language

## Wrap up

- Formal language for specifying
  - invariants
  - pre-/post-conditions
  - query operation bodies
  - initial values
  - derived attributes
  - modeling attributes and operations
- Side-effect free
- Typed language
- OCL specifications provide
  - verification conditions
  - assertions for implementations

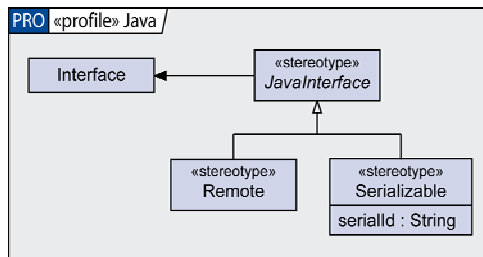
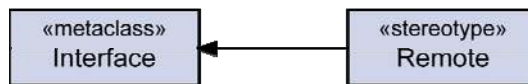
```
context C inv: I
context C::op() : T
pre: P post: Q
context C::op() : T body: e
context C::p : T init: e
context C::p : T derive: e
context C def: p : T = e
```

# Unified Modeling Language 2.0

## *Part 2b – Profiles*

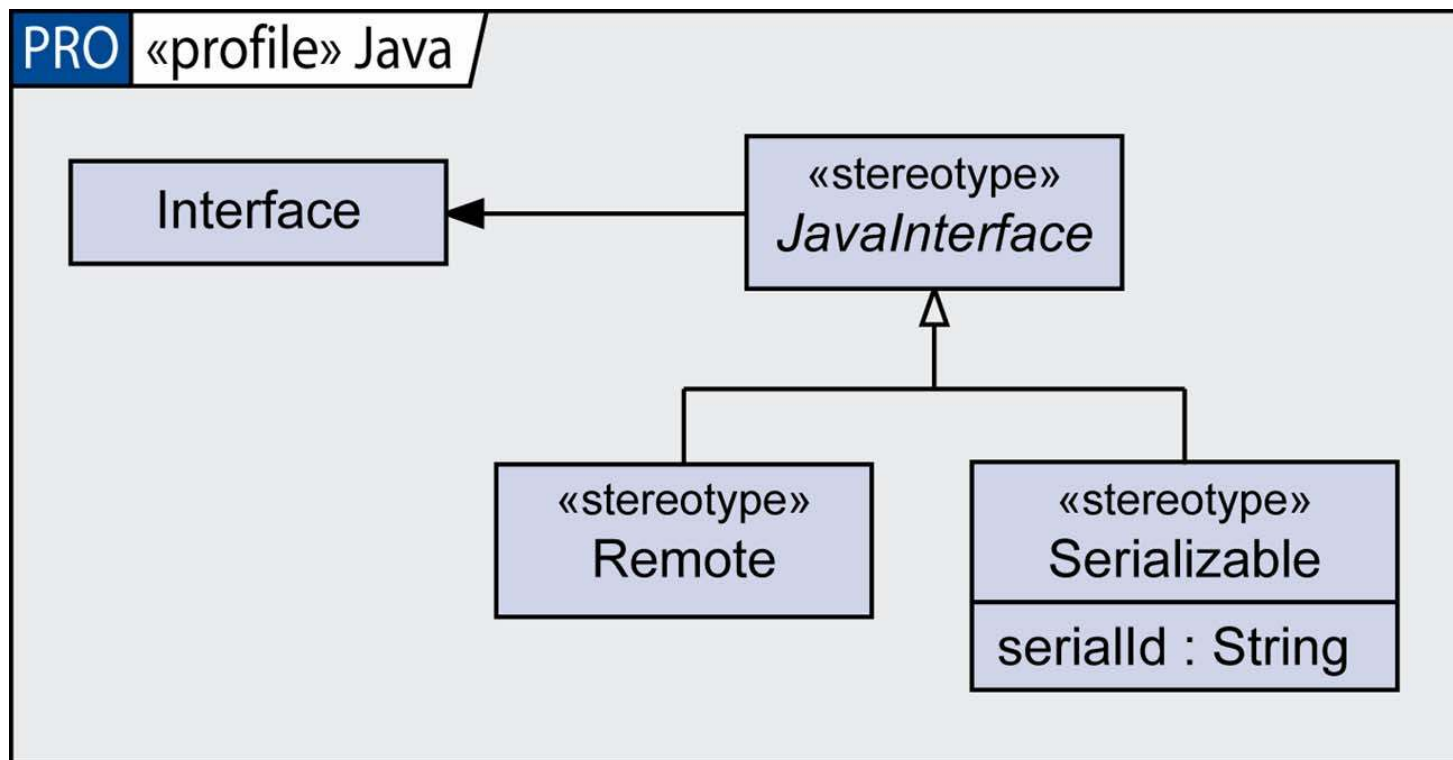
Dr. Harald Störrle  
University of Innsbruck  
MGM technology partners

Dr. Alexander Knapp  
University of Munich



# 2b - Profiles

## A first glimpse



# 2b – Profiles

## Usage scenarios

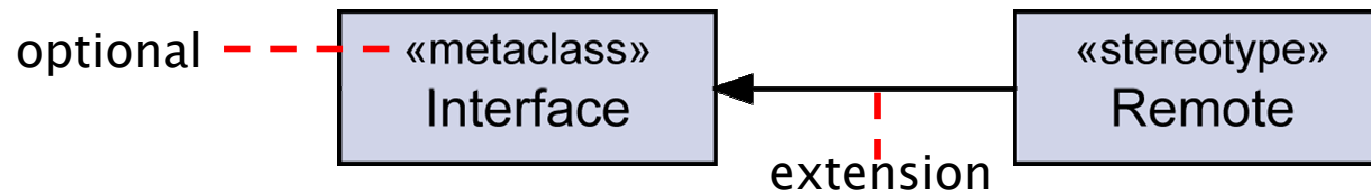
- **Metamodel customization for**
  - adapting terminology to a specific platform or domain
  - adding (visual) notation
  - adding and specializing semantics
  - adding constraints
  - transformation information
- **Profiling**
  - packaging domain-specific extensions
  - “domain-specific language” engineering



# 2b - Profiles

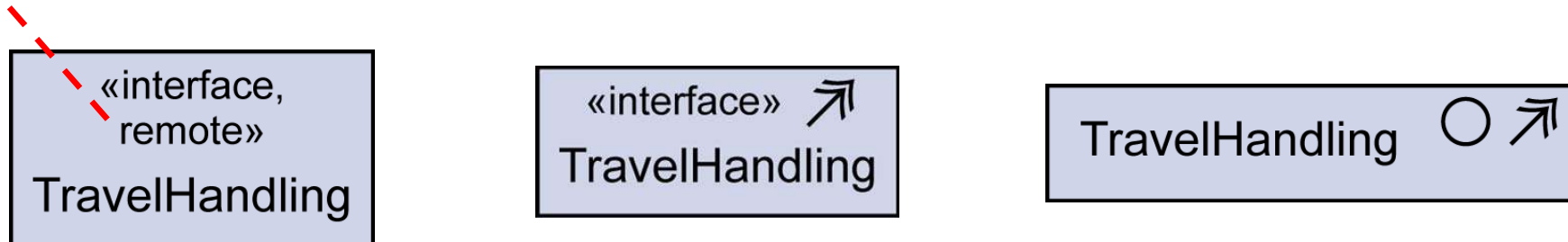
## Stereotypes (1)

- Stereotypes define how an existing (UML) metaclass may be extended.

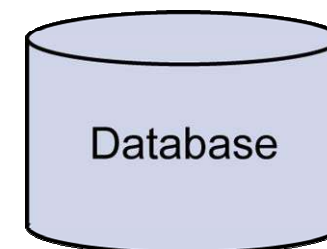


- Stereotypes may be applied textually or graphically.

lower-case initial



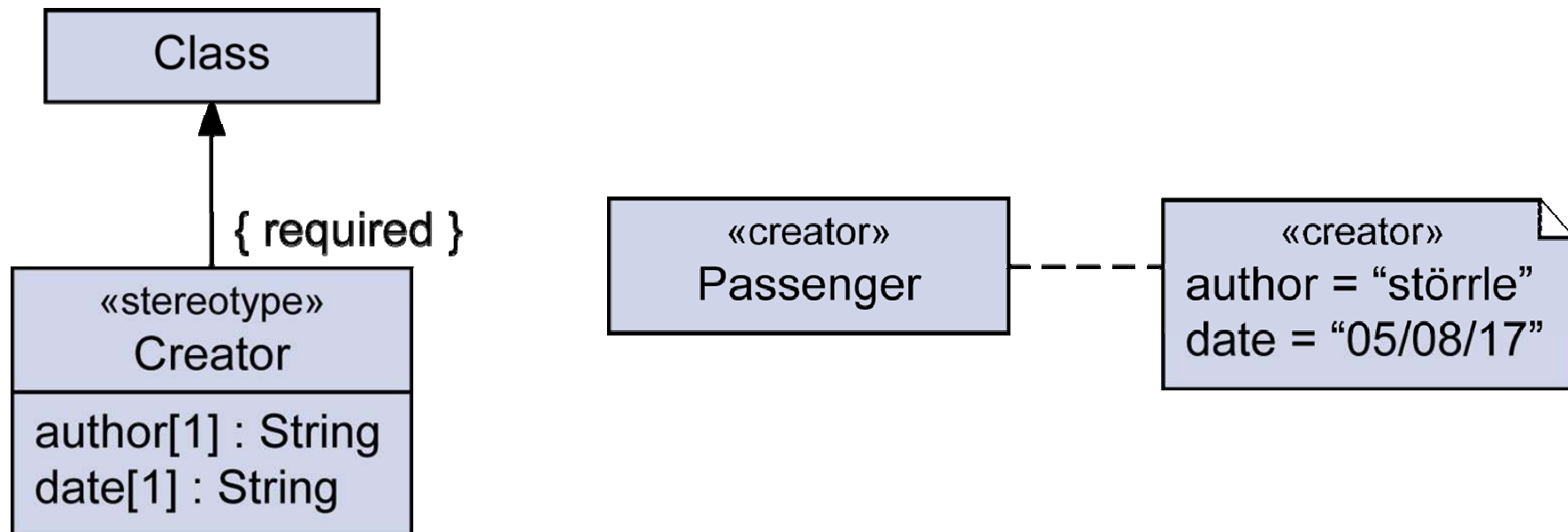
- The UML specification does not tell how to define a visual stereotype.
- Visual stereotypes may replace original notation.
  - But the element name should appear below the icon...



# 2b - Profiles

## Stereotypes (2)

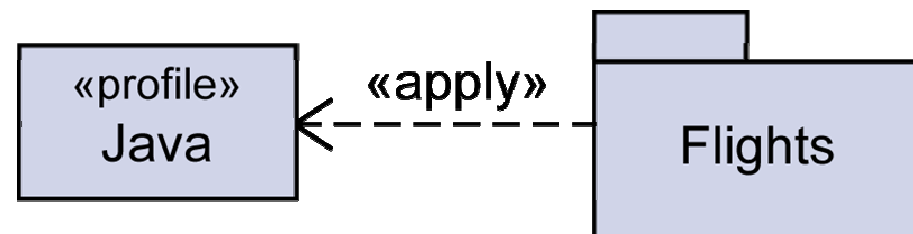
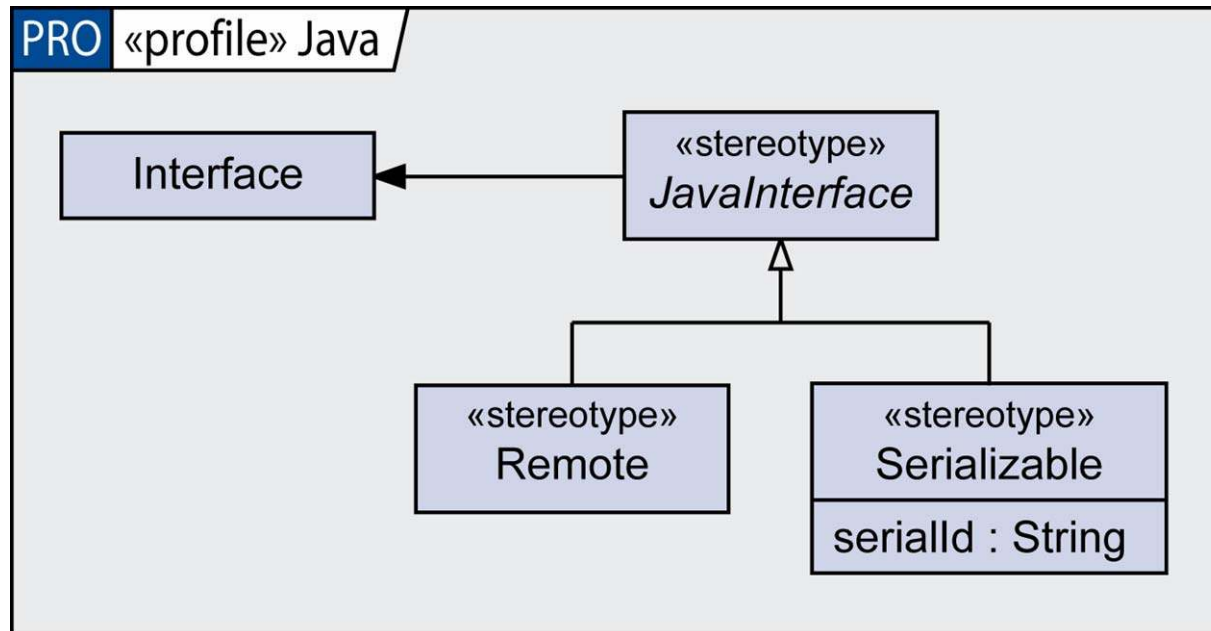
- Stereotypes may define meta-properties.
  - commonly known as “tagged values”
- Stereotypes can be defined to be required.
  - Every instance of the extended metaclass has to be extended.
  - If a required extension is clear from the context it need not be visualized.



# 2b - Profiles

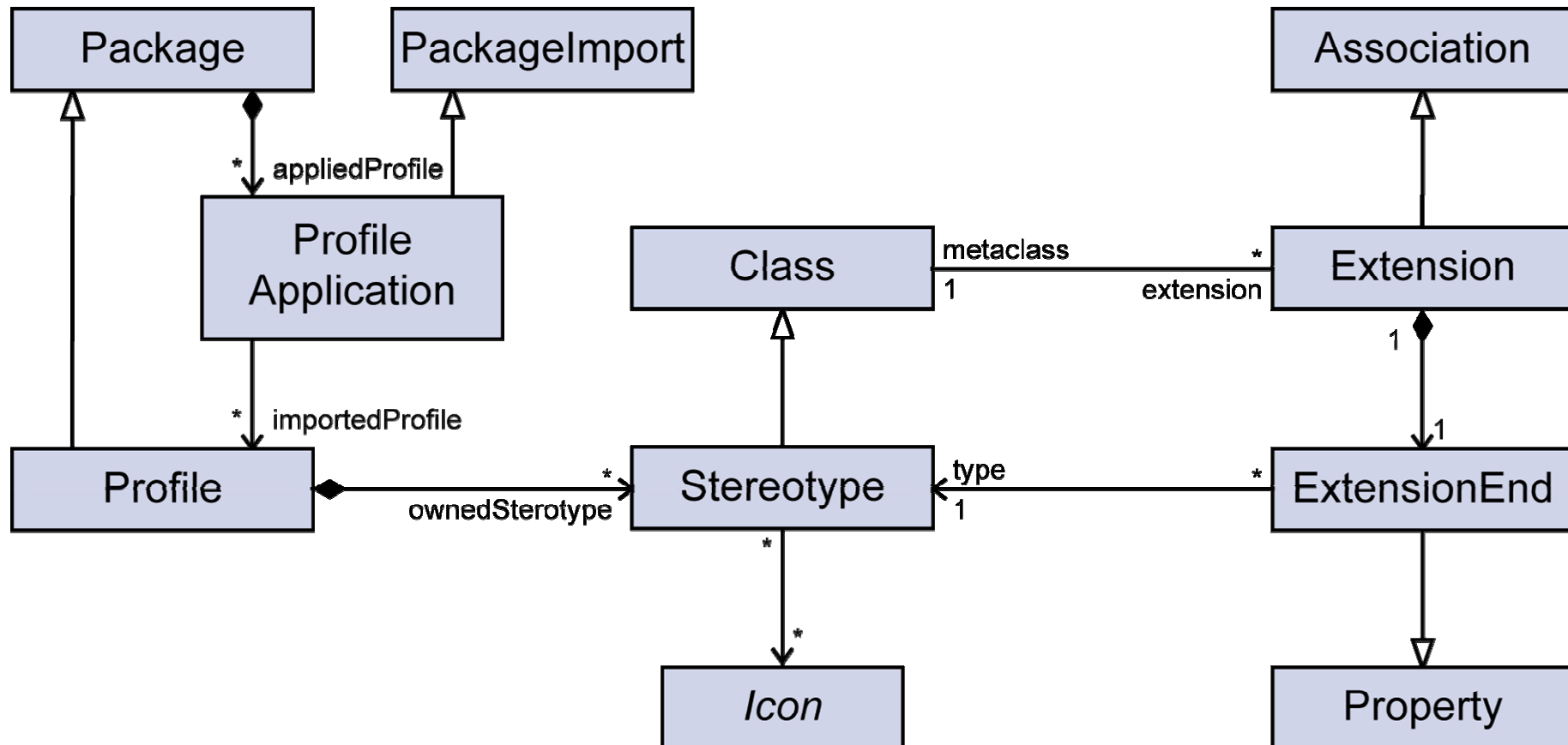
## Profiling

- Profiles package extensions.



# 2b - Profiles Metamodel

- Based on infrastructure library constructs
  - Class, Association, Property, Package, PackageImport



## 2b – Profiles

# Metamodeling with Profiles

- Profile extension mechanism imposes restrictions on how the UML metamodel can be modified.
  - UML metamodel considered as “read only”.
  - No intermediate metaclasses, no meta–associations
  - “As part of a profile, it is not possible to have an association between two stereotypes or between a stereotype and metaclass.”
- Stereotypes metaclasses below UML metaclasses.
- How to introduce meta–associations between stereotypes?
  1. Add constraints specializing some existing associations
  2. Extend metaclass Dependency by a stereotype and define specific constraint on this stereotype
- Access to stereotypes in OCL via `v.stereotype`

# 2b – Profiles

## UML 1.x vs. UML 2.0

### UML 1.x

- **String-based extension mechanism**
  - Stereotypes
  - Tagged values

### UML 2.0

- **Stereotypes are metaclasses**
  - Tagged values replaced by meta-properties
- **Required extensions**
- **Packaging of extensions into profiles**

# 2b – Profiles

## Wrap up

- **Metamodel extensions**
  - with stereotypes and meta-properties
  - for restricting metamodel semantics
  - for extending notation
- **Packaging of extensions into profiles**
  - for declaring applicable extensions
  - “domain-specific language” engineering

# Unified Modeling Language 2.0

## *Part 2c – Systems Modeling Language (SysML)*

Prof. Dr. Harald Störrle  
University of Innsbruck  
MGM technology partners

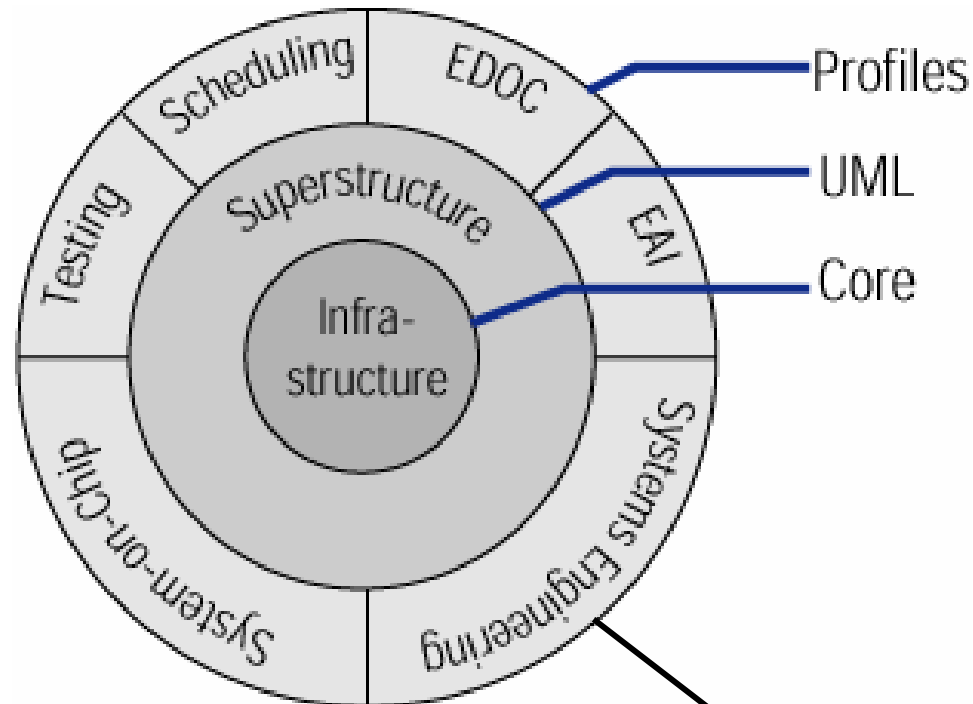
Dr. Alexander Knapp  
University of Munich





## 2c - SysML

### SysML as an example for a UML profile

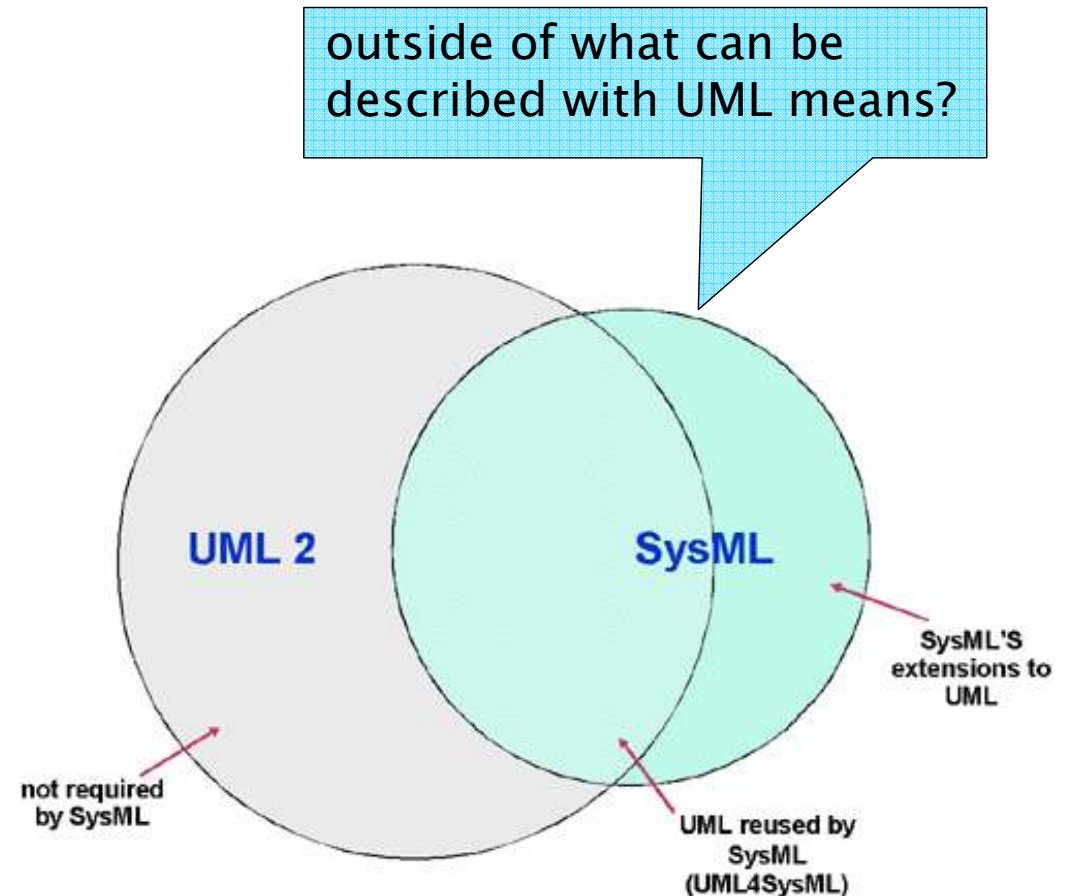


Nowadays very much talked about: Systems Modeling Language (SysML).

# 2c - SysML

## SysML vs. UML

- Protracted struggle between two competing proposals fuelled by massive commercial interests.
- New standard “ptc/06-05-04” finally adopted by OMG just now (May 2006).
- Apart from mere customization to match systems engineering standards and terminology, it also introduces some physical aspects:
  - continuous flows,
  - handling of physical items.

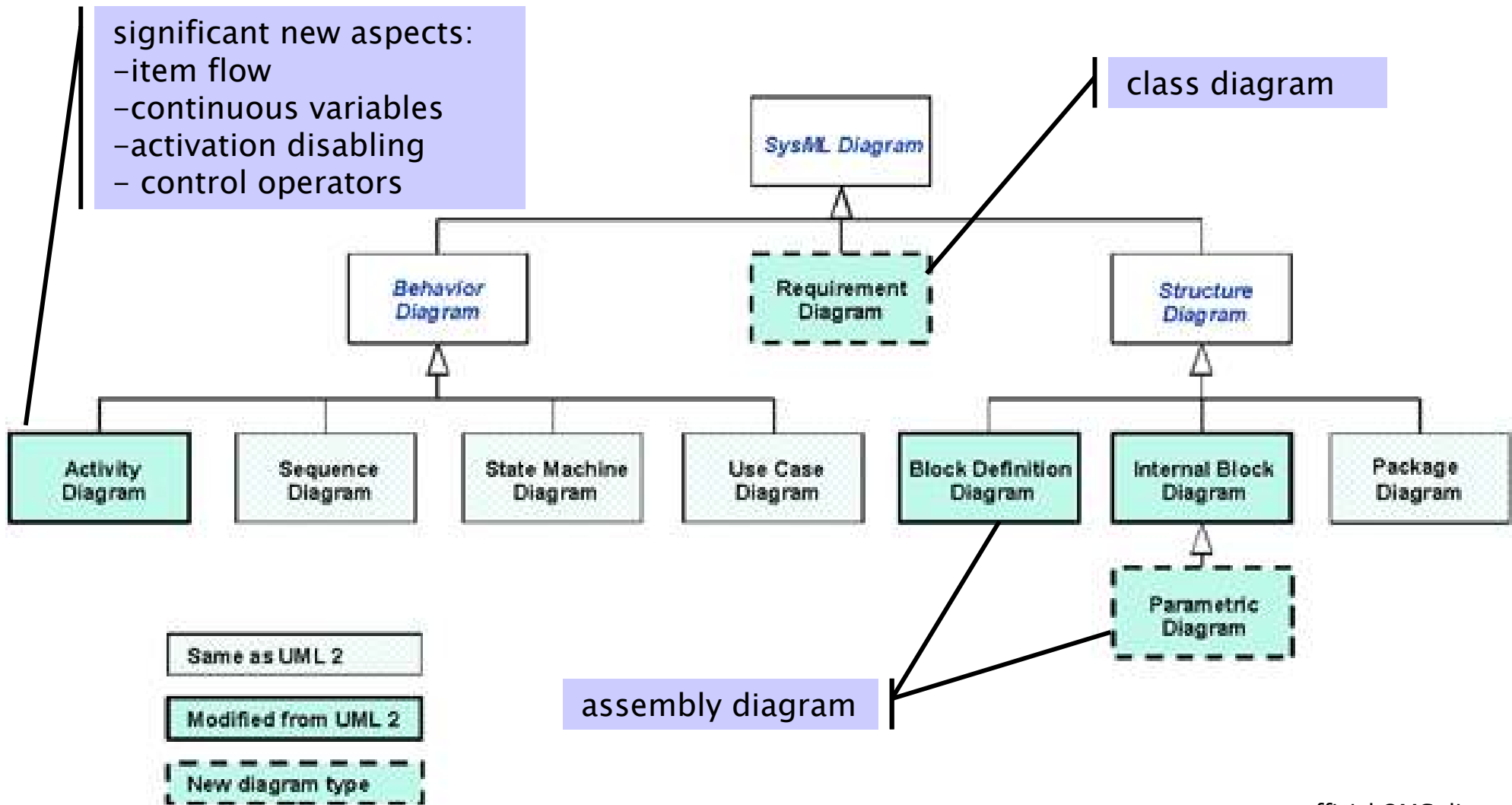


official OMG diagram

# 2c - SysML

## Diagram types of SysML

significant new aspects:  
 - item flow  
 - continuous variables  
 - activation disabling  
 - control operators



official OMG diagram

## 2c – SysML

### Wrap up

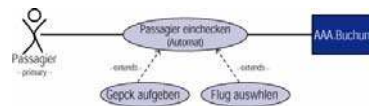
- Tries to extend UML towards systems engineering, i.e. physical/continuous systems.
- Probably the most talked about and largest UML profile.
- After a long and fierce debate, now finally OMG approved.
- Semantics completely unclear, seems to go even more into the direction of Petri-nets.

# Unified Modeling Language 2.0

## Part 3 – Use Cases

Prof. Dr. Harald Störrle  
 University of Innsbruck  
 MGM technology partners

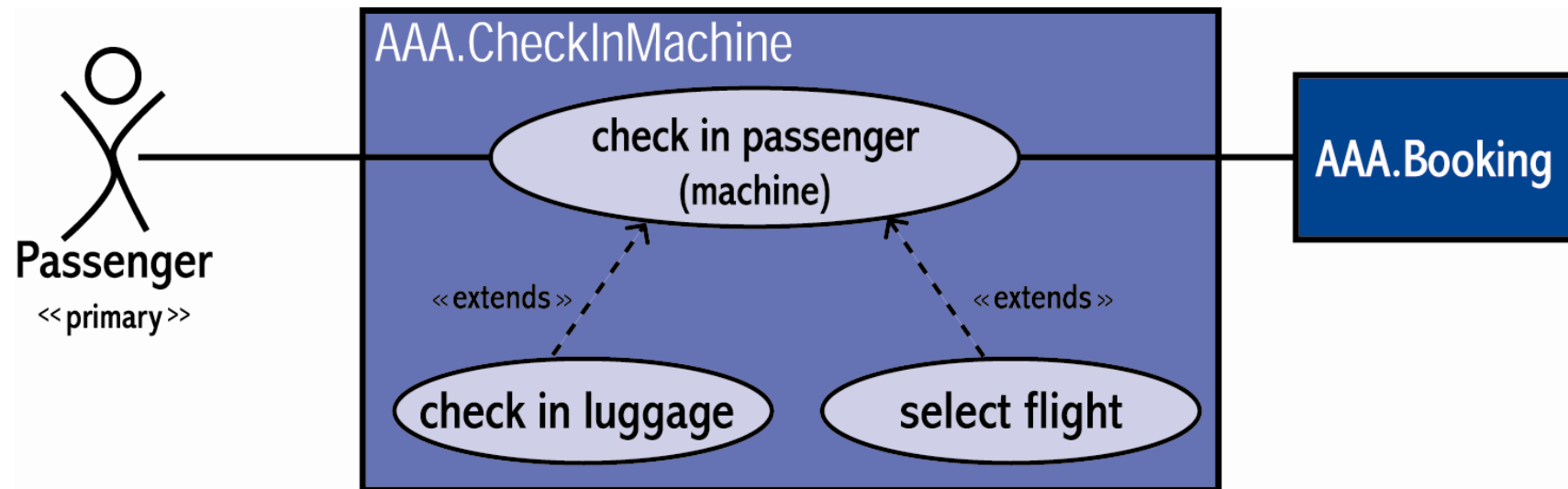
Dr. Alexander Knapp  
 University of Munich



Name	UML	UML
Fliegen	UML	Fliegen
<b>Intention:</b> Fliegen: Mit dem Flugzeug von Buchung bis...		
<b>Präzisierung:</b> 1. Passagier, 2. Air		
<b>Annotation:</b> Kunde entscheidet sich zu Fliegen		
<b>UML:</b> UML		
<b>UML:</b> 1. Buchung 2. Flugplanprüfung 3. Mit Angehörigen		
<b>UML:</b> 1. Fliegen 2. Fliegen 3. Fliegen		
<b>UML:</b> Fliegen: Mit dem Flugzeug von Buchung bis...		
<b>UML:</b> Fliegen: Mit dem Flugzeug von Buchung bis...		
<b>UML:</b> Fliegen: Mit dem Flugzeug von Buchung bis...		

# 3 – Use Cases

## A first glimpse



- **Displayed aspects**
  - System boundary and context of system
  - Users and neighbor systems
  - Functionalities
  - Relationships between functionalities (calling/dependency, taxonomy)
  - Functional requirements
  - Some non-functional (“quality”) requirements as comments/annotations

# 3 – Use Cases

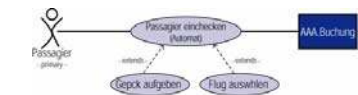
## History and predecessors

- 1970's
  - Structured methods (SADT etc.) use top-level DFD as context diagram
  - Structured methods use function trees
- 1980's
  - Jacobson (Objectory) introduces the concept of use case as an aid for communicating with domain experts
- 1997
  - UML 1.3 encompasses Use Cases

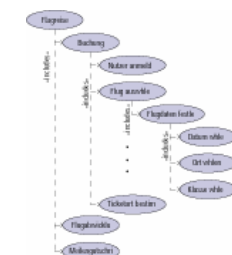
# 3 – Use Cases

## Usage scenarios

- Use case inventory/ domain architecture
  - complete catalog of all subdomains and (groups of) business processes and business functions
  - overview of system's (domain) capabilities
- “Classical” use cases
  - illustrate context of individual functionality
  - useful in design/documentation of business processes (i.e. analysis phase and reengineering)
- Use Case / Test case table
  - schematic detail description of business process/function/test case
- Function tree
  - describe functional decomposition of system behavior
  - useful for non-OO construction and for re-architecting pre-OO systems



name	short
TP-AAA-CEA-4	Einchecken (Automatisch) mit zuviel Gepäck
text	Wenn ein Passagier zu viele Gepäckstücke hat, soll er bei Automaten-Check-In auf den Check-In am Schalter verwiesen werden
condition	Passagier ist auf Flug gebucht
input	Koffer, Meilenkarte, Buchungsdatensatz
output	Das reelle Gepäck wird nicht angenommen, der Passagier wird an den Schalter verwiesen.
side-effects	Passagier und Teile seines Gepäcks sind auf den Flug angemeldet.
assumptions, other-features	keine





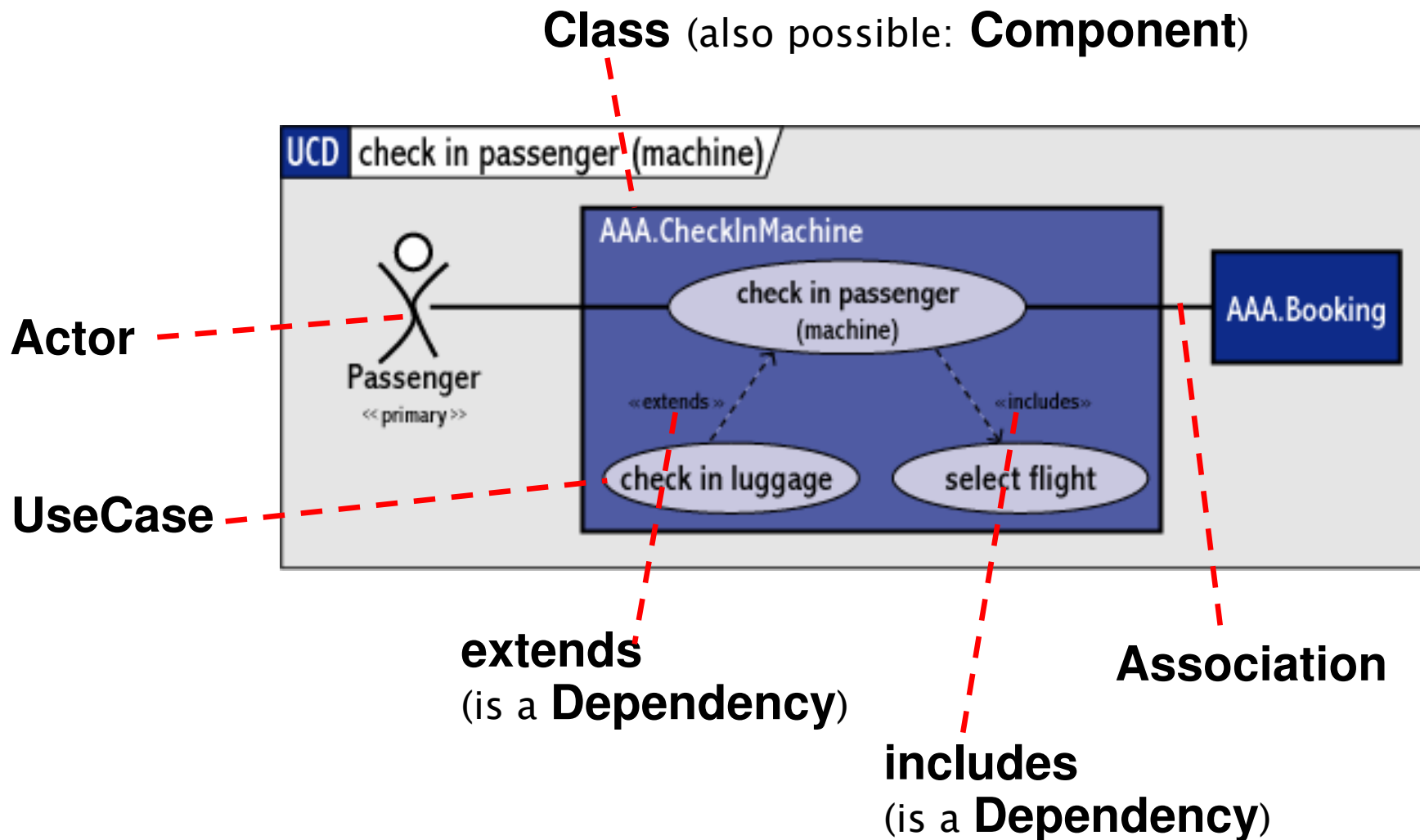
# 3 – Use Cases

## Types of use cases

- The UML provides only the concept of use case. In many applications, however, there are two fundamentally different kinds of use cases:
  - business processes (“processes”)
    - white box, large scale, long running (suspendable), customized processes
    - either dialogue or batch processes
    - directly support the business or domain of the system, create or destroy value
    - are subject to rearrangement when business changes
    - may contain some manual steps and business functions
  - business functions (“services”)
    - black box, small(er) scale, short(er) running, atomic, reusable function
    - small recurring functionality, plausibility, user dialogue, interface call, . . .
    - implements stable functionality likely not to be affected by business changes
    - is executed fully automatic

# 3 - Use Cases

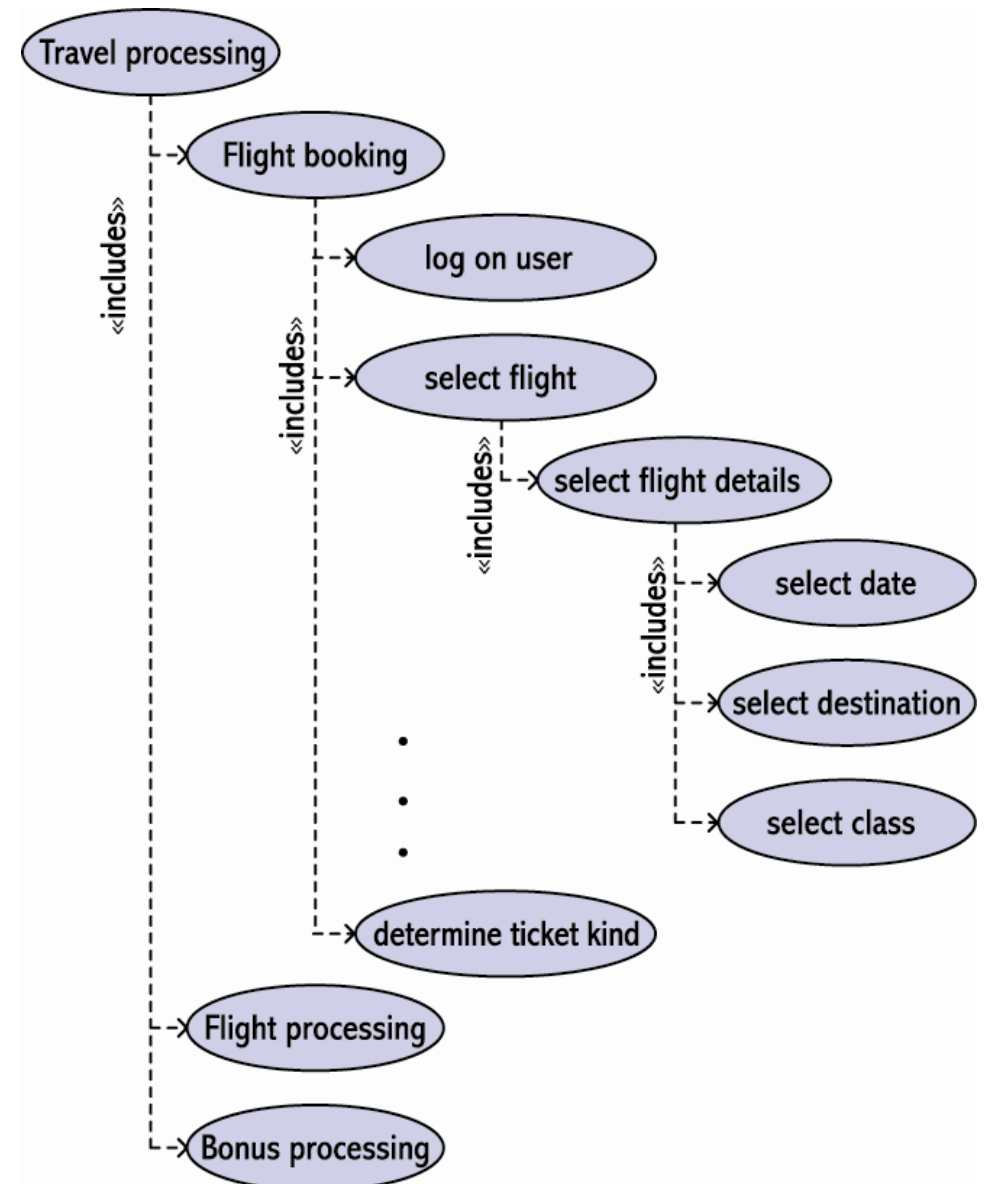
## Main concepts (concrete syntax)



# 3 – Use Cases

## Inclusion & extension

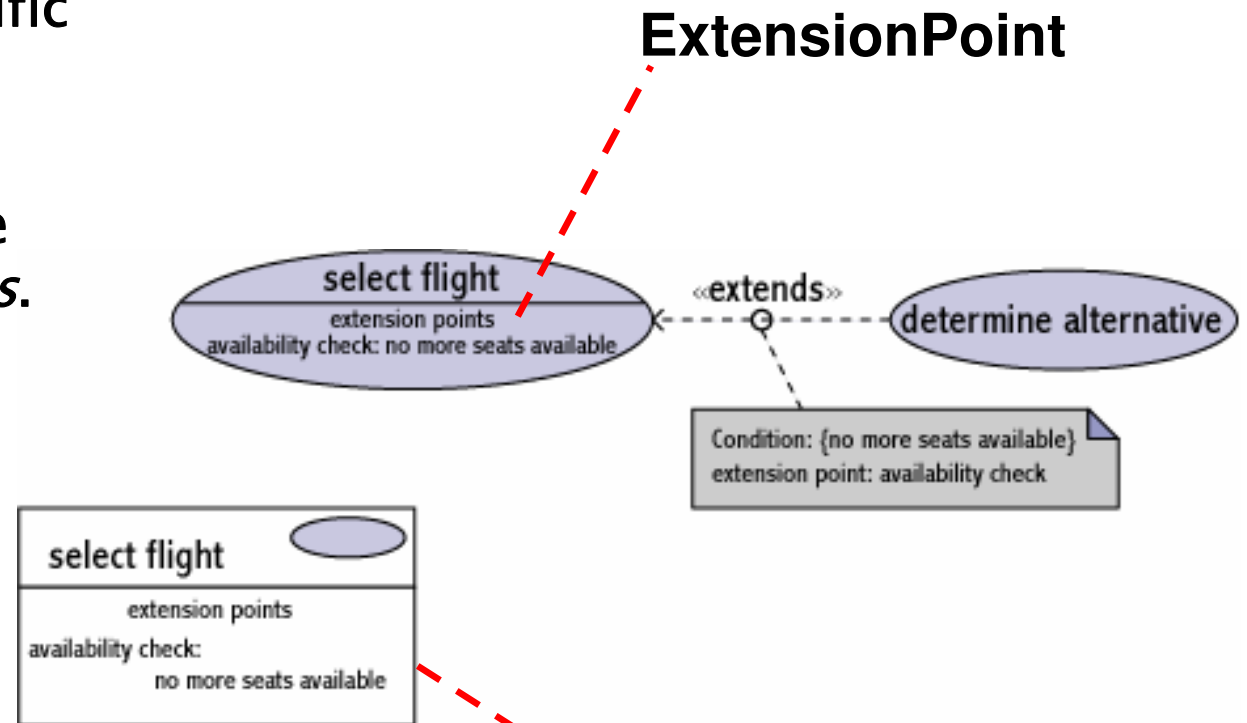
- **Inclusion**
  - plain old call
  - directed from caller to callee
  - may occur once or many times
- **Extension**
  - covers variant or exceptional behavior
  - relationship is directed from exception to standard case
  - may or may not occur
  - occurs at most once



# 3 - Use Cases

## Extension points

- An extension occurs at a (named) ExtensionPoint, when a specific condition is satisfied.
- In a way, ExtensionPoints are similar to *user exits* or *hooks*.
- In real world systems, there are *many* ExtensionPoints, most of which are poorly documented.

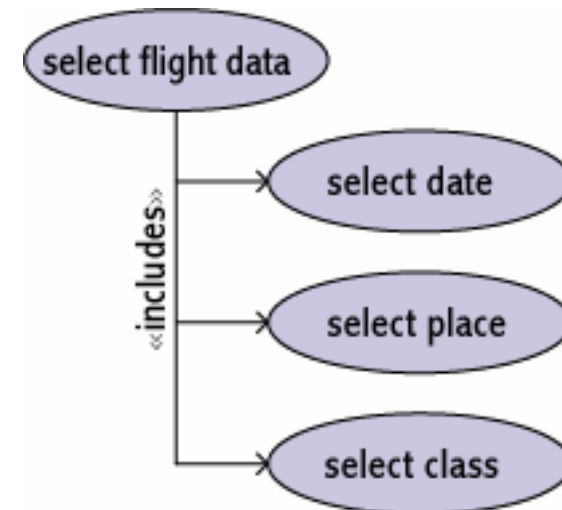
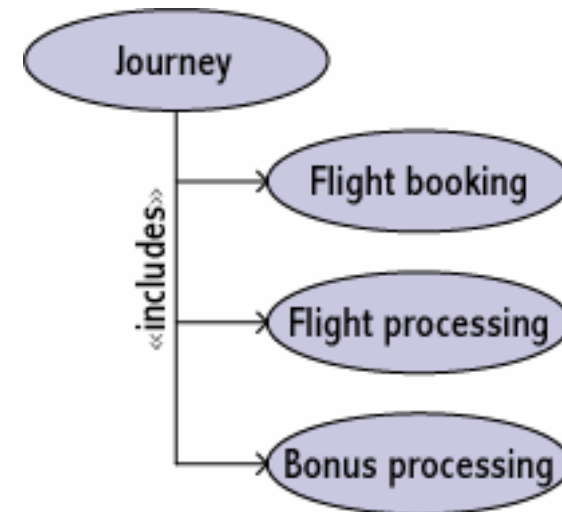


UseCase with ExtensionPoint,  
alternative syntax suitable for  
large numbers of ExtensionPoints

# 3 – Use Cases

## Any level of abstraction is ok

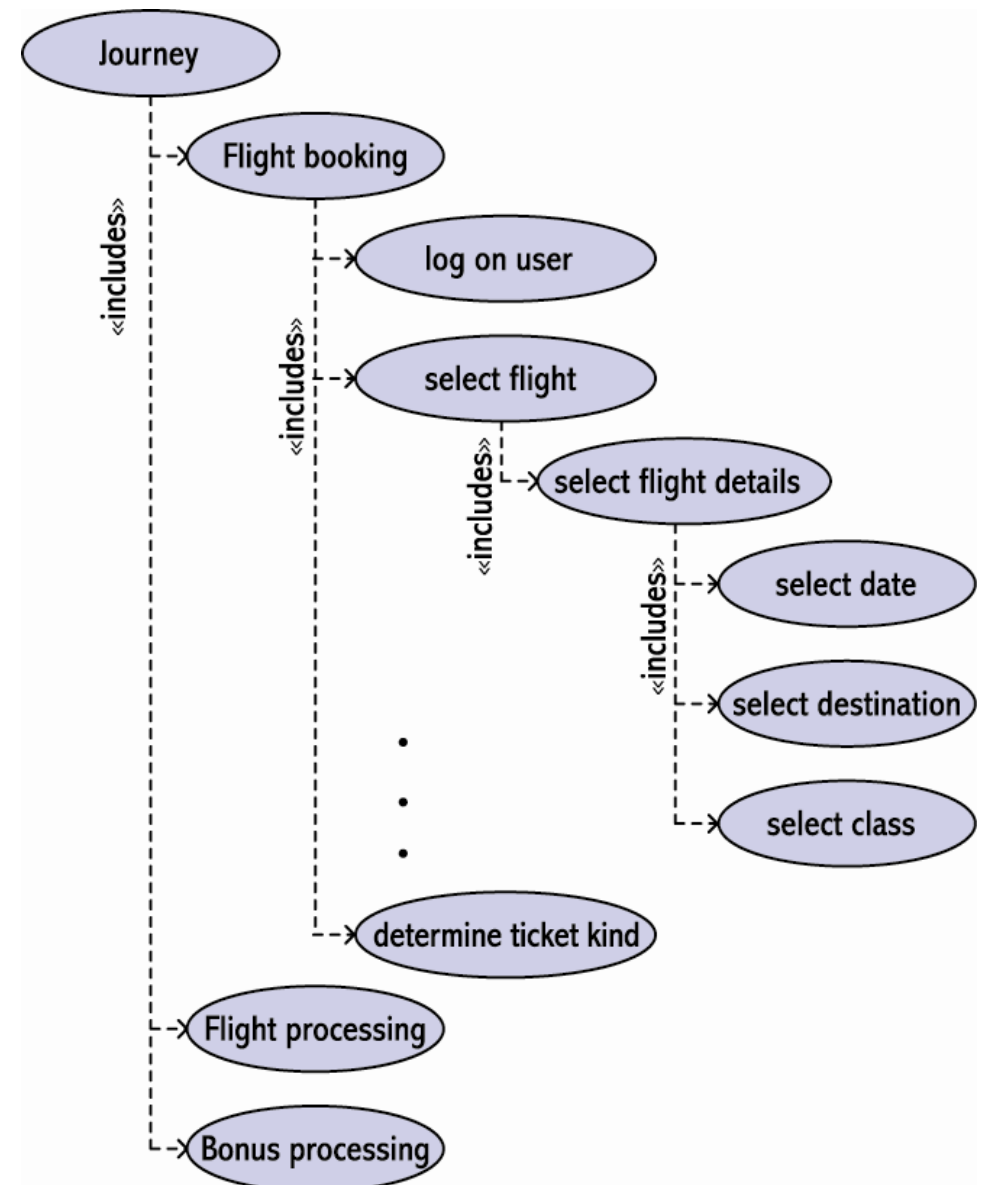
- A use case represents an individual functionality of a system.
- Systems exist on every level of granularity.
- Thus, use cases may be used for functionality of any granularity :
  - from high level business processes,
  - via (web) services,
  - to individual methods or functions.



# 3 - Use Cases

## Emulating function trees

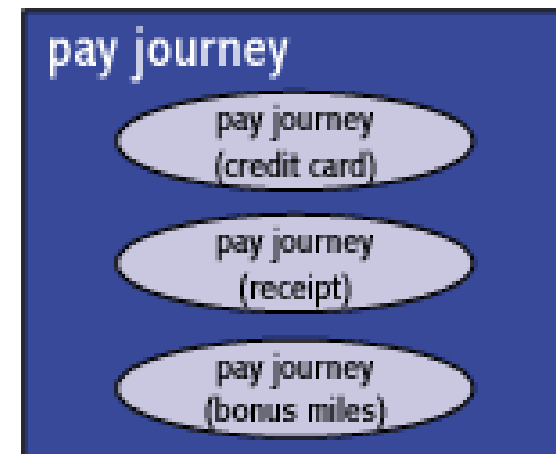
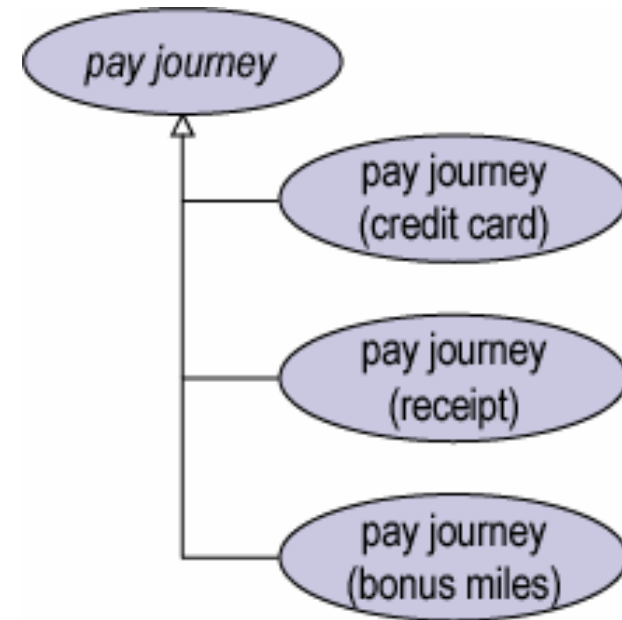
- Structured methods relied on functional decomposition.
- Although this is not state of the art these days, and UseCases have been introduced in an attempt to get away from it:
  - many systems out there are constructed using these principles,
  - many people out there have this mindset.
- For e.g. reengineering purposes, it is frequently helpful to be able to represent function trees.
- This can be done using UseCases and Includes-Relationships.



# 3 - Use Cases

## Generalization

- As for all Classifiers, UseCases may be arranged in taxonomic hierarchies.
- This is particularly useful for catalogues of functionalities.
- From methodological point of view, abstract use cases are similar to functional subsystems.



# 3 – Use Cases

## Semantics

- Use cases have no semantics in UML.
- There are many consistency conditions in conjunction with other models, but that's methodology, and beyond the scope of this tutorial.



# 3 – Use Cases

## UML 1.x vs. UML 2.0

- no changes conceptually
- slight adaptations in the metamodel

# 3 – Use Cases

## Wrap up

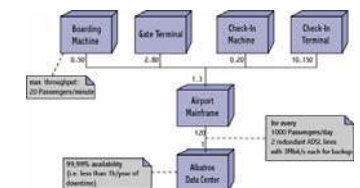
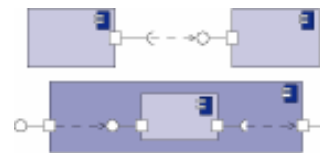
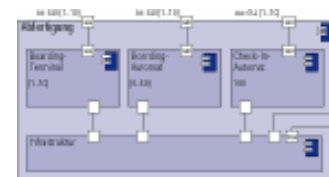
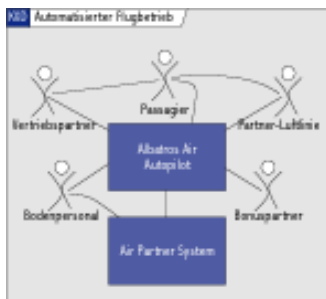
- Use cases may be used to represent a high–level view of functionality, as in
  - functionality overview / domain architecture
  - detail description of context of individual use case
  - function tree (particularly for reengineering and documentation purposes)
- The UML still does not come with a (textual) schema for describing use cases.
- Basically, use cases in UML 2.0 are the same as in UML 1.x.

# Unified Modeling Language 2.0

## *Part 4 – Architecture*

Prof. Dr. Harald Störrle  
University of Innsbruck  
MGM technology partners

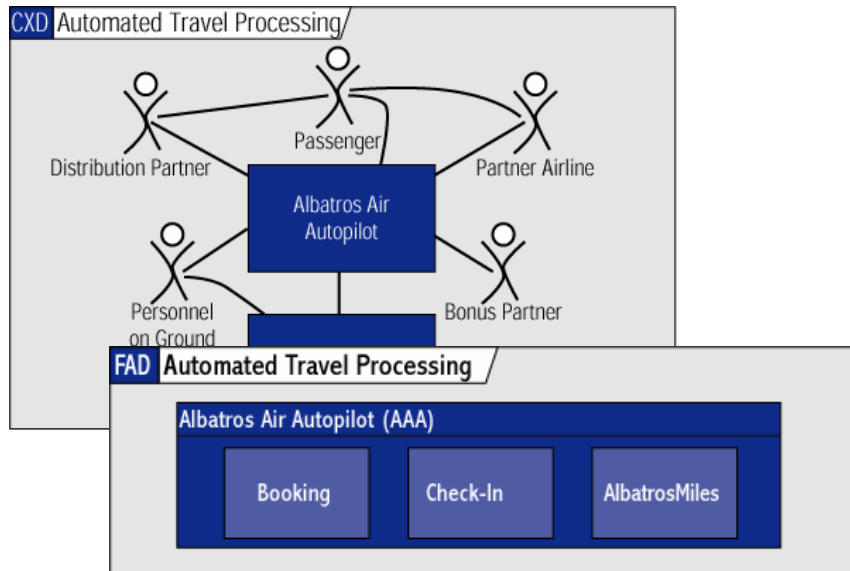
Dr. Alexander Knapp  
University of Munich



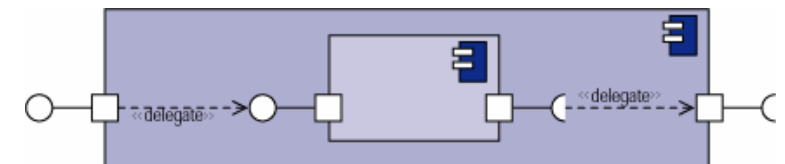
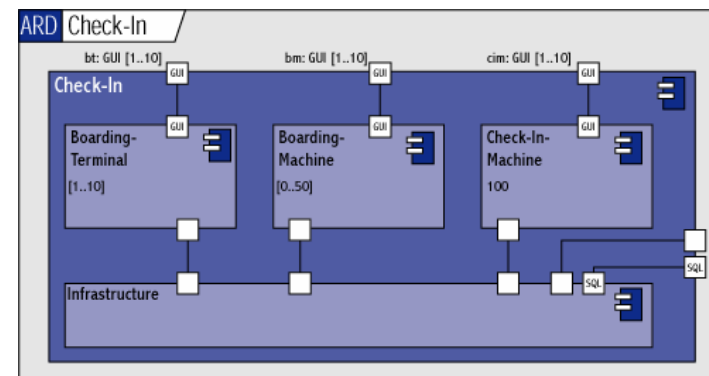
# 4 - Architecture

## A first glimpse

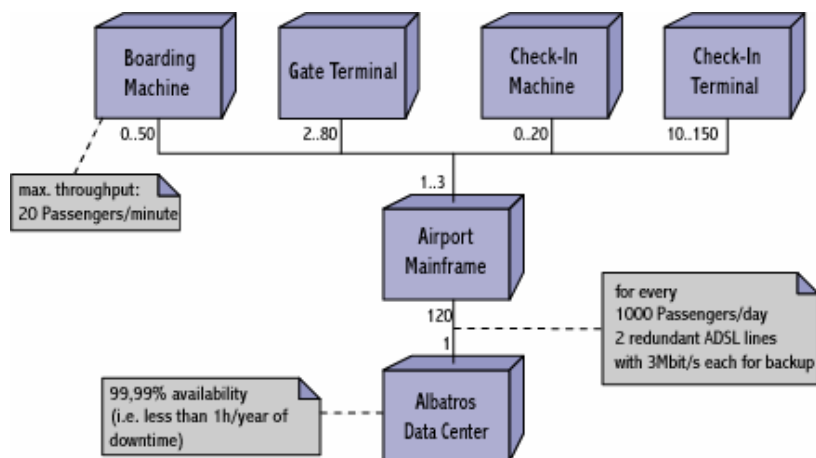
### Context & domain architecture



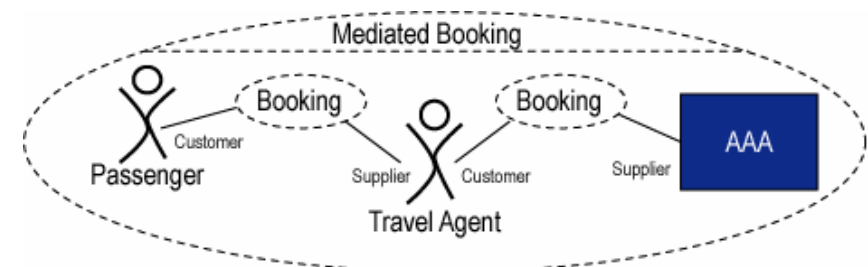
### Composite structure ("assembly") diagrams



### Deployment



### Collaboration



# 4 – Architecture

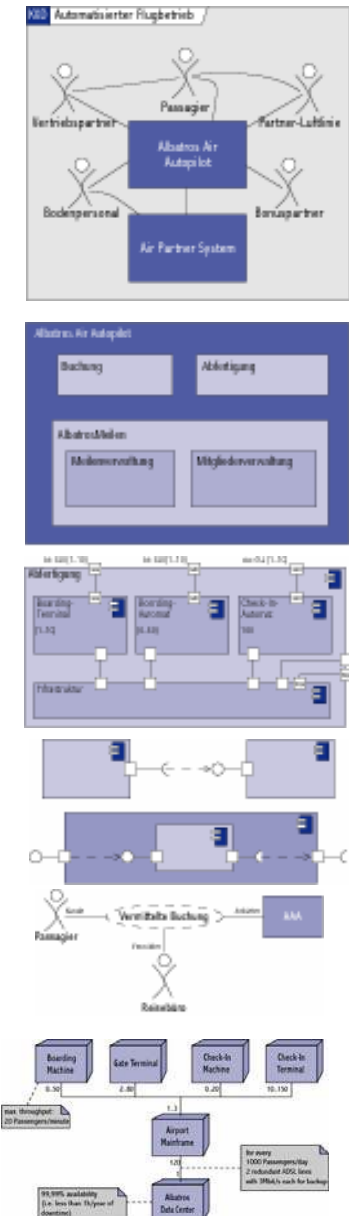
## History and Predecessors

- **Context and domain architecture diagram**
  - 1970's: SADT et al. use top level DFD as context diagram
  - 1988: Shlaer/Mellor introduce domain chart
- **Part/port/connector–concepts, composite structure (“assembly”) diagram**
  - 1976: SDL (block/gate/channel)
  - 1978: SARA (module/socket/interconnection)
  - 1993: RAPIDE (module/type/binding)
  - 1994: ROOM (actor/port/connector)
  - 1999: UML/RT,... (capsule/port/connector)
  - 2000: UML 1.3 (subsystem/-/-)
- **collaboration**
  - 1997: Catalysis (D'Souza, Wills)
- **computing system structure diagram (“deployment”)**
  - traditional

# 4 – Architecture

## Usage Scenarios / Architectural views

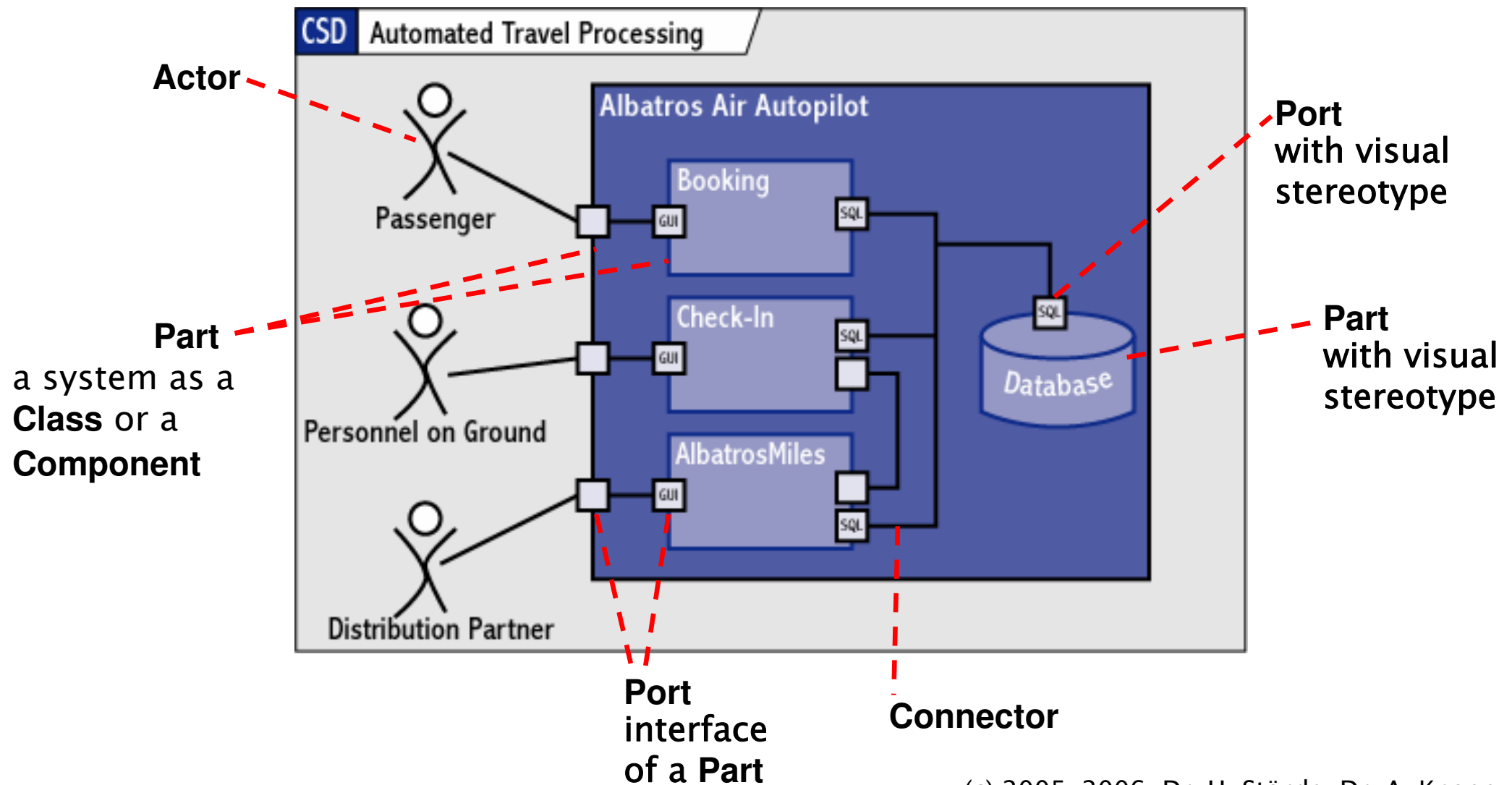
- **Context diagram**
  - define the system's boundaries in terms of its users and neighbor systems
  - define names/abbreviations for systems and neighbor systems
- **Domain architecture**
  - provide overview of high-level domain components
  - define names/abbreviations for subsystems
- **Composite structure diagram (system assembly diagram)**
  - define ports (“system interfaces”) with names and abbreviations
  - define connections between interfaces
- **Composite structure diagram (class assembly diagram)**
  - as above on fine level of granularity
  - define (programming language) interfaces for ports, too
- **Collaboration**
  - document design decisions (“patterns”) on any level of granularity
- **System structure diagram**
  - physical nodes and connections between them



# 4 - Architecture

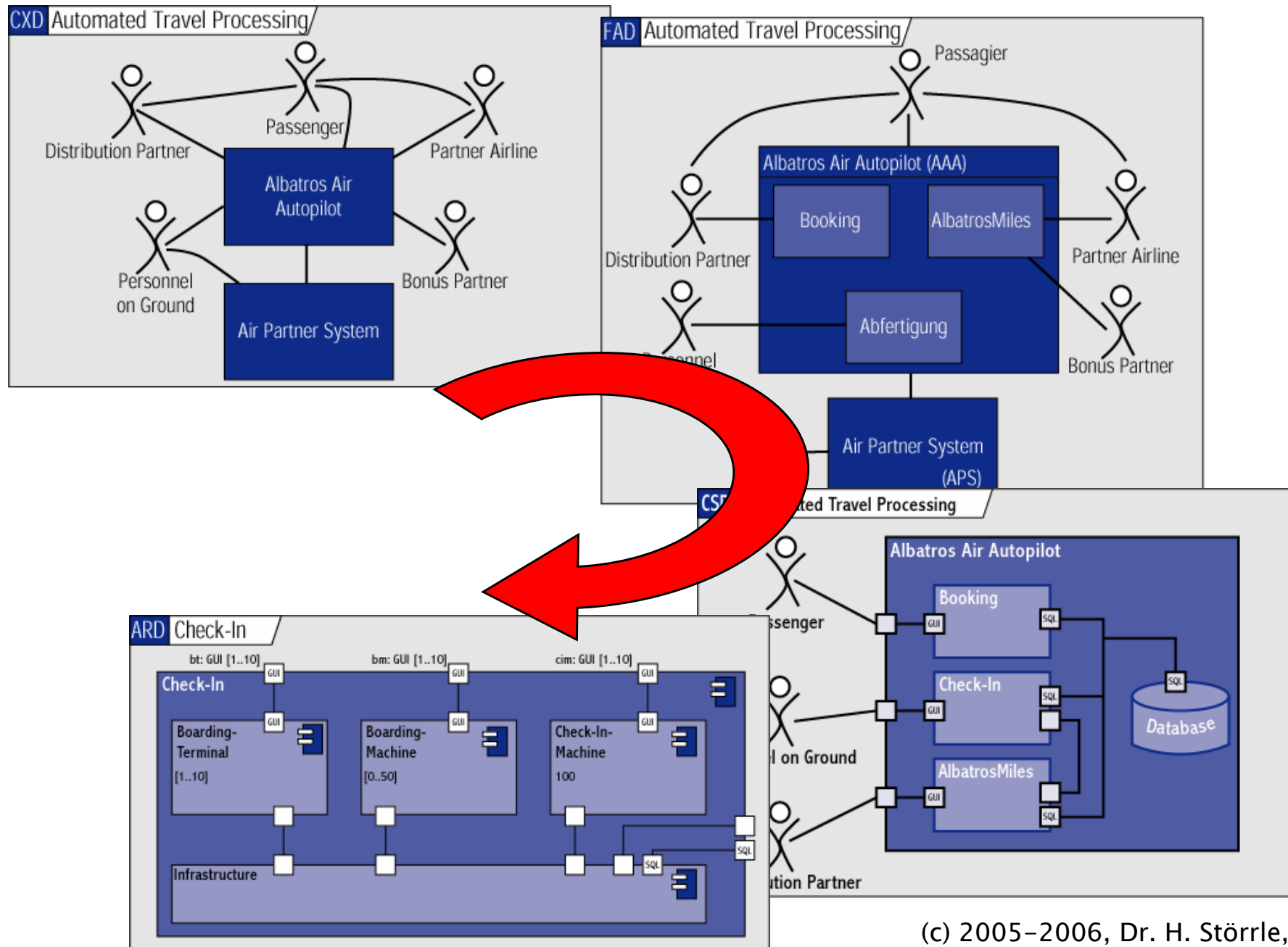
## Main concepts: Composite structure diagrams

better name: assembly diagrams



# 4 - Architecture

## Usage: Stepwise refinement

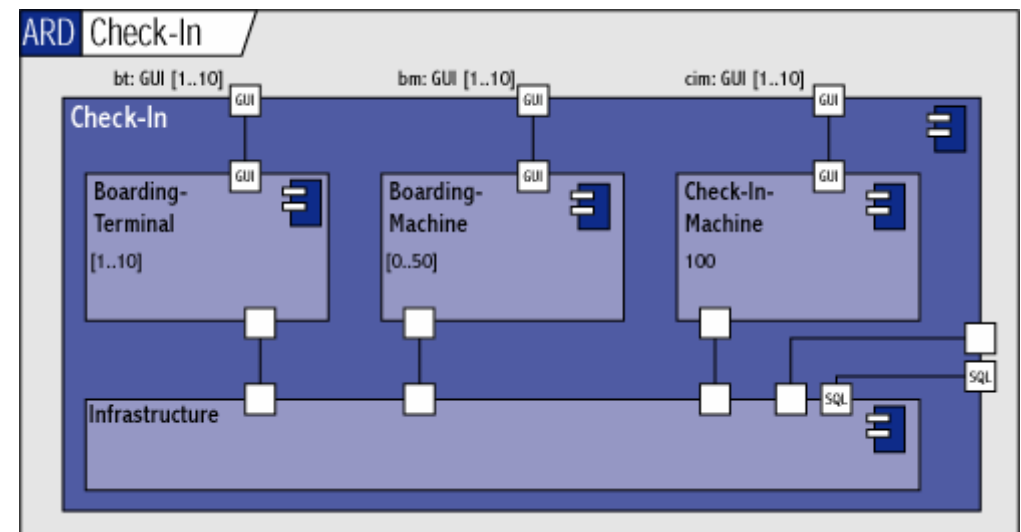
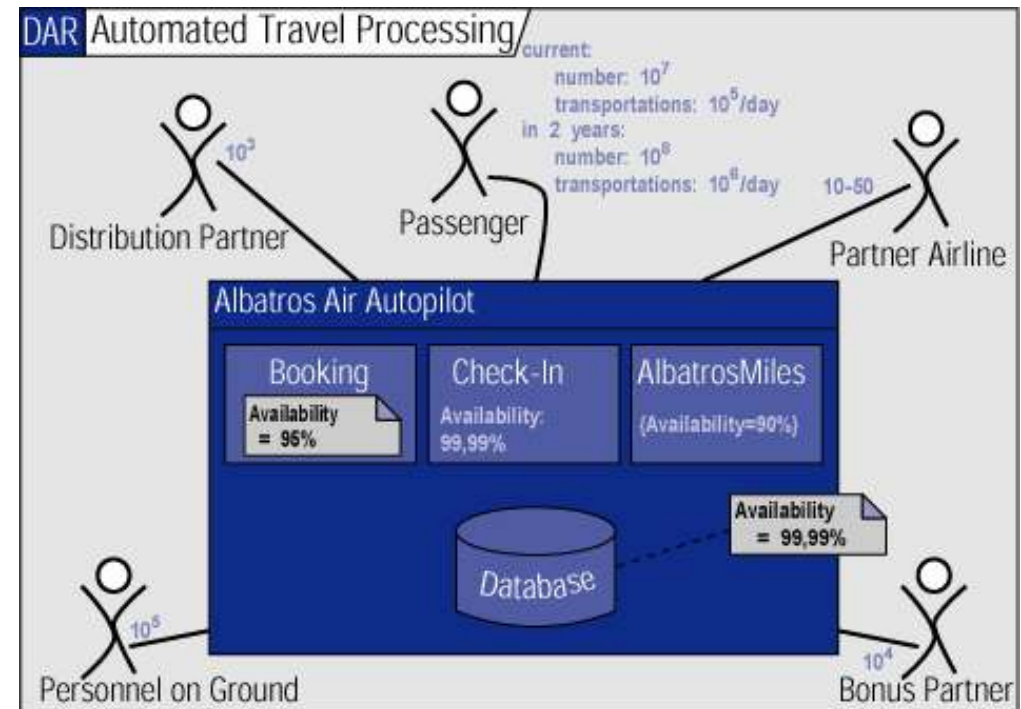




# 4 – Architecture

## Usage: Quantity structures

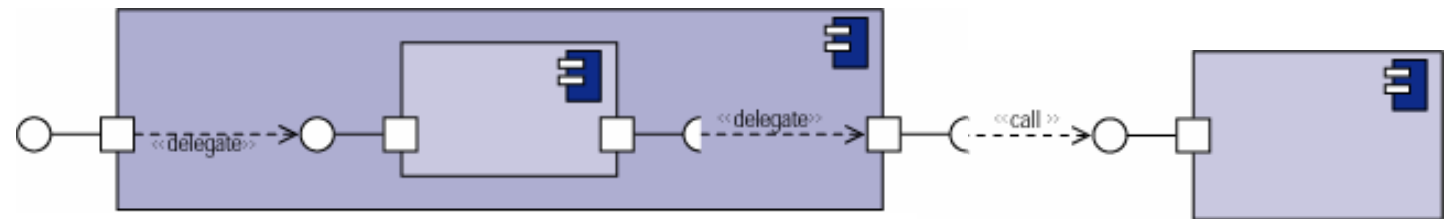
- Quantity structures are indispensable for the dimensioning of large systems:
  - numbers of (concurrent) users,
  - amount of data traffic on a given interface,
  - availability, MTBF,...
  - number of (collaborating) systems or components (dynamic architectures).
- Quantity structures are not covered directly in UML so we need to use comments (but that's no problem).



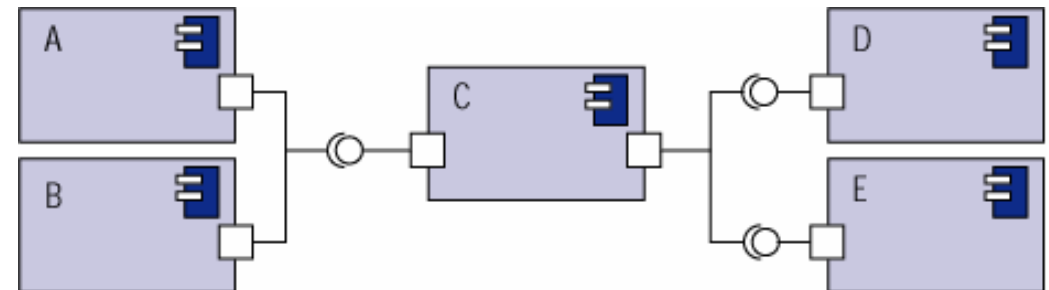
# 4 – Architecture

## Usage: Plumbing components together

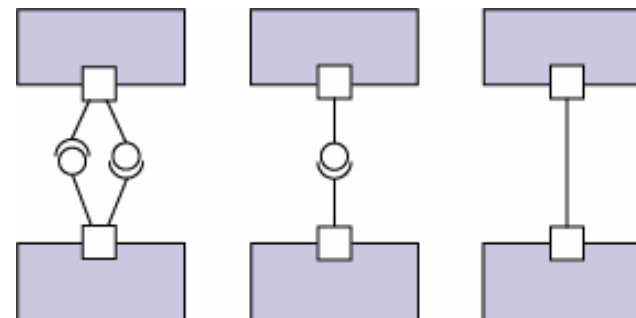
- Connecting Ports amounts to delegate/call-Dependencies.



- Using the joint-notation reveals details about the number and direction of connections.



- From left to right:
  - two connectors, one in each direction
  - one connector with direction
  - and one connector without direction.



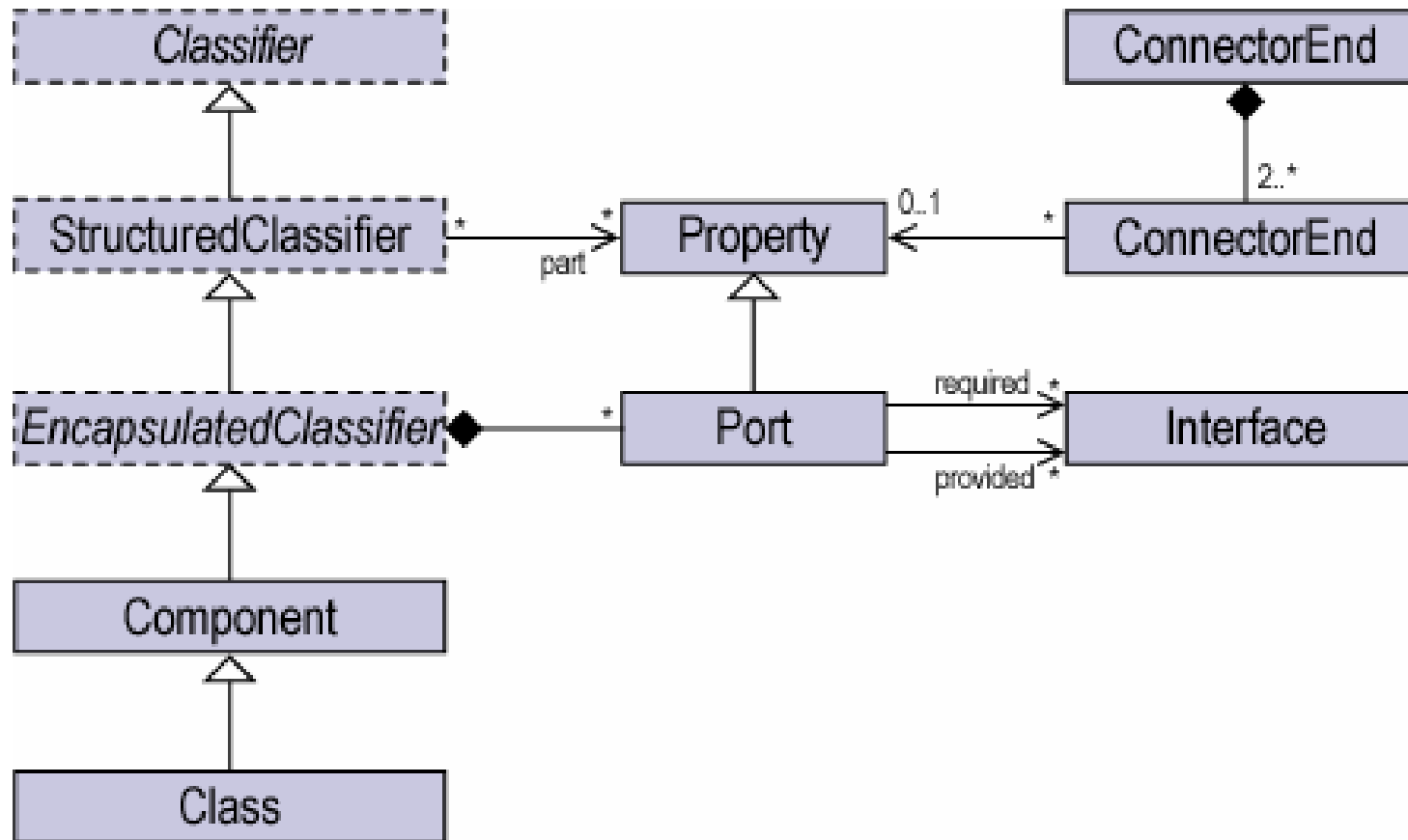
# 4 – Architecture

## Components

- UML 1.x components were just binaries. In UML 2.0, components are defined much more comprehensively.
  - “A component represents a modular part of a system that encapsulates its contents and whose manifestation is replaceable within its environment.
  - A component defines its behavior in terms of provided and required interfaces. As such, a component serves as a type, whose conformance is defined by these provided and required interfaces (encompassing both their static as well as dynamic semantics). One component may therefore be substituted by another only if the two are type conformant. [...]
  - A component is modeled throughout the development life cycle [...].”

# 4 - Architecture

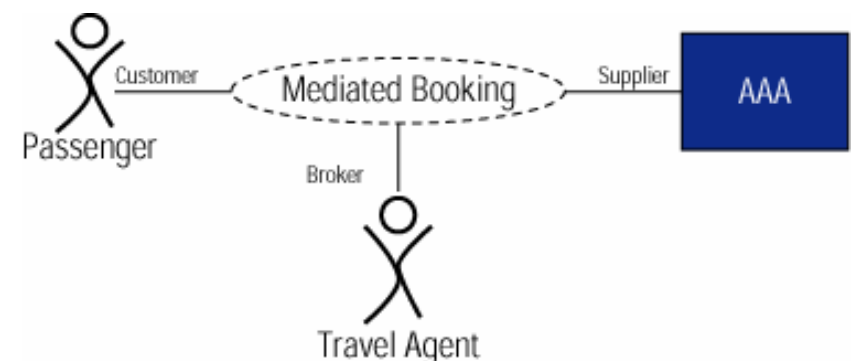
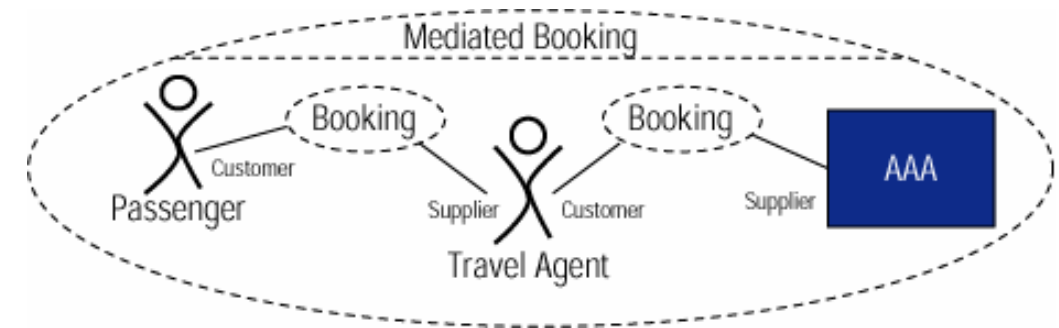
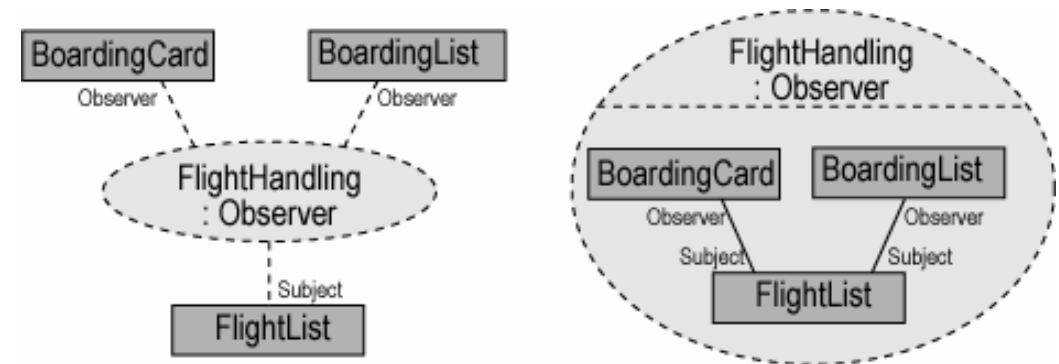
## Metamodel: Parts and ports



dashed outlines:  
defined in another package

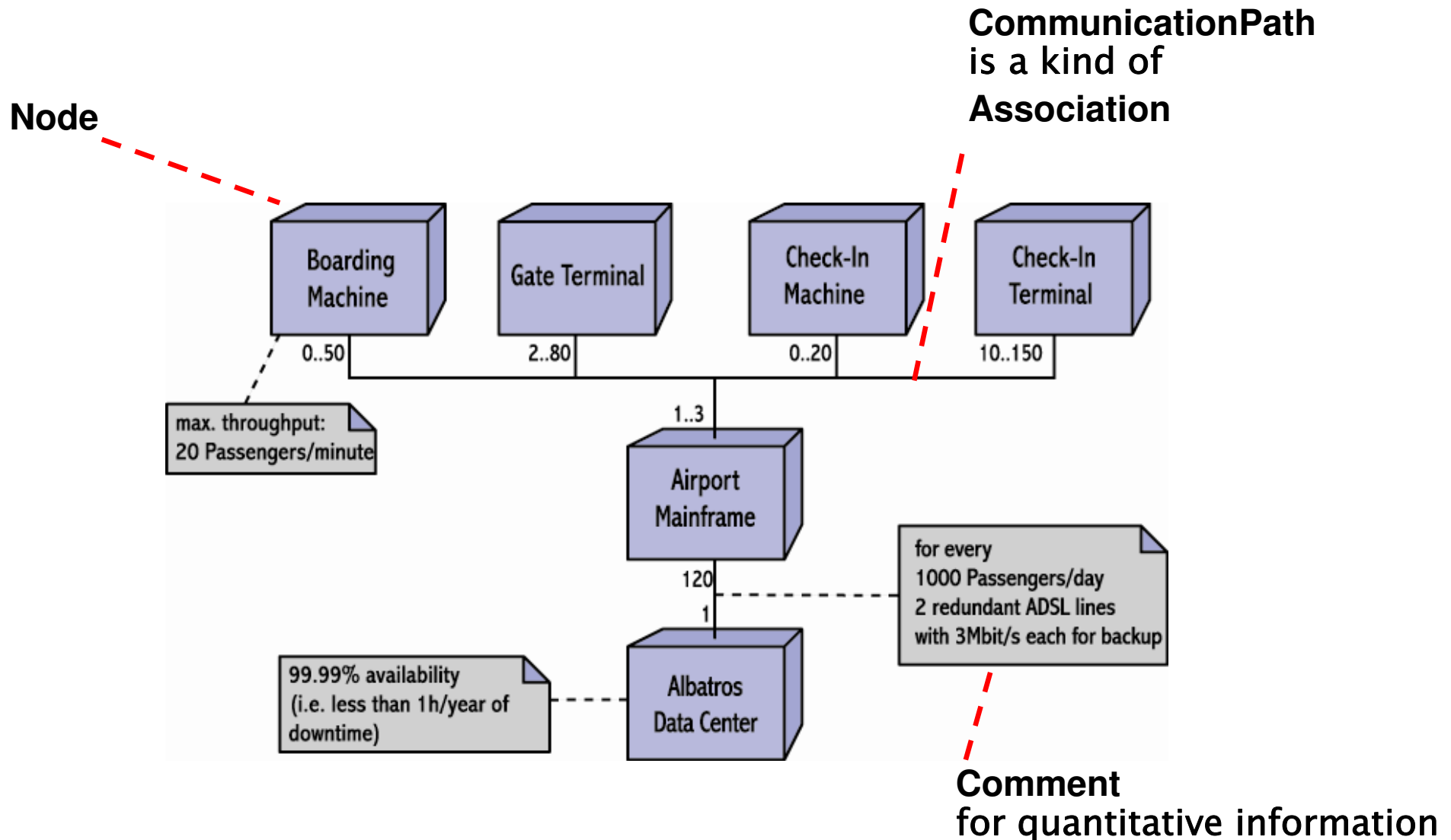
# 4 – Architecture Collaboration

- The purpose of collaborations is to abstractly describe a form of linkage without being specific.
- Declared as the way to describe design and analysis patterns.
- Might help in early stages of architectural design.
- Could also be used to describe global constraints.
- May be nested and composed.
- Methodologically, Collaborations are the structural equivalent to UseCases.

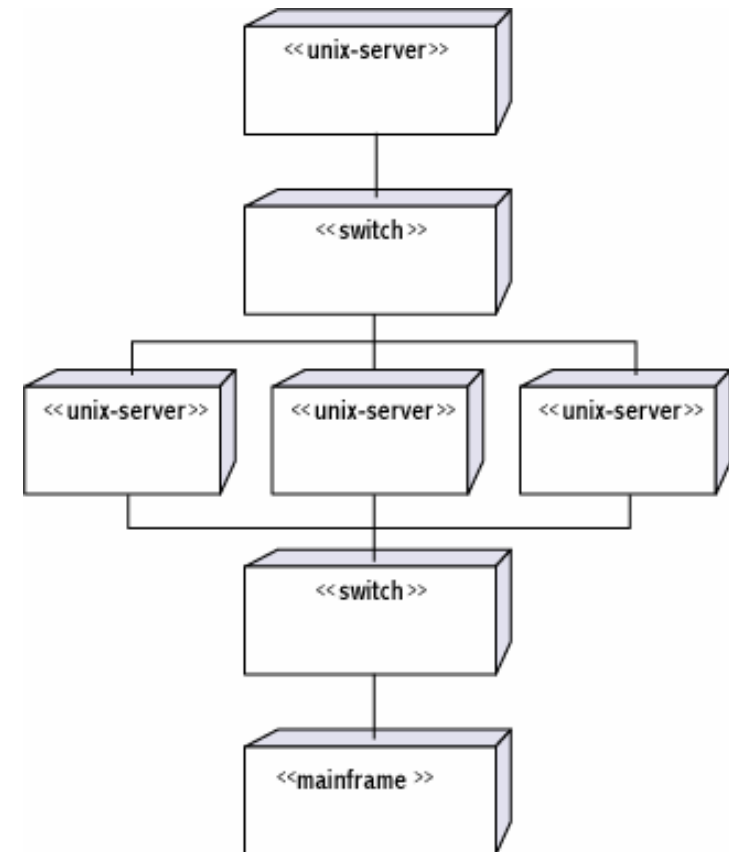
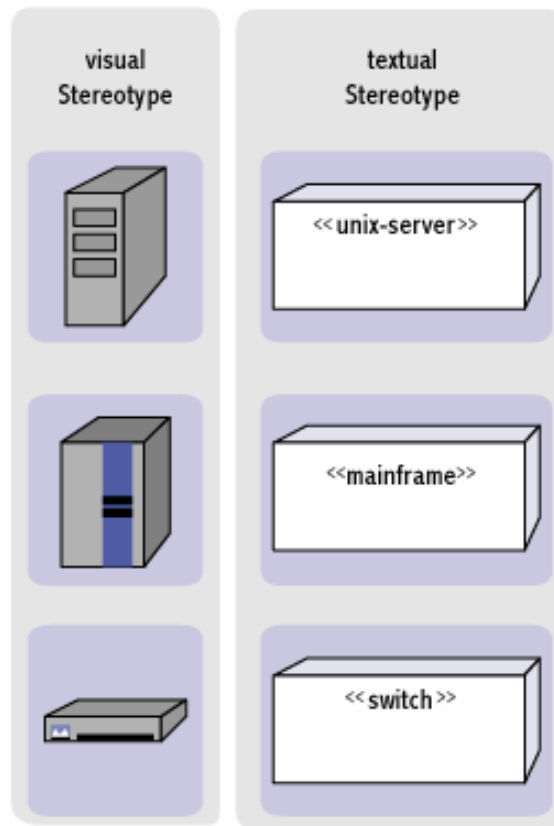
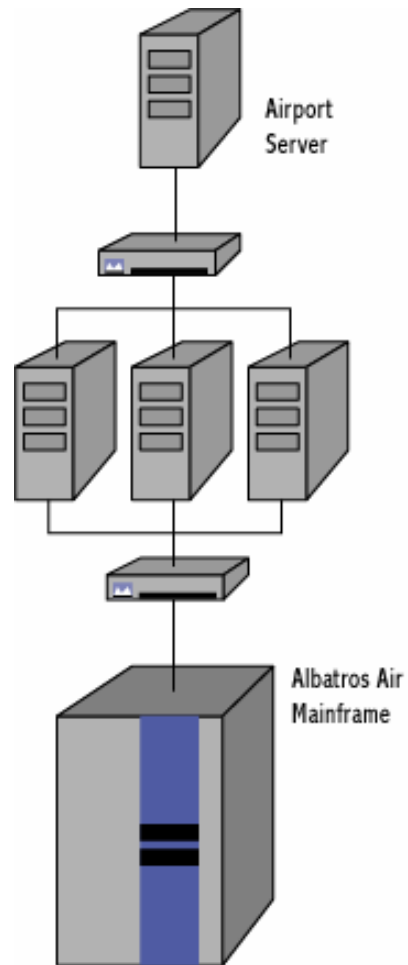


# 4 - Architecture

## System structure



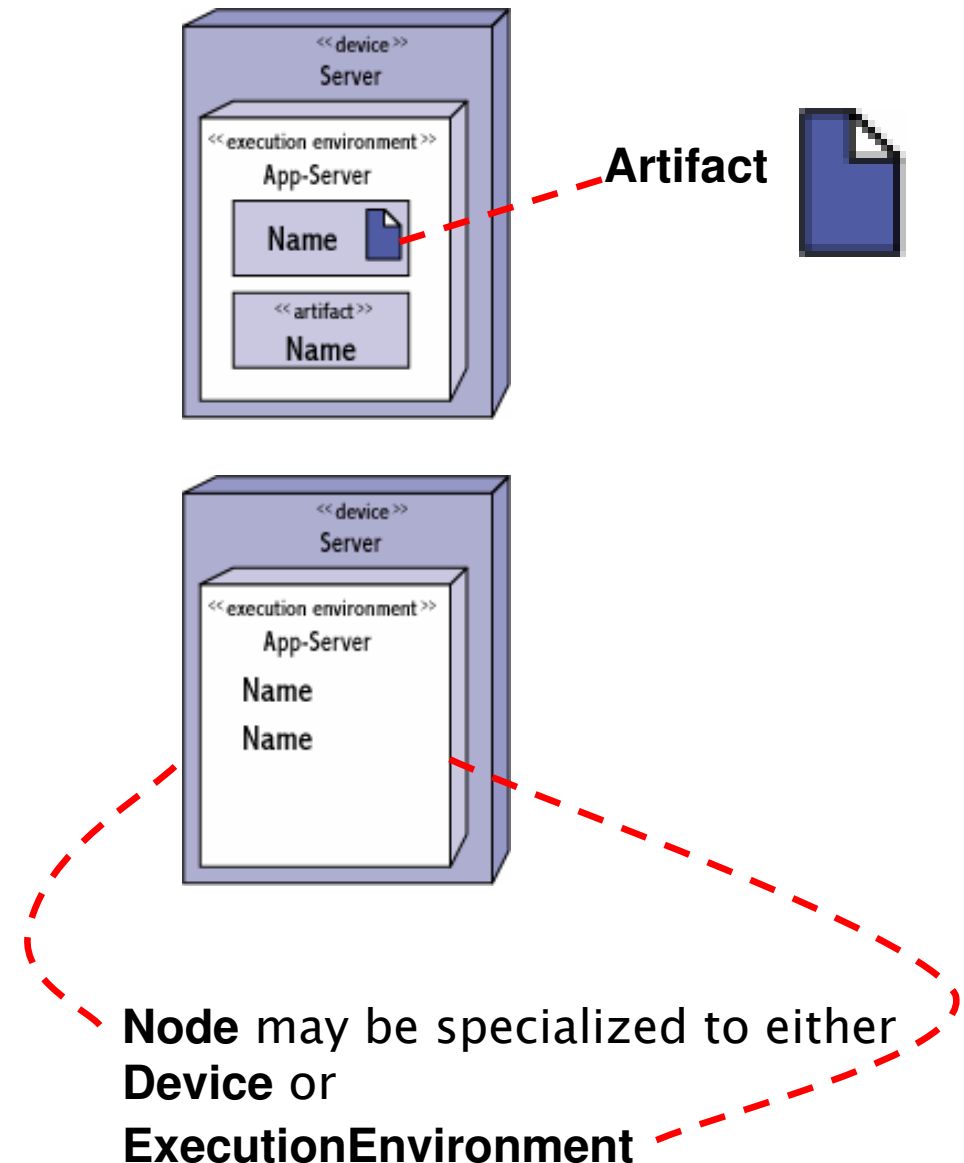
# 4 - Architecture Stereotyping



# 4 – Architecture

## Deployment

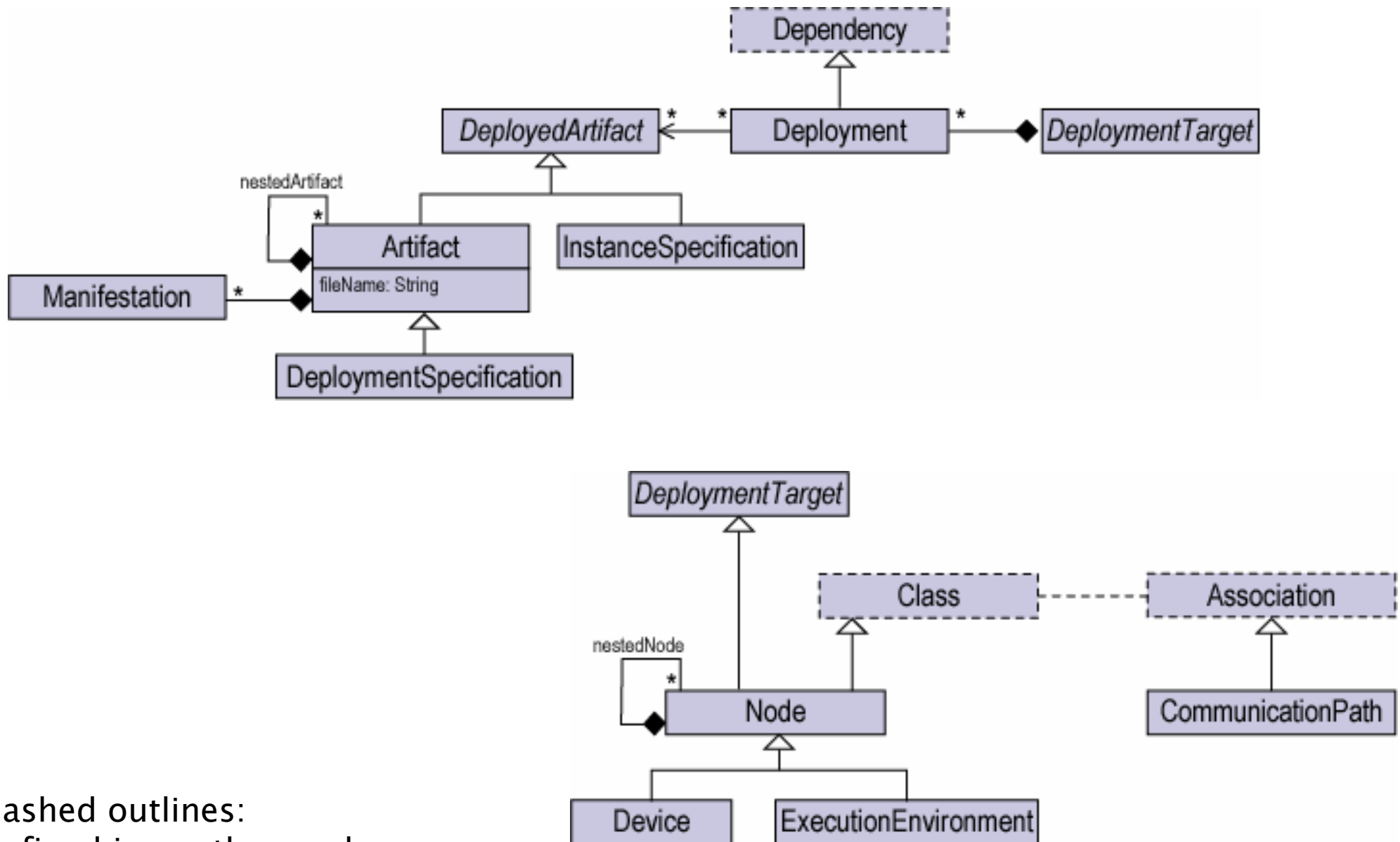
- A Deployment is a mapping of artifacts to system nodes.
  - Artifacts may include
    - binaries
    - component instances
  - System nodes may include
    - hardware (Device)
    - software (ExecutionEnvironment)
- Formally, a deployment is a Deployment Relationship.
- It may be presented either as placing the deployed items or their names on the deployment target.





# 4 - Architecture

## Metamodel: Deployment



dashed outlines:  
defined in another package

# 4 – Architecture Semantics

- Mappings from assemblies to Architecture Description Languages (ADLs) or SDL should be possible. Is it much use? Can there be a uniform semantics for all kinds of ADLs?
- Collaborations seem to have no formal semantics.
- System structures may be mapped to quantitative models for analytical purposes.
- Deployments might be turned into deployment descriptors of application servers.

# 4 – Architecture

## UML 1.x vs. UML 2.0

### UML 1.x

- “system boundary”
- components are binaries
- patterns as templates

### UML 2.0

- Parts/Ports
- artifacts
- components are life cycle units
- patterns (=collaborations) are now first class citizens

# 4 – Architecture

## Wrap up

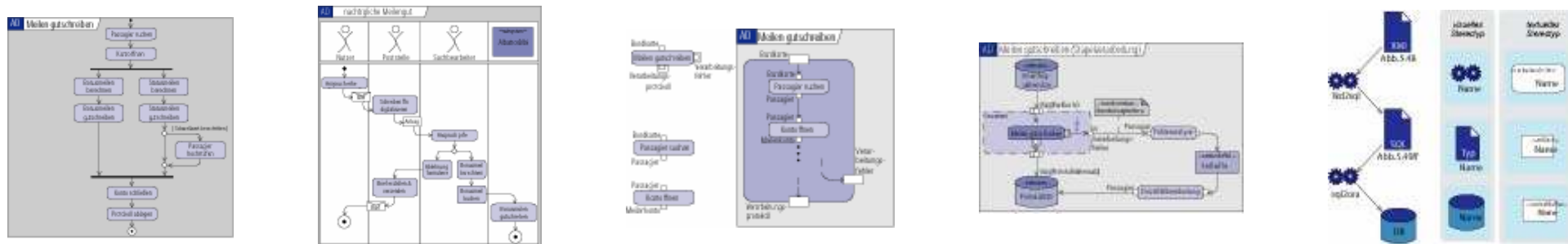
- Popular concepts of architectural modeling (“capsule”/“actor”, “port”) have finally been included into UML. The metamodeling is a little dodgy, though.
- Deployments, artifacts and related concepts have been extended, and they are now first-class citizens.
- Components have finally got a decent definition as life cycle units, artifacts and deployments are now first-class citizens.

# Unified Modeling Language 2.0

## *Part 5 – Activities*

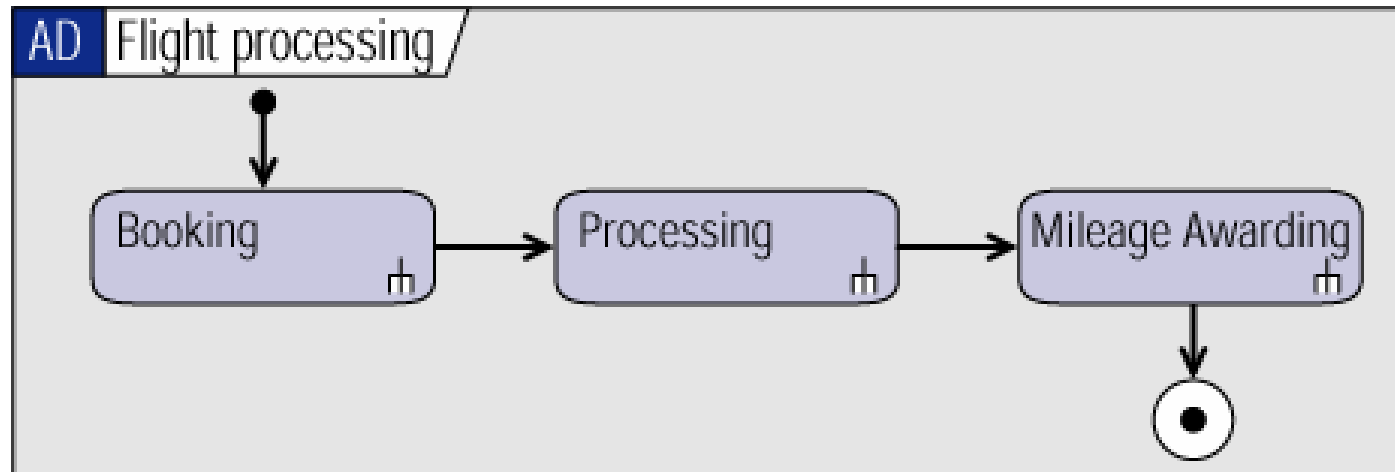
Prof. Dr. Harald Störrle  
University of Innsbruck  
MGM technology partners

Dr. Alexander Knapp  
University of Munich



# 5 - Activities

## A first glimpse



- Activity diagrams present all kinds of control flow and data flow.
- They are kind of dual to state machines: focus is on actions rather than states.
- The UML 1.x notation has been kept (with a different meaning), and much extended.

# 5 – Activities

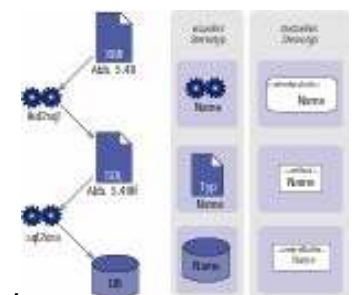
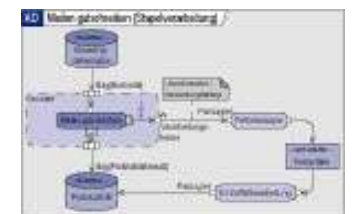
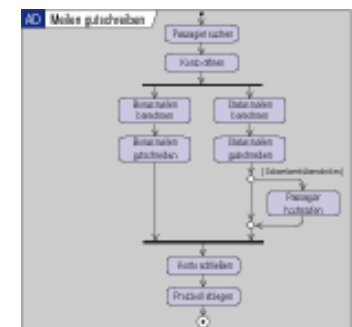
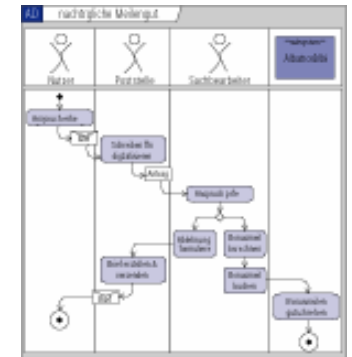
## History and predecessors

- 1962
  - Petri-nets
- 1969
  - Flow charts (IBM, ISO)
- 1970's
  - Nassi-Shneiderman-diagrams
- 1980's
  - Structured Methods (SADT etc.) introduce data flow diagrams
  - Methodologies like IDEF are based on these notations
- 1990's
  - event process chains (particularly in BPR & SAP R/3 context)

# 5 – Activities

## Usage scenarios

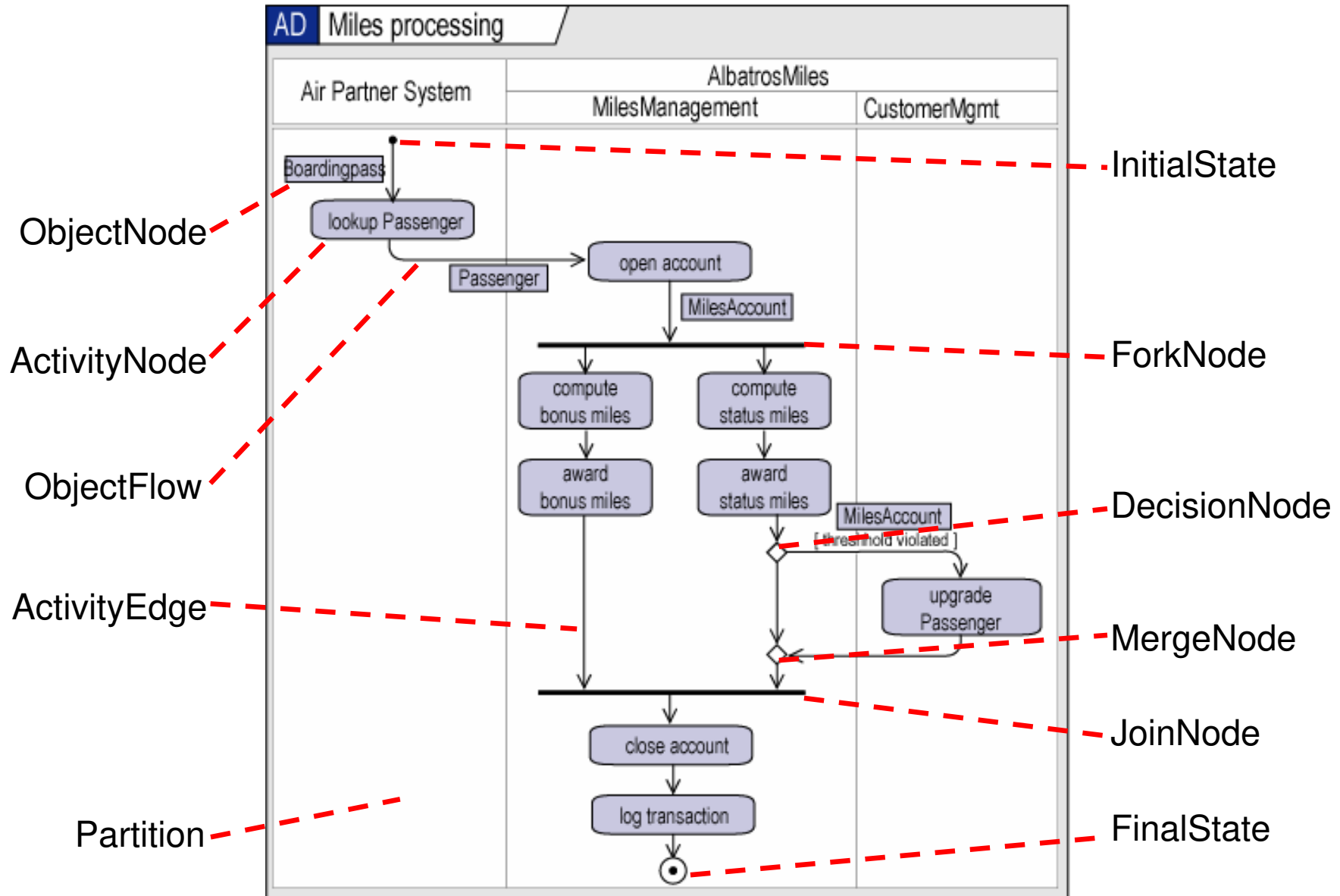
- Activity diagrams have applications throughout the whole software life cycle for many purposes.
- Analysis
  - design or document processes in the application domain (business processes)
- Design
  - design or document processes as compositions of preexisting elements like manual tasks or automated jobs
- Implementation
  - document existing programs (i.e. functions, services, ...)
  - design algorithmic processes with an intention of turning them into implementation language code





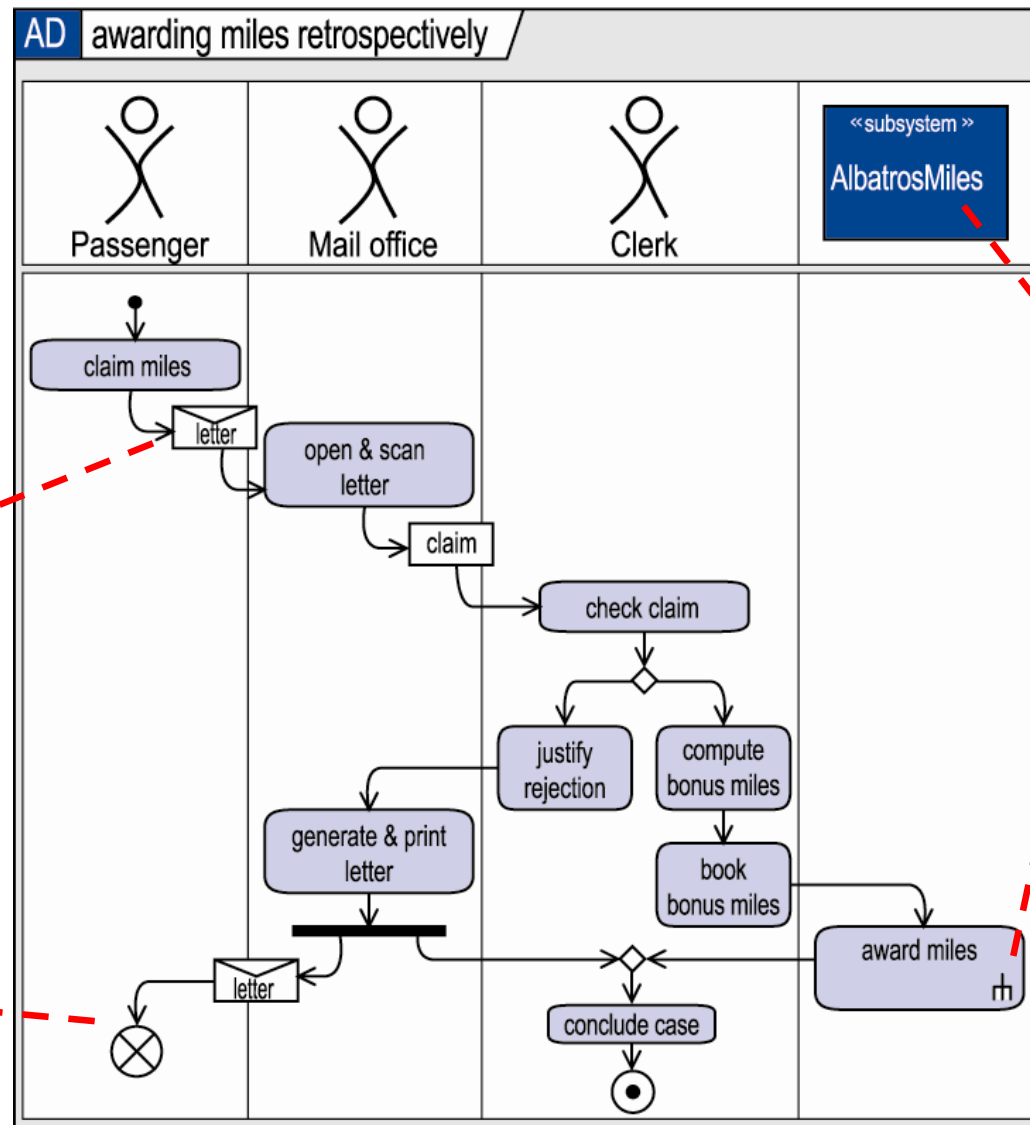
# 5 - Activities

## Main concepts



# 5 - Activities

## Main concepts



stereotyped  
**ObjectNode**

**FlowFinal**

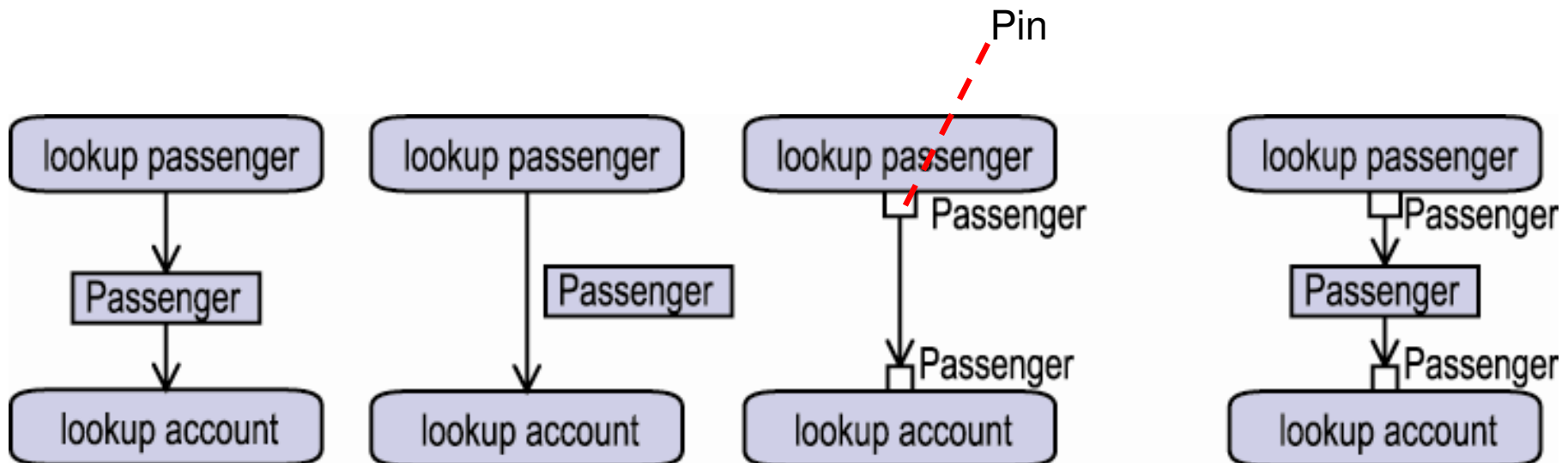
**Partitions**  
may be represented  
explicitly

refined **Activity**

# 5 – Activities

## Pins

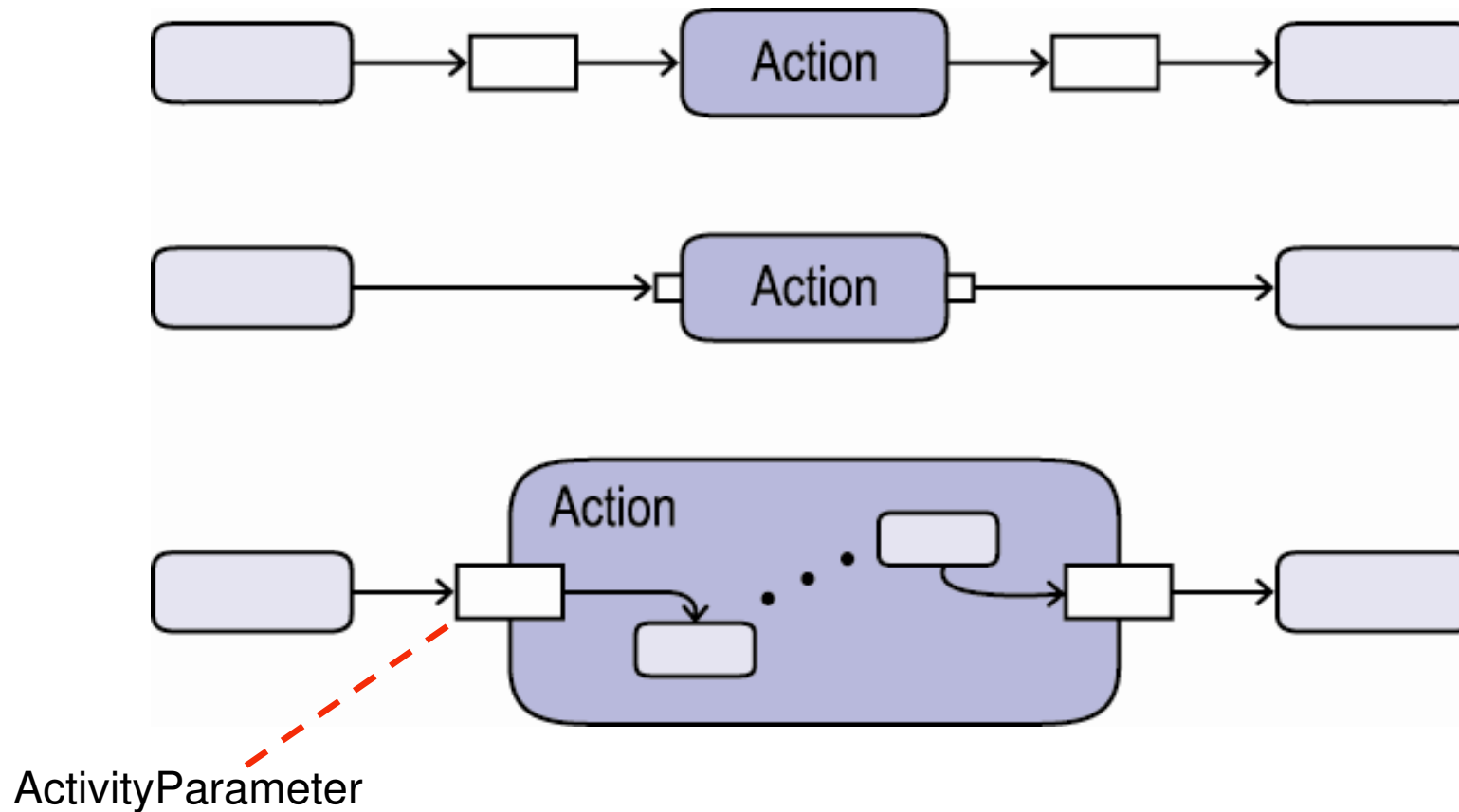
- Data flow may be represented
  - explicitly,
  - by dataflow nodes attached to control flow,
  - by “Pins” on Activities, or
  - as combinations.



# 5 - Activities

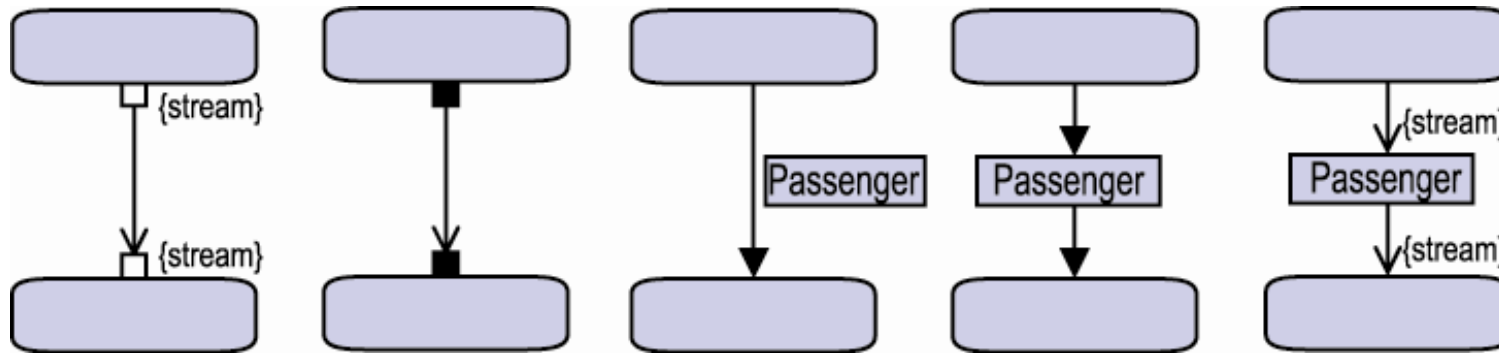
## Activity parameters

- Pins act as parameters for Activities.



# 5 - Activities

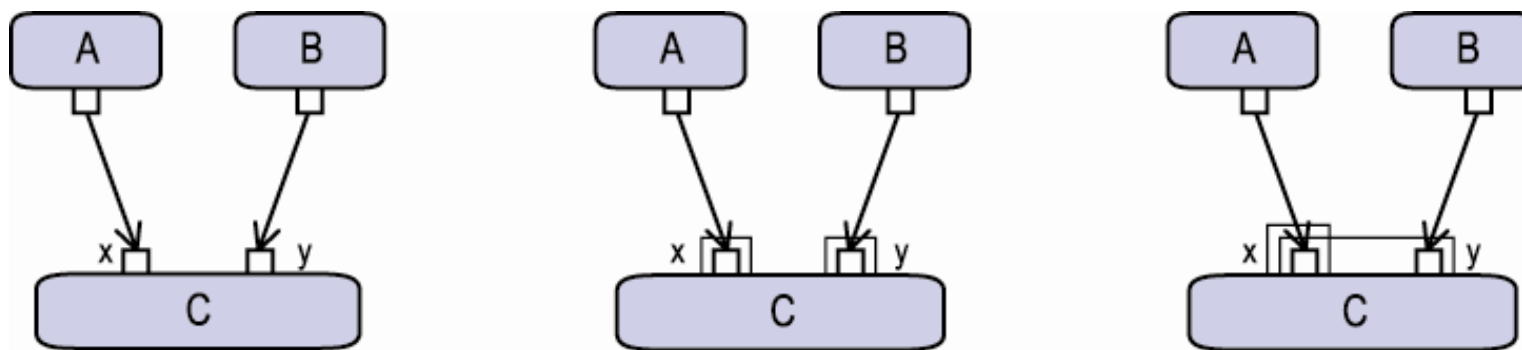
## Pin types



### Pin type

- a) streaming
- b) streaming
- c) exception
- d) unidirectional
- e) collection data

ParameterSet may be used to define applicable sets of parameters



(a)

(b)

(c)

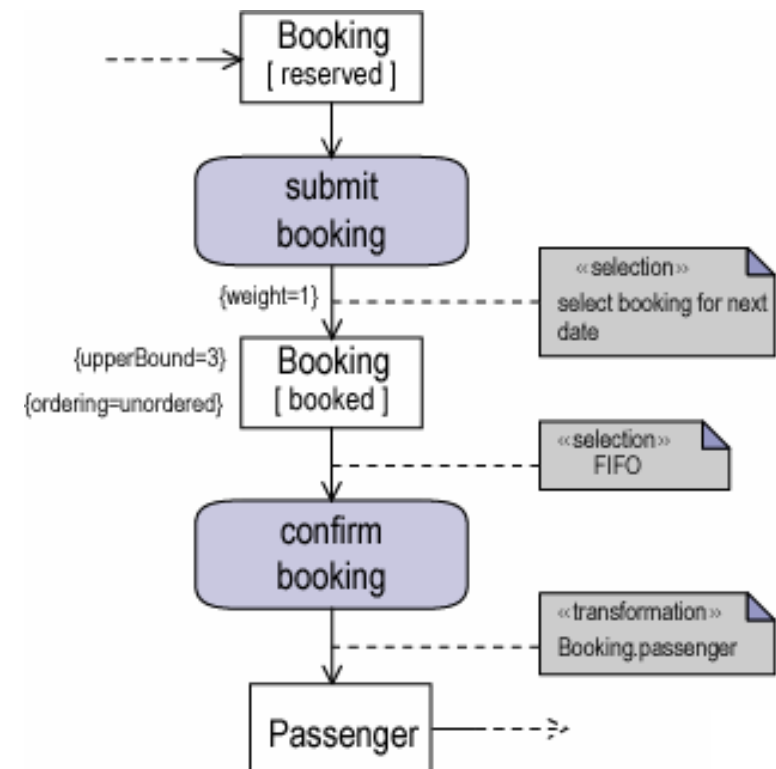
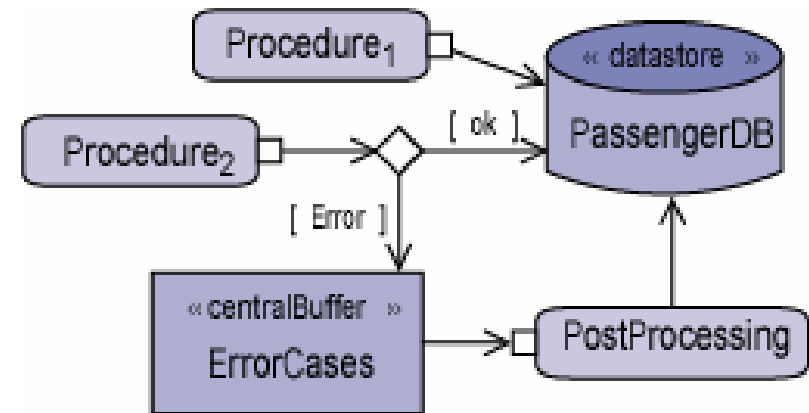
### Parameter sets

- a) {x, y}
- b) {x}, {y}
- c) {x}, {x, y}

# 5 – Activities

## Data flow details

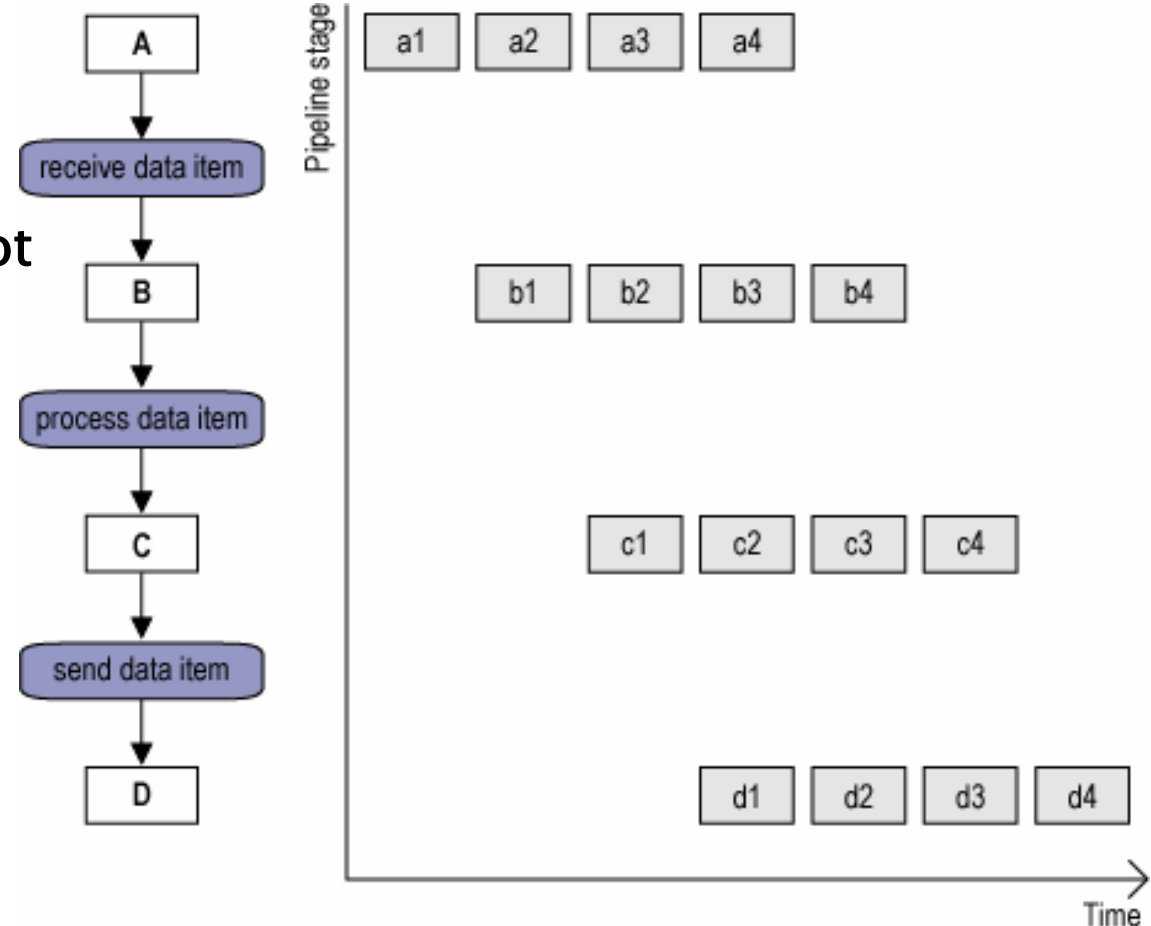
- Data flow defines the transport of data items between buffers by activities.
- Buffers may have capacities and orderings.
- Apart from the transport as such, data flow may also define
  - selection of a particular data item, and
  - transformation of data items.
- It is often useful to denote the state of a data item in a buffer.



# 5 - Activities

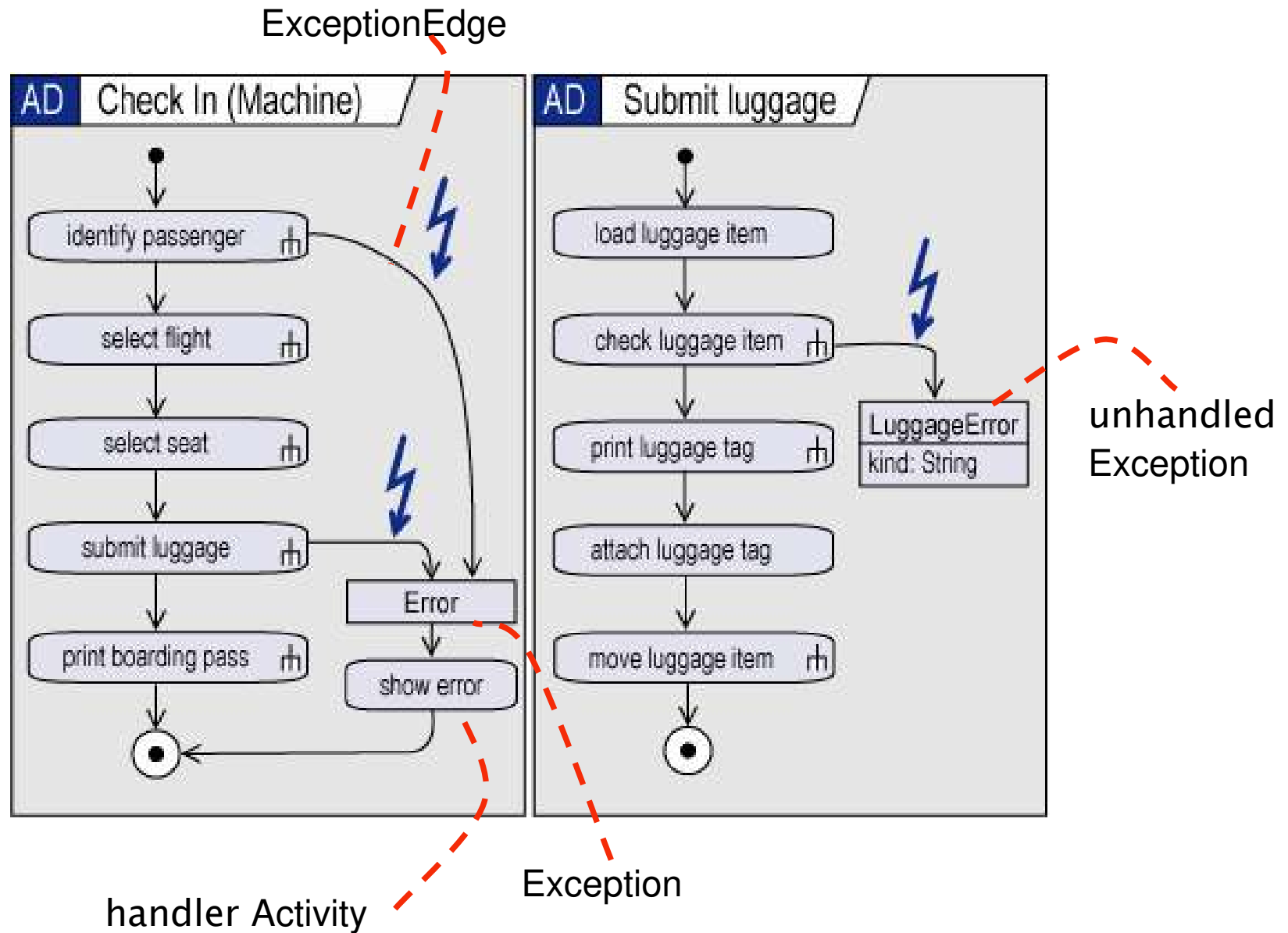
## Streaming

- Streaming means that data is processed pipeline-style.
- Streaming-like behavior was not expressible in UML 1.x.
- Streaming is expressed by
  - solid black pins
  - explicit annotation at pins
  - black arrowhead arcs, or
  - stream mode at expansion regions.



# 5 - Activities

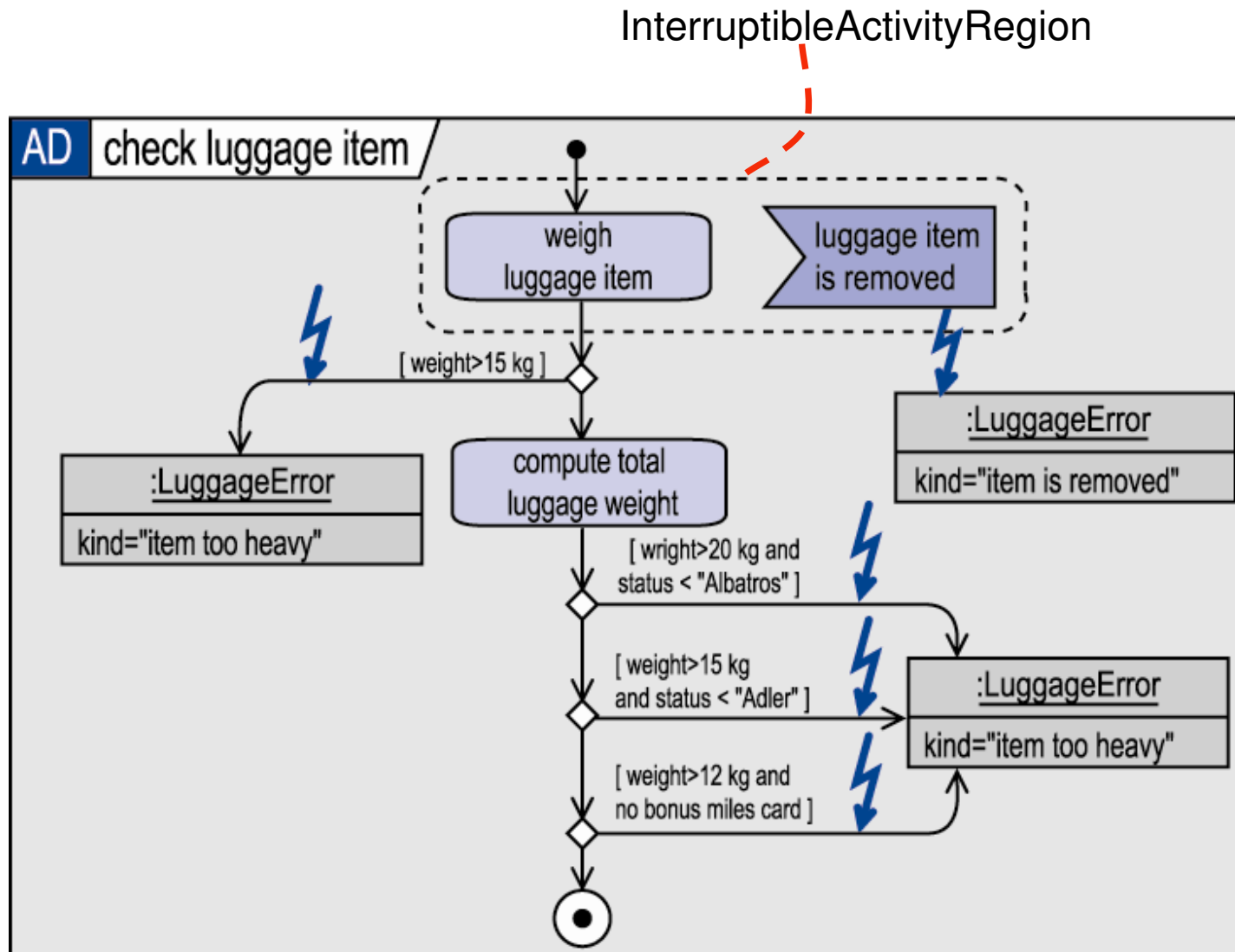
## Exceptions





# 5 - Activities

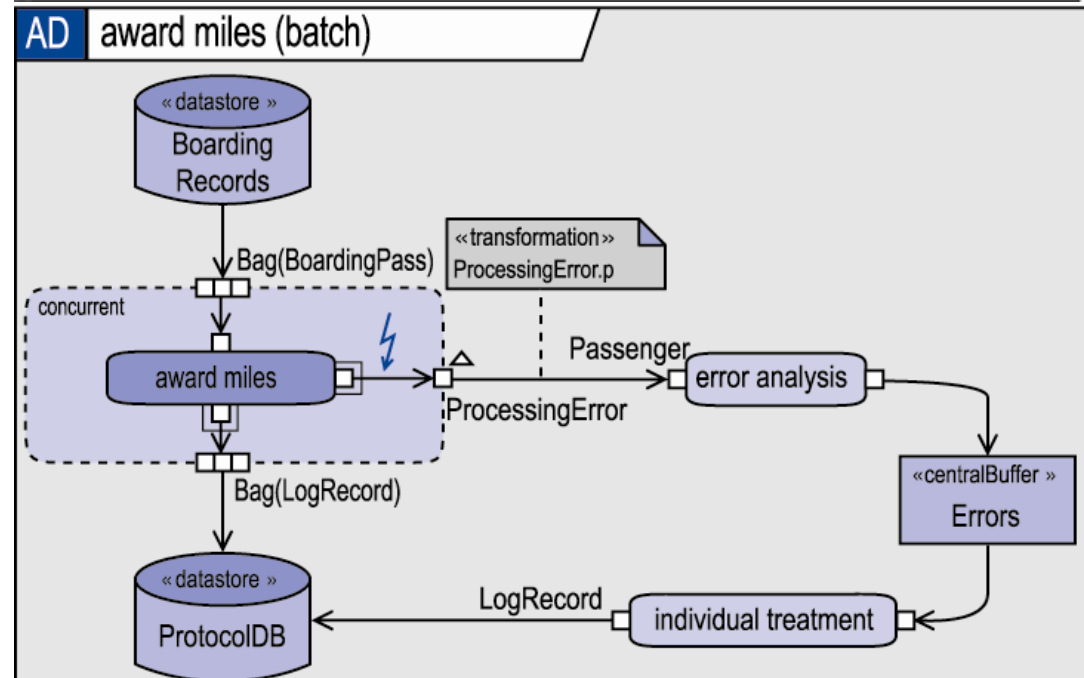
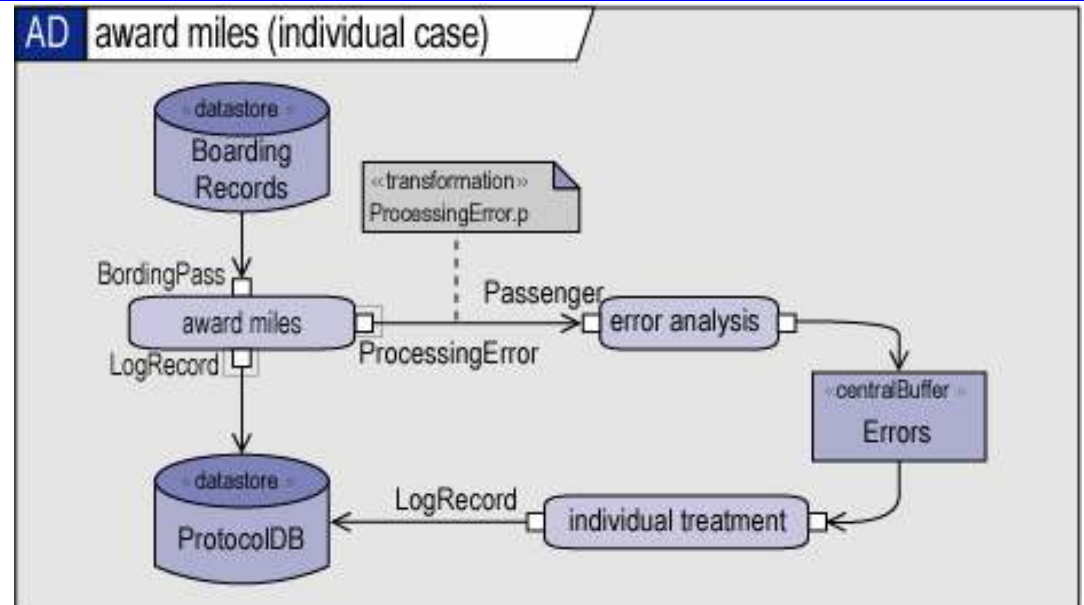
## Raising exceptions



# 5 - Activities

## Expansion regions for mass data processing

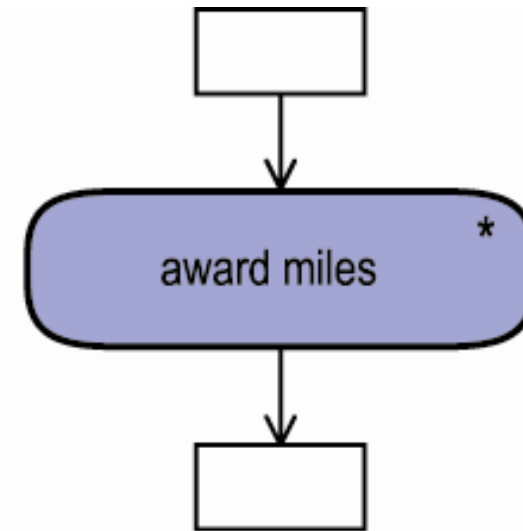
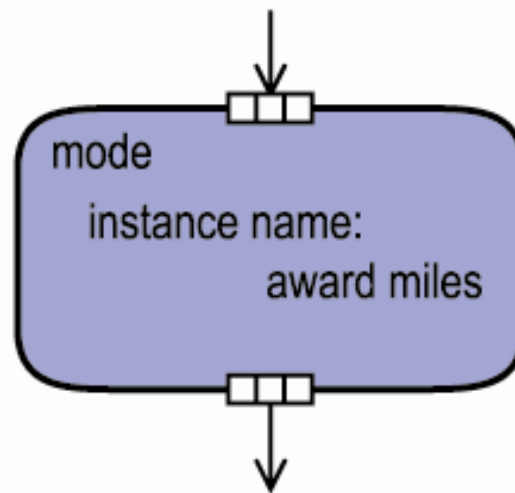
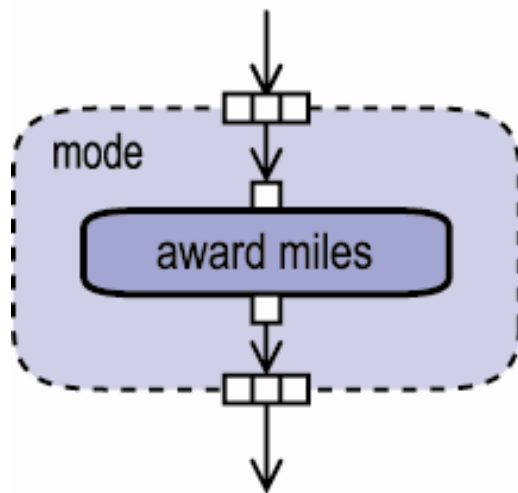
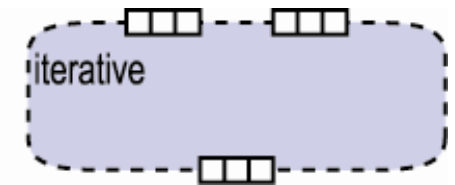
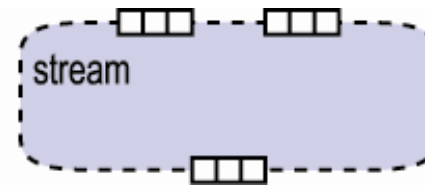
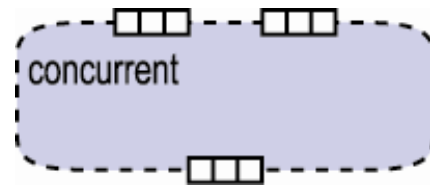
- Activities are often used to specify processing of mass data (batch runs) rather than individual items.
- UML offers **ExpansionRegions** to support this usage scenario.
- An expansion region declares a portion of an activity as applicable to a whole bunch of items.



# 5 - Activities

## Expansion Regions

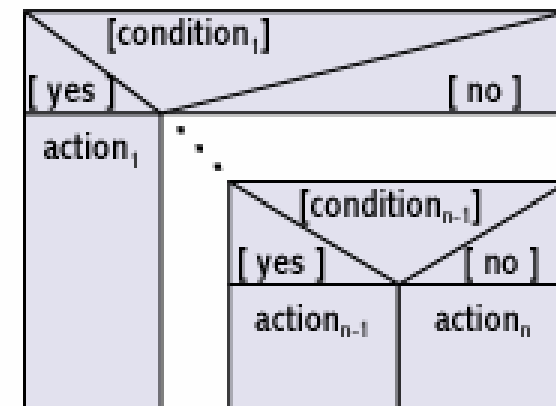
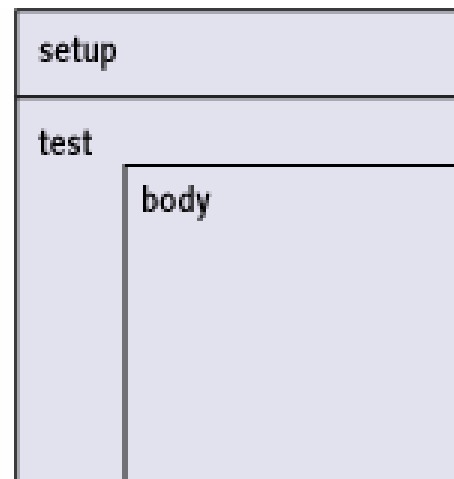
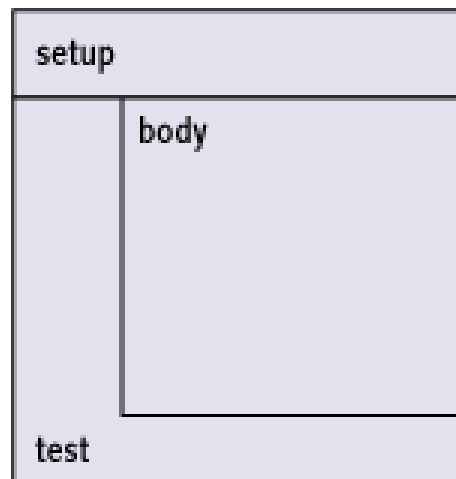
- An expansion region may be processed in one of three modes
  - iterative,
  - concurrent,
  - stream.



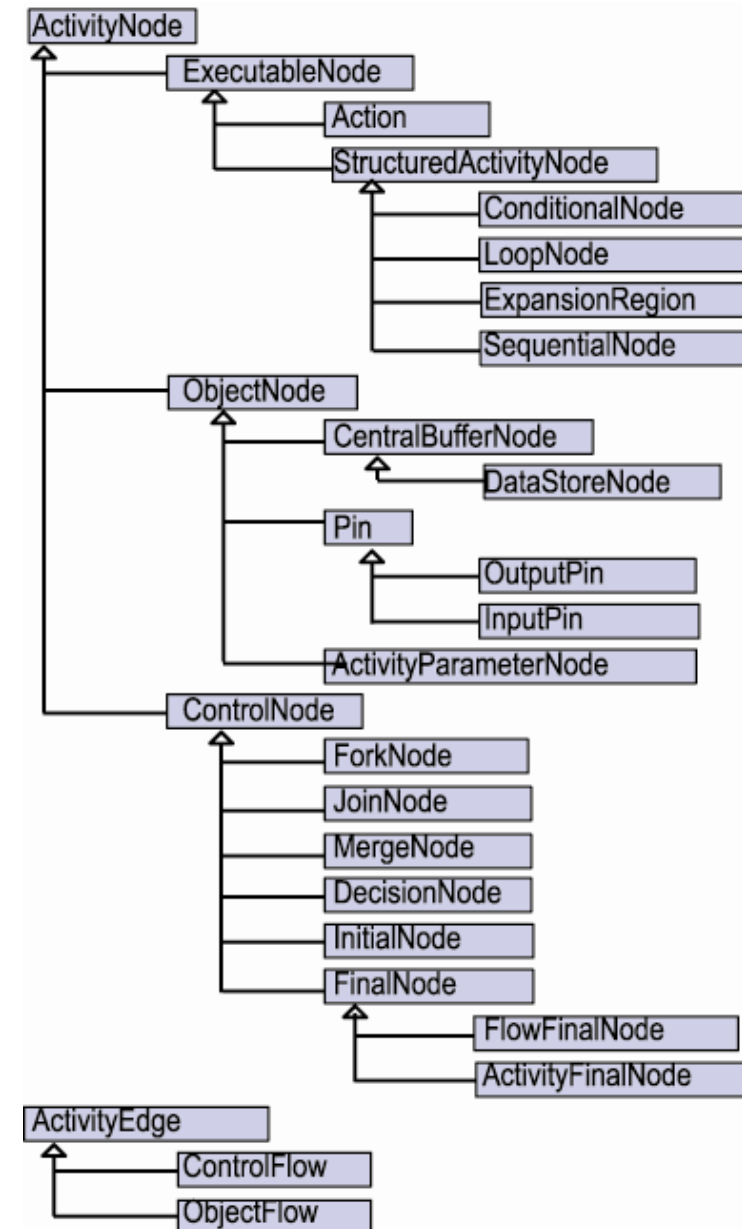
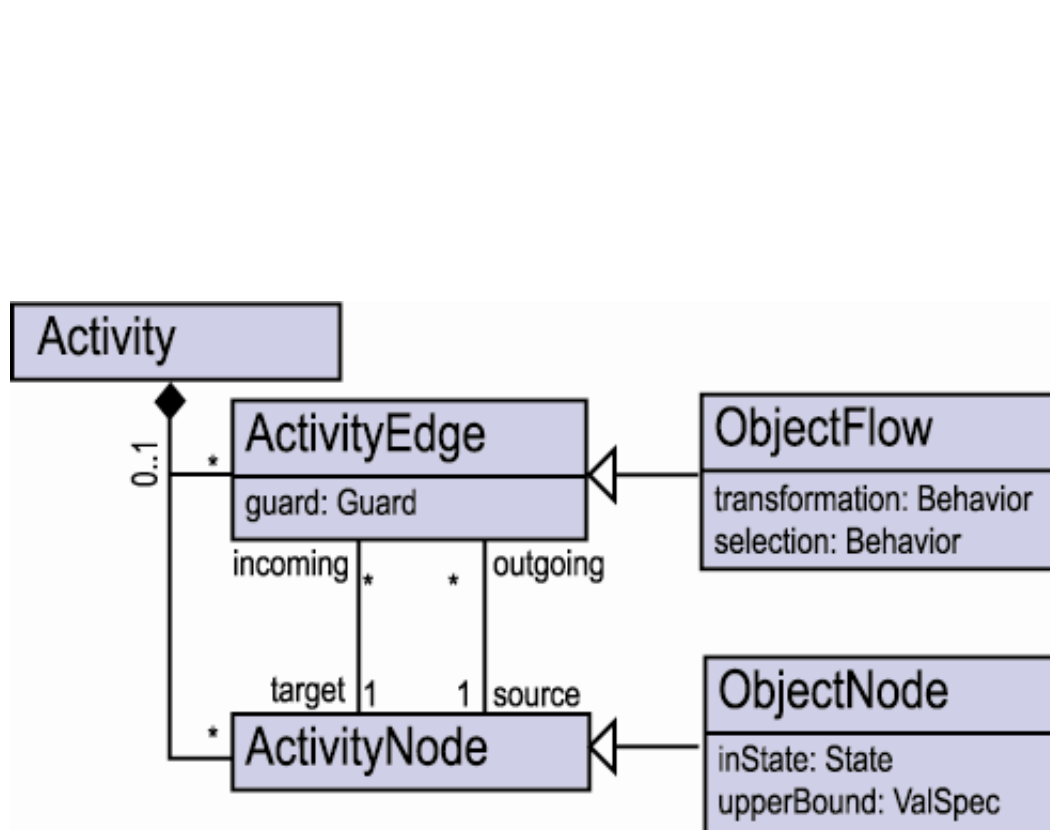
# 5 – Activities

## Structured nodes

- Structured nodes for
  - sequence,
  - loop,
  - conditional.
- No/insufficient syntax (let alone semantics) defined by standard.
- We're probably best of with a Nassi–Shneiderman–like notation.



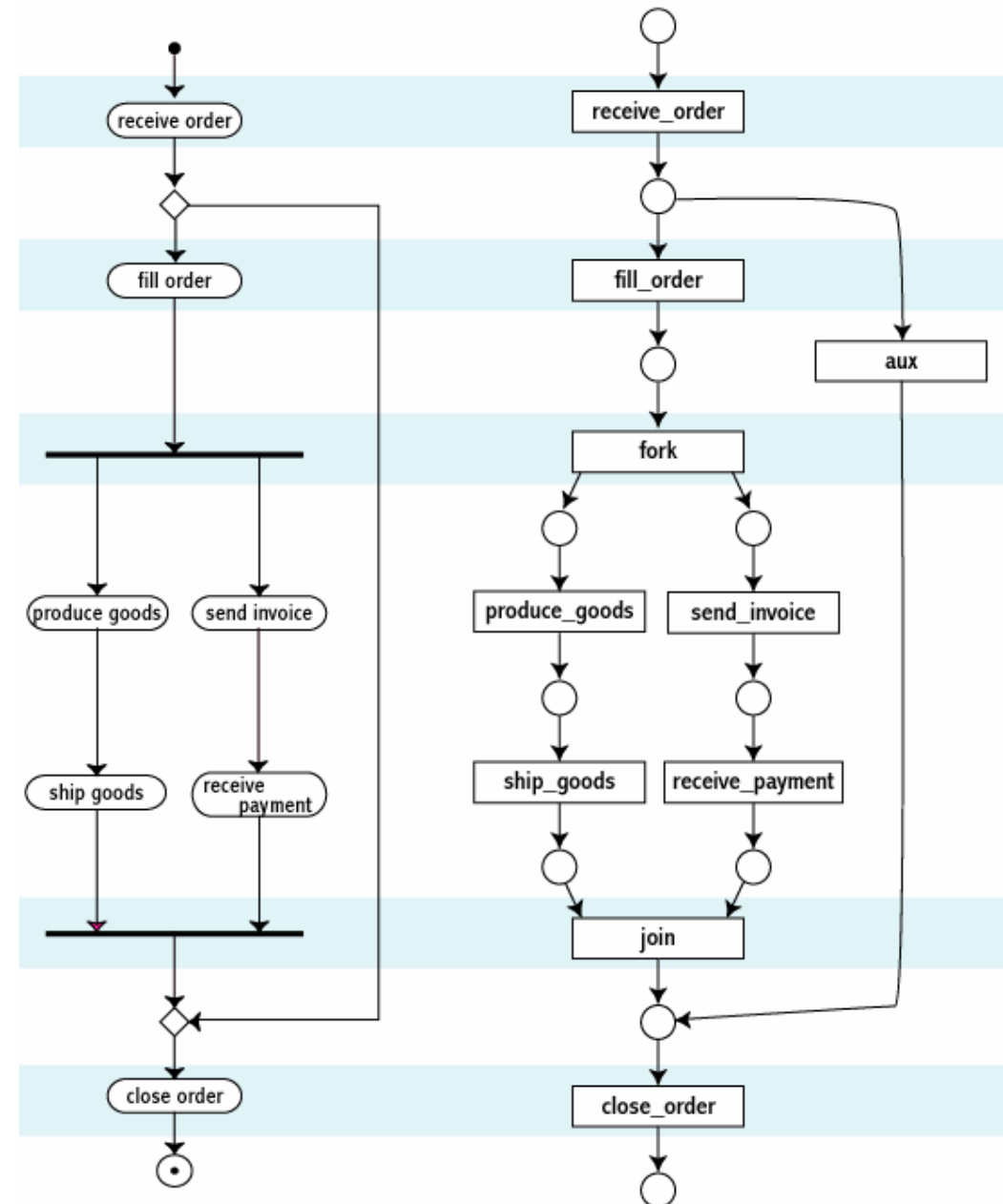
# 5 – Activities Metamodel



# 5 - Activities

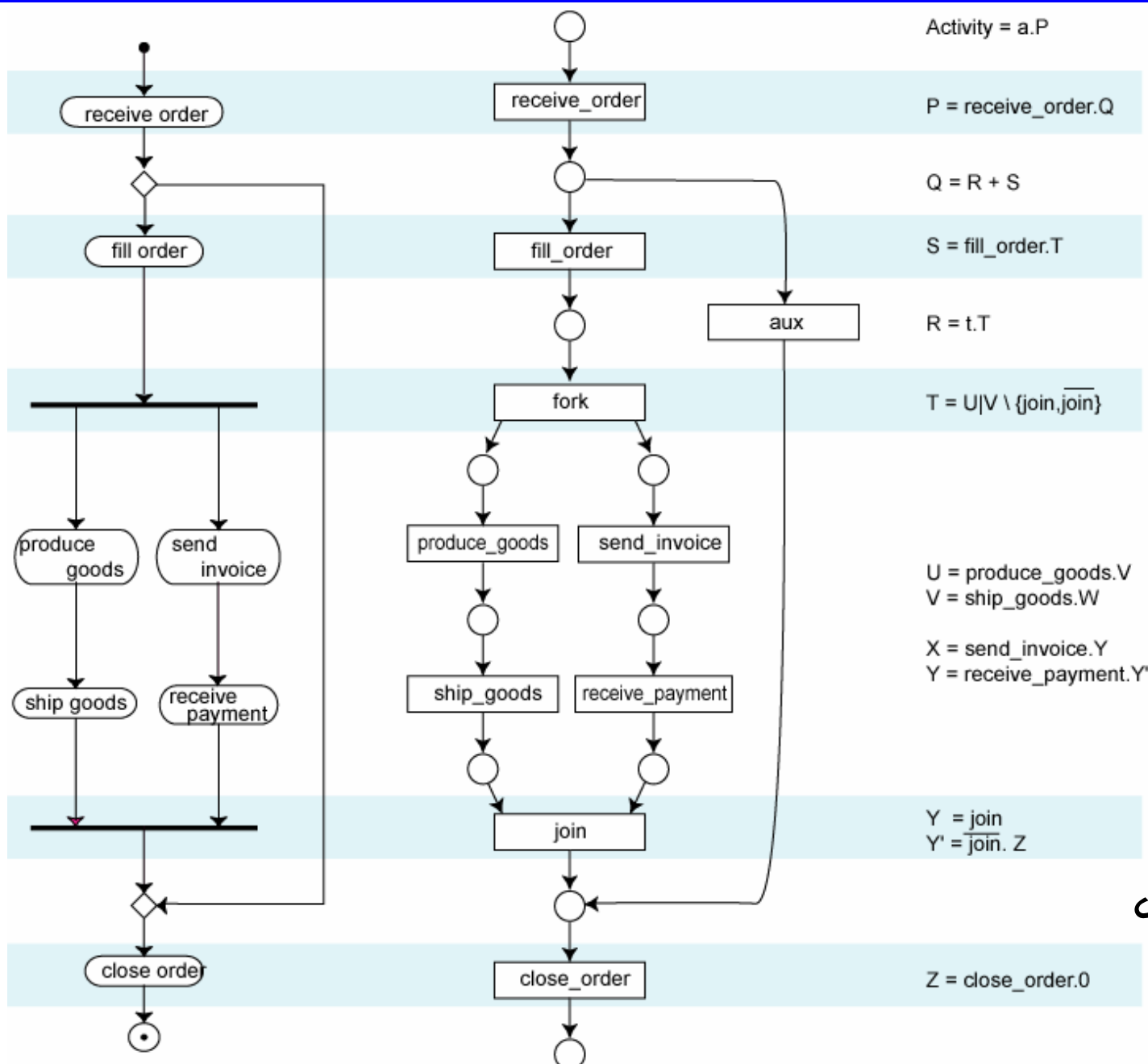
## Semantics

- The standard declares “Petri-like semantics”. The naive approach is
  - intuitive for simple control and data flow
  - reasonable for structured nodes
  - technically difficult for exceptions
  - a little awkward for streams and ExpansionRegions.
- There are a number of semantical problems, though, and integrating the bits and pieces is a challenge.
- Still, it is the most convincing approach so far.



# 5 - Activities

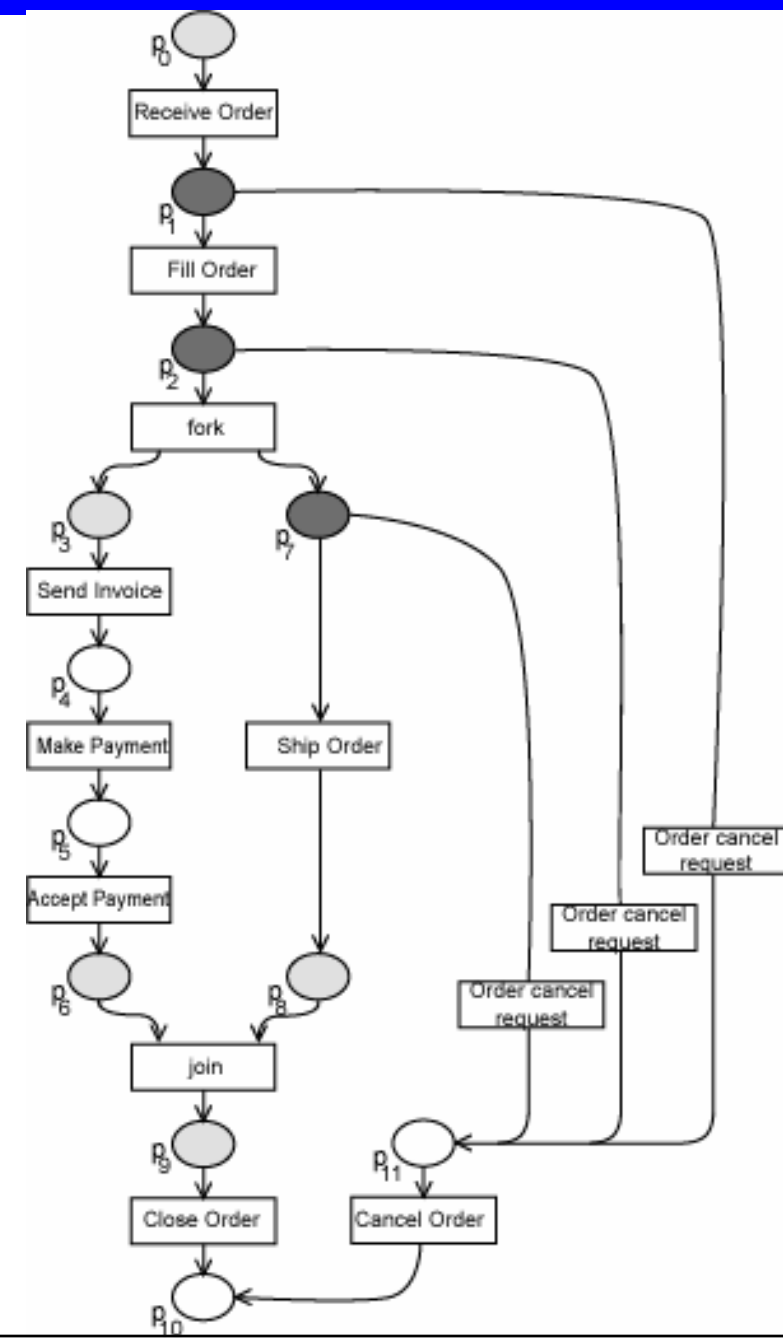
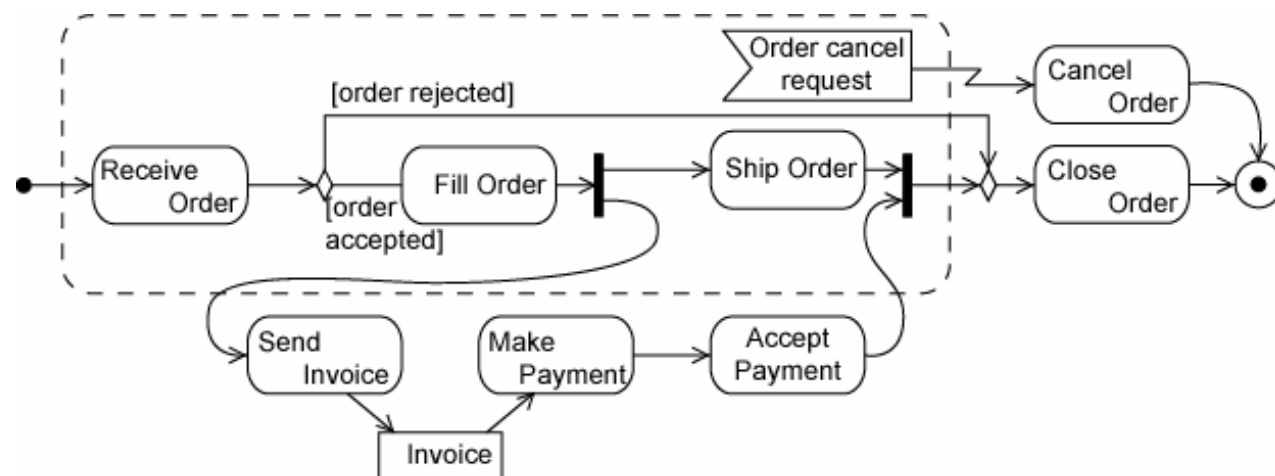
## Semantics: Petri-net vs. CCS



Spot the error!

# 5 - Activities

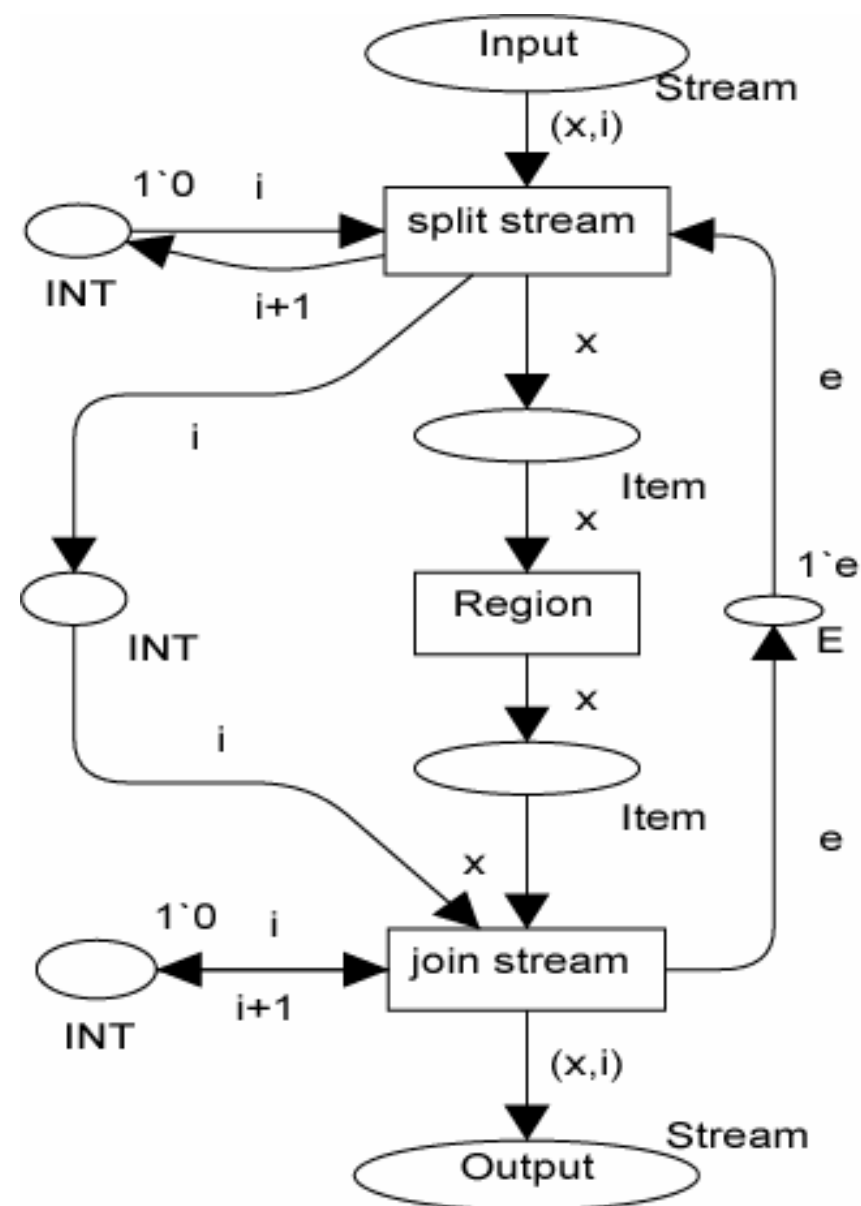
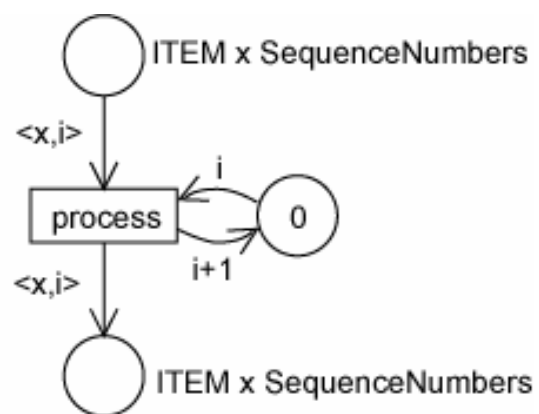
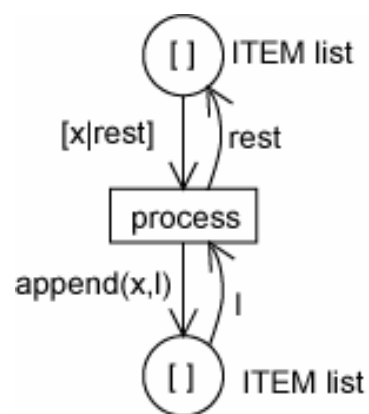
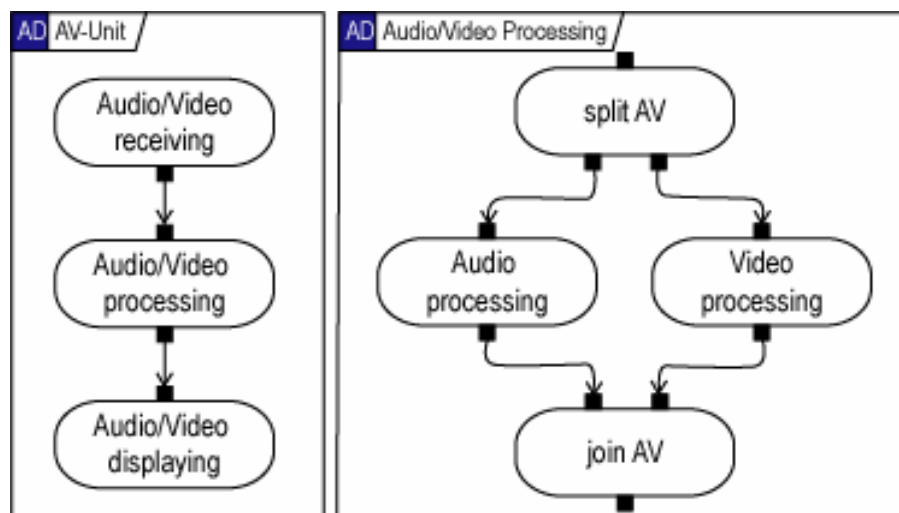
## Problem 1: Scope of exceptions





# 5 - Activities

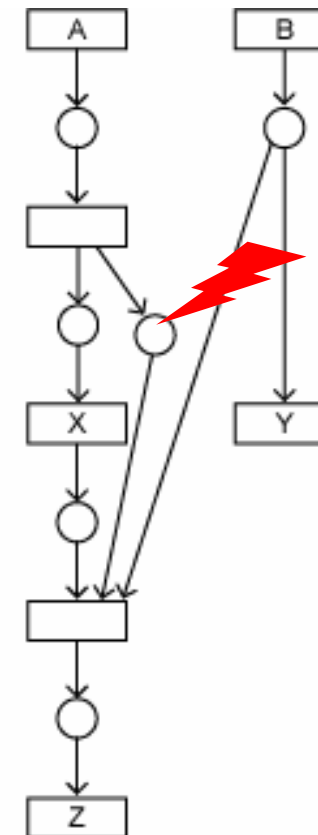
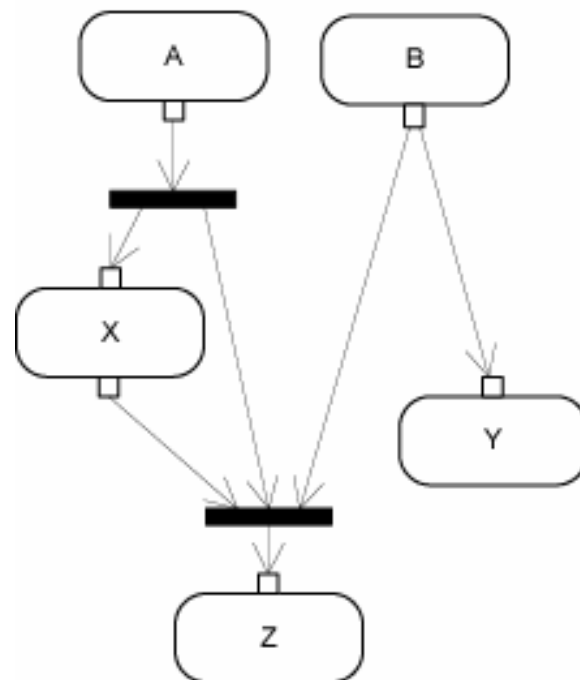
## Problem 2: Accidental synchronization of streams



# 5 - Activities

## Problem 3: Traverse-to-completion

- Transforming an Activity into a Petri-net following the naive approach results in artificial places that have no direct equivalent in the underlying Activity.
- The UML, however, disallows buffering in control nodes.



# 5 – Activities

## Semantics

- The standard declares that activities have a “Petri-like” semantics, but lacks a formal definition of what that means.
- A straight-forward approach of mapping activities to Petri-nets soon runs into a semantic quagmire.
- Other algorithmic target languages (e.g. BPEL or Workflow Execution Languages), and other formalisms (e.g. CCS) would encounter the same problems, plus their own.
- Abstract descriptions using special-purpose logics are only at the beginning.
- Many open questions that will trouble us for some time to come.

# 5 – Activities

## UML 1.x vs. UML 2.0

### UML 1.x

- **ActivityGraph** subclass of **StateMachine**
- thus implicit rtc–semantics

### UML 2.0

- **Activity** on same level as **StateMachine**
- new “Petri–like” semantics
  
- **Many new concepts**
  - Exceptions
    - InterruptibleActivityRegion
    - ExceptionEdge, ProtectedNode
  - StructuredNodes
  - FlowFinal
  - Streaming
  - Collection data
  - ActivityParameters
  
- **Many new notations**
  - Pins, “attached” dataflow notation, ...

# 5 – Activities

## Wrap up

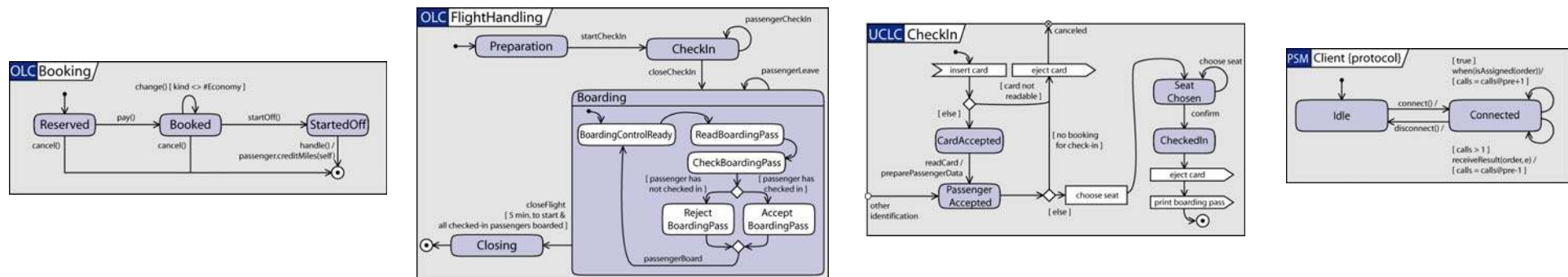
- Presents control flow and data flow for analysis, design, and implementation level models.
- Not a special kind of **StateMachine** any more.
- Petri-net inspired semantics, though currently not entirely clear.
- Many new concepts and notations, including
  - Exception handling
  - Data streaming
  - Collection data handling
  - Structured nodes (loops, expansion regions)
  - Pin-notation for dataflow.
- Overall: Activity diagrams are now *the* algorithmic description language – not only within the UML.

# Unified Modeling Language 2.0

## *Part 6 – State machines*

Dr. Harald Störrle  
University of Innsbruck  
MGM technology partners

Dr. Alexander Knapp  
University of Munich



# 6 - State machines

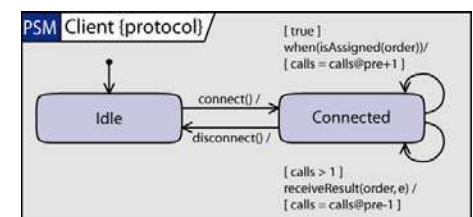
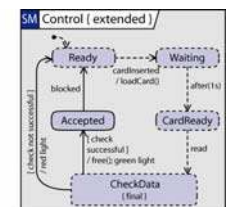
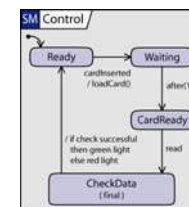
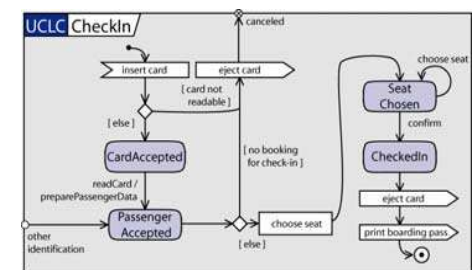
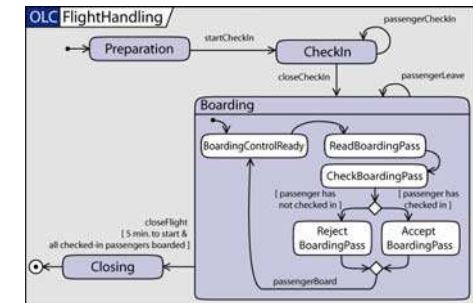
## History and predecessors

- **1950's: Finite State Machines**
  - Huffmann, Mealy, Moore
- **1987: Harel Statecharts**
  - conditions
  - hierarchical (and/or) states
  - history states
- **1990's: Objectcharts**
  - adaptation to object orientation
- **1994: ROOM Charts**
  - run-to-completion (RTC) step

# 6 – State machines

## Usage scenarios

- Object life cycle
  - Behavior of objects according to business rules
  - in particular for active classes
- Use case life cycle
  - Integration of use case scenarios
  - Alternative: activity diagrams
- Control automata
  - Embedded systems
- Protocol specification
  - Communication interfaces

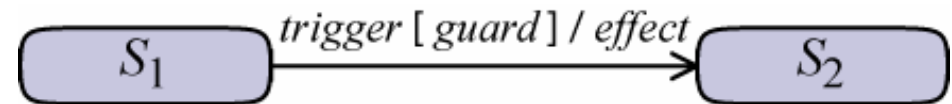




# 6 - State machines

## States and transitions

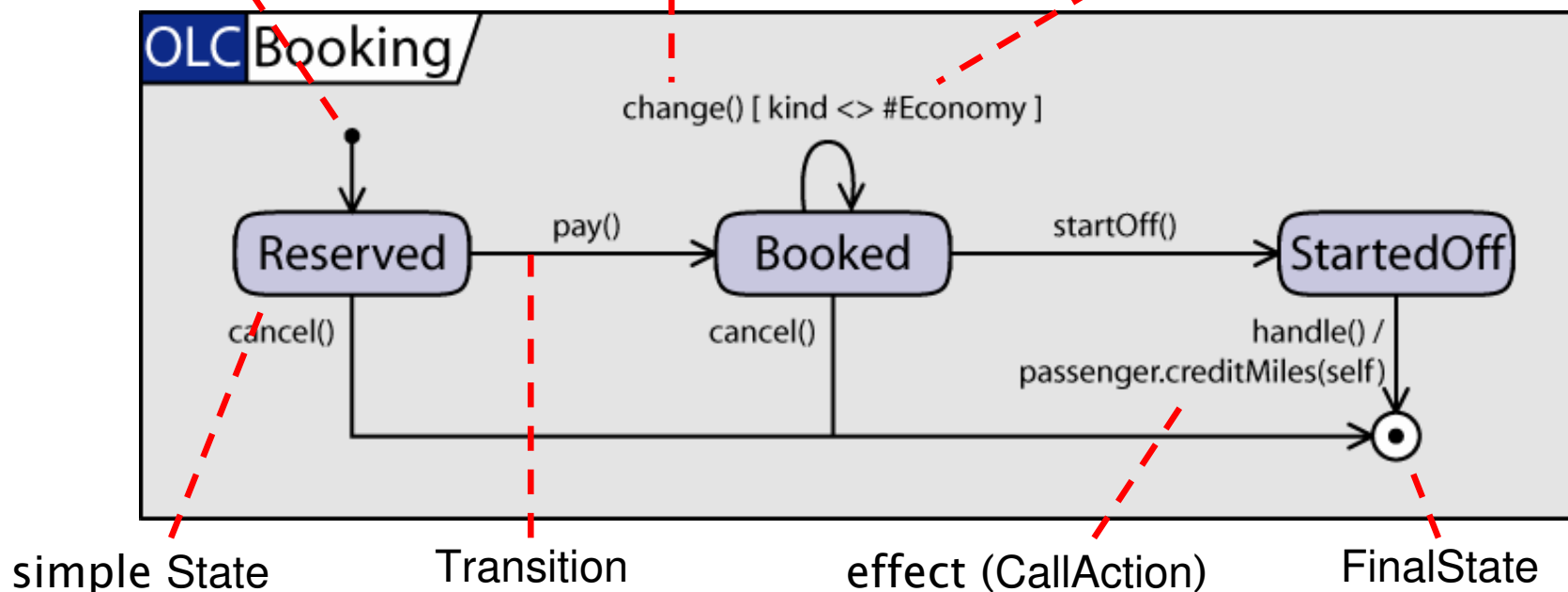
- State machines model behavior
  - using states interconnected ...
  - with transitions triggered ...
  - by event occurrences.



initial Pseudostate

trigger (CallEvent)

guard (Constraint)

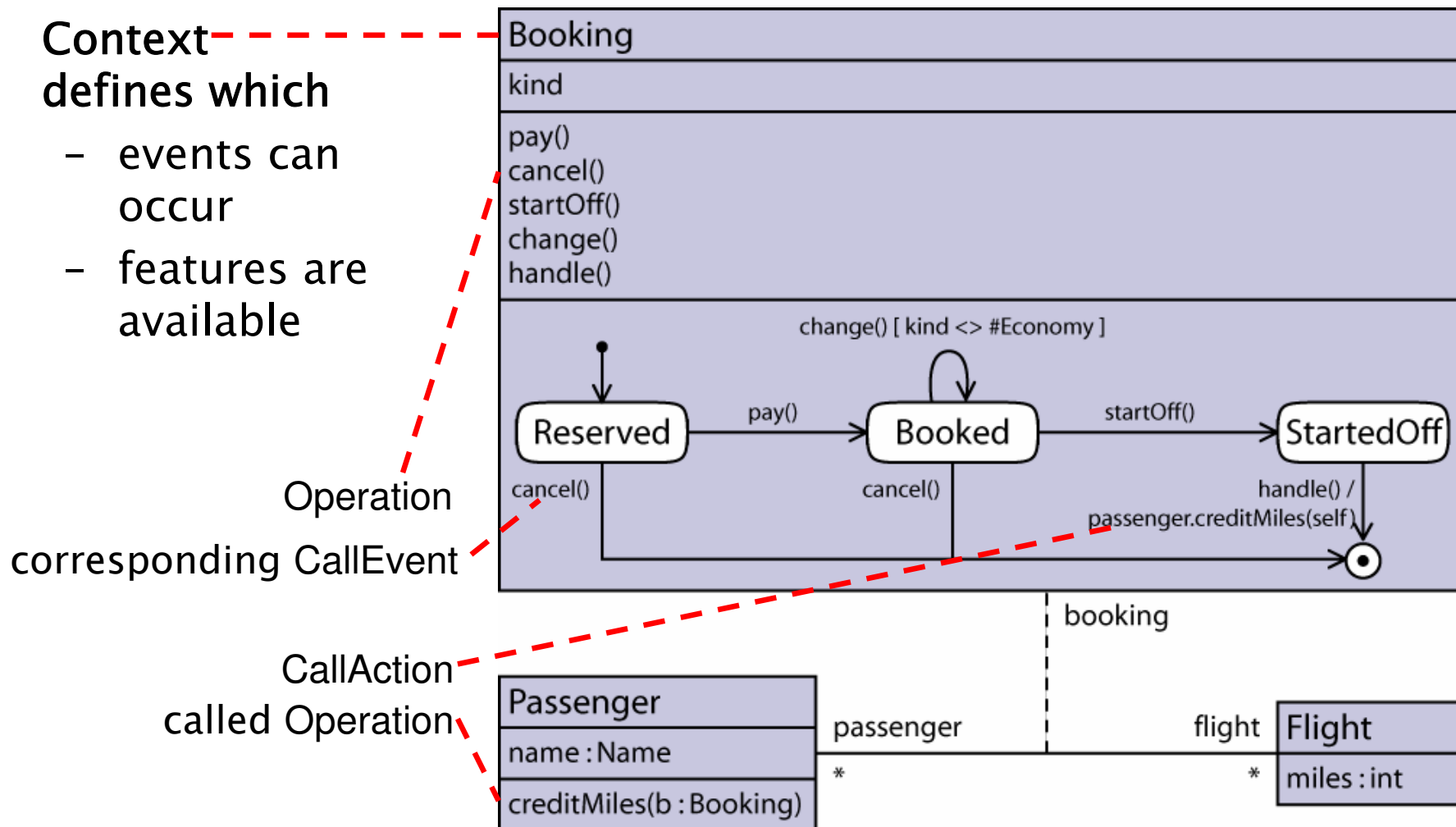


# 6 - State machines

## Relation to class diagrams

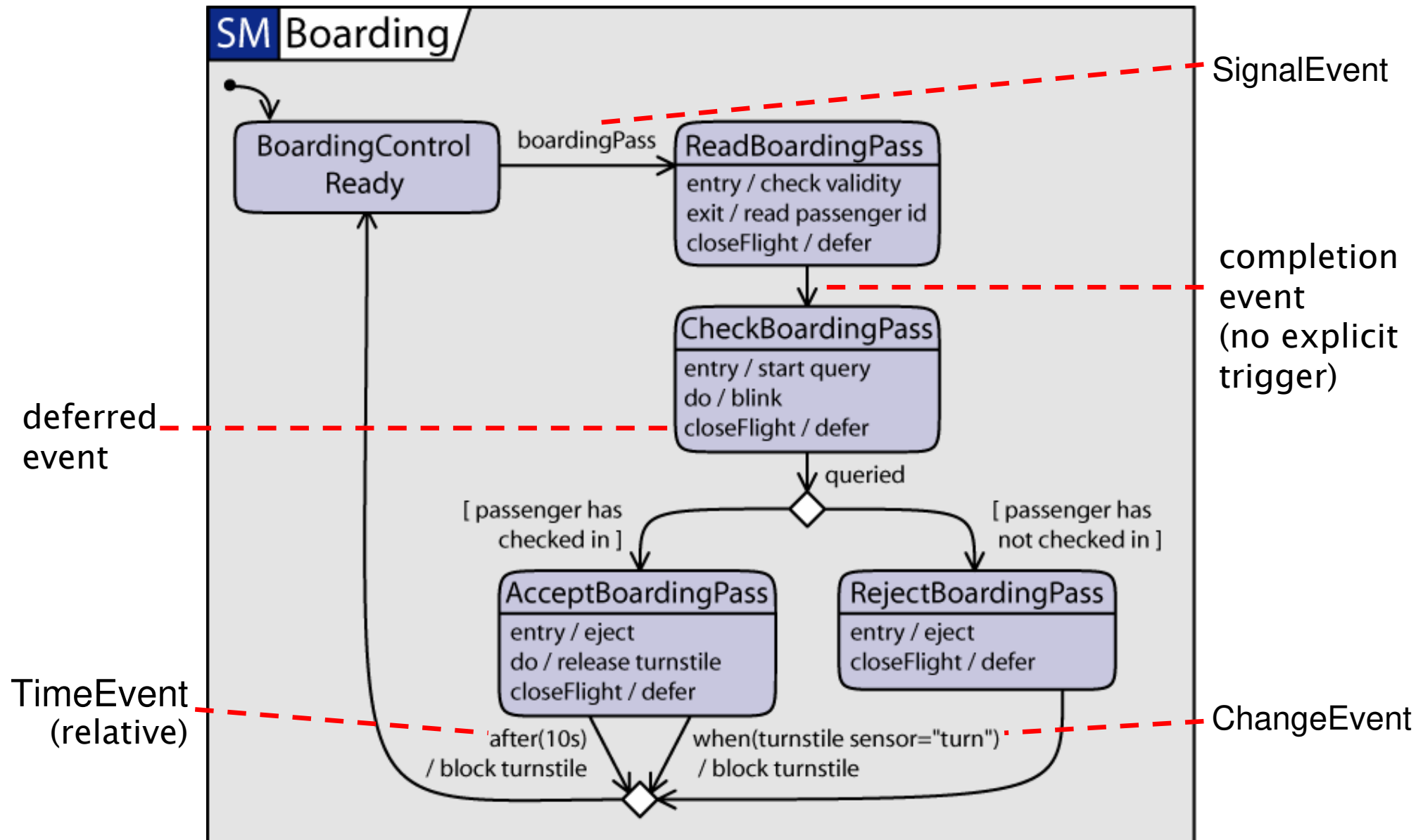
- State machines are defined in the context of a **BehavioredClassifier**.

- Context defines which
  - events can occur
  - features are available



# 6 - State machines

## Triggers and events (1)



# 6 - State machines

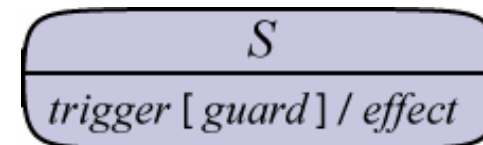
## Triggers and events (2)

- **CallEvent**
  - receipt of a (a)synchronous Operation call
  - triggering after Behavior of Operation executed
- **SignalEvent**
  - receipt of an asynchronous Signal instance
  - reaction declared by a Reception for the Signal
- **TimeEvent**
  - absolute reference to a time point (at  $t$ )
  - relative reference to trigger becoming active (after  $t$ )
    - presumably meaning relative to state entry
- **ChangeEvent**
  - raised each time condition becomes true
    - may be raised at some point after condition changes to true
    - could be revoked if condition changes to false

# 6 - State machines

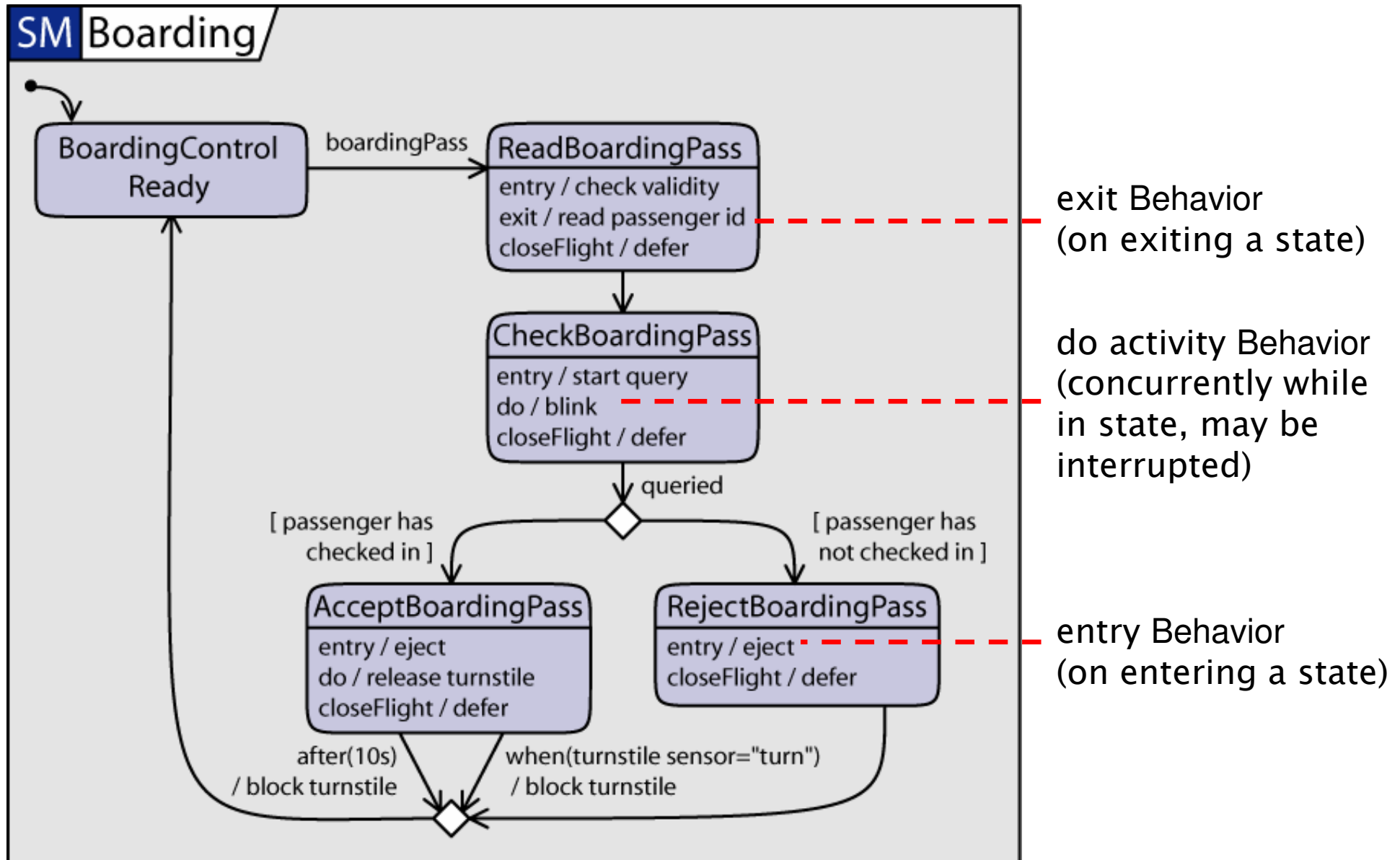
## Triggers and events (3)

- **completion event**
  - raised when all internal activities of a state are finished
    - do activity, subregion
    - no metamodel element for completion events
  - dispatched before all other events in the event pool
- **deferred events**
  - events that cannot be handled in a state but should be kept in the event pool
    - reconsidered when state is changed
    - no predefined deferring policy
- **internal transitions**
  - ... are executed without leaving and entering their containing state
    - normally, on transition execution states are left and entered



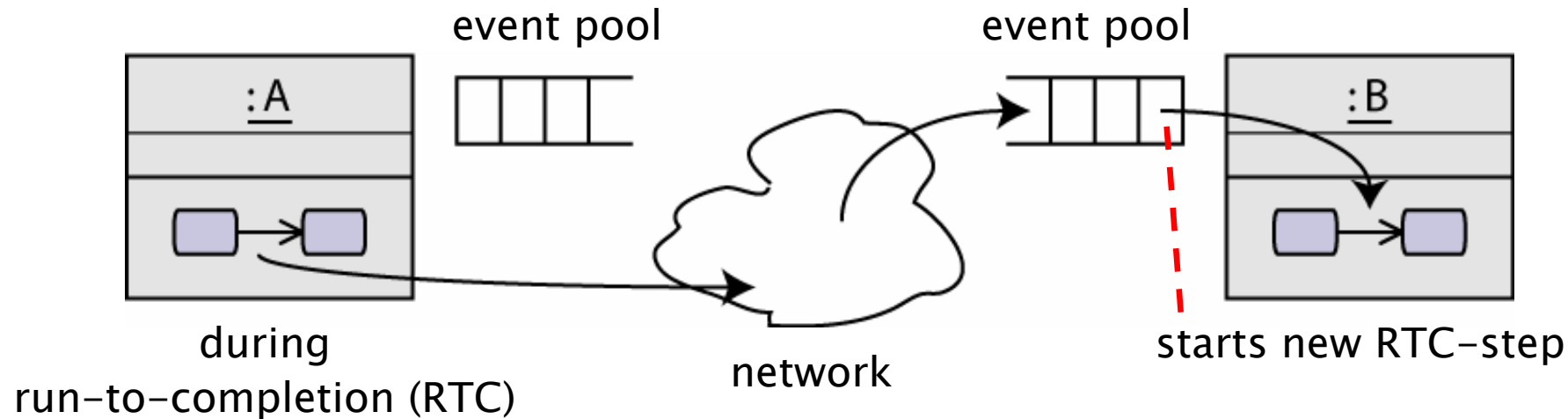
# 6 - State machines

## Behaviors



# 6 - State machines

## How state machines communicate



signals: asynchronous (no waiting)

calls: asynchronous or synchronous (waiting for RTC of callee)

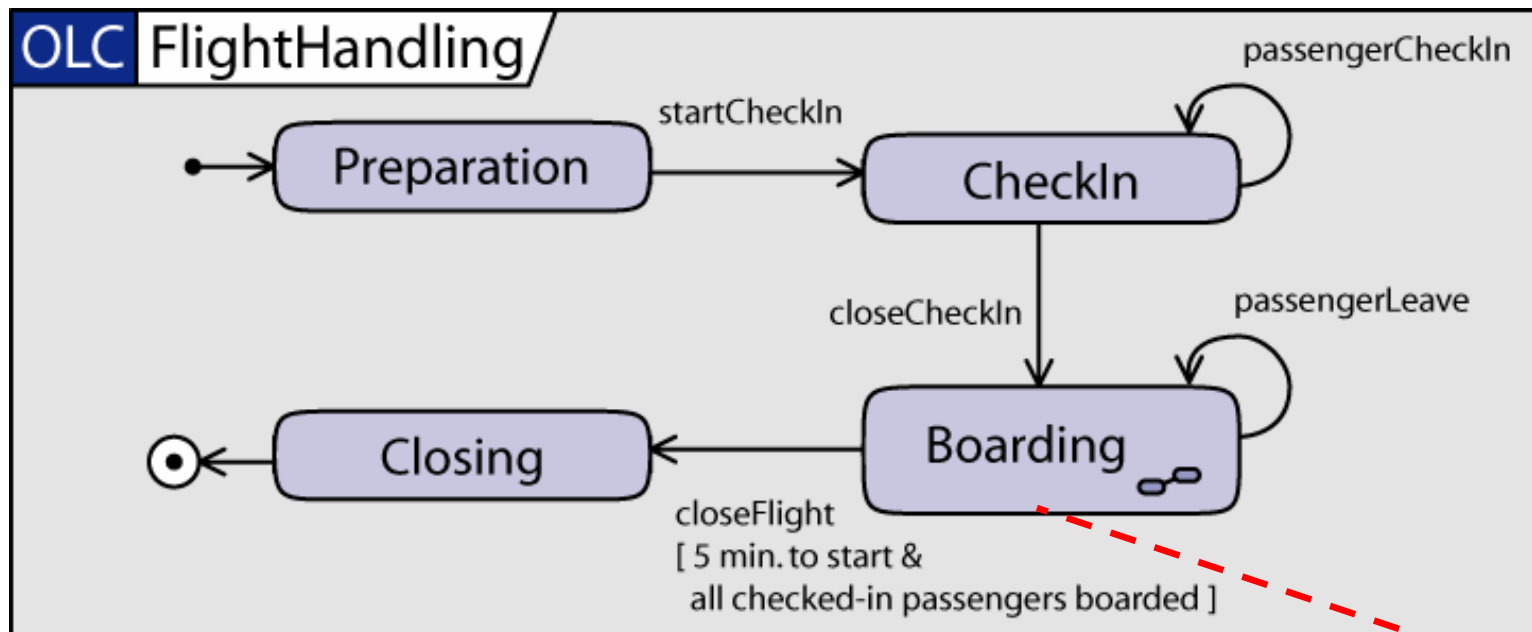
No assumptions are made on timing between  
event occurrence, event dispatching, and event consumption.

Event occurrences for which no trigger exists may be discarded  
(if they are not deferred).

# 6 - State machines

## Hierarchical states (1)

- Hierarchical states allow to encapsulate behavior and facilitate reuse.
- However, they are rarely used this way.
- UML 2.0 provides concepts supporting this usage.
  - entry and exit points



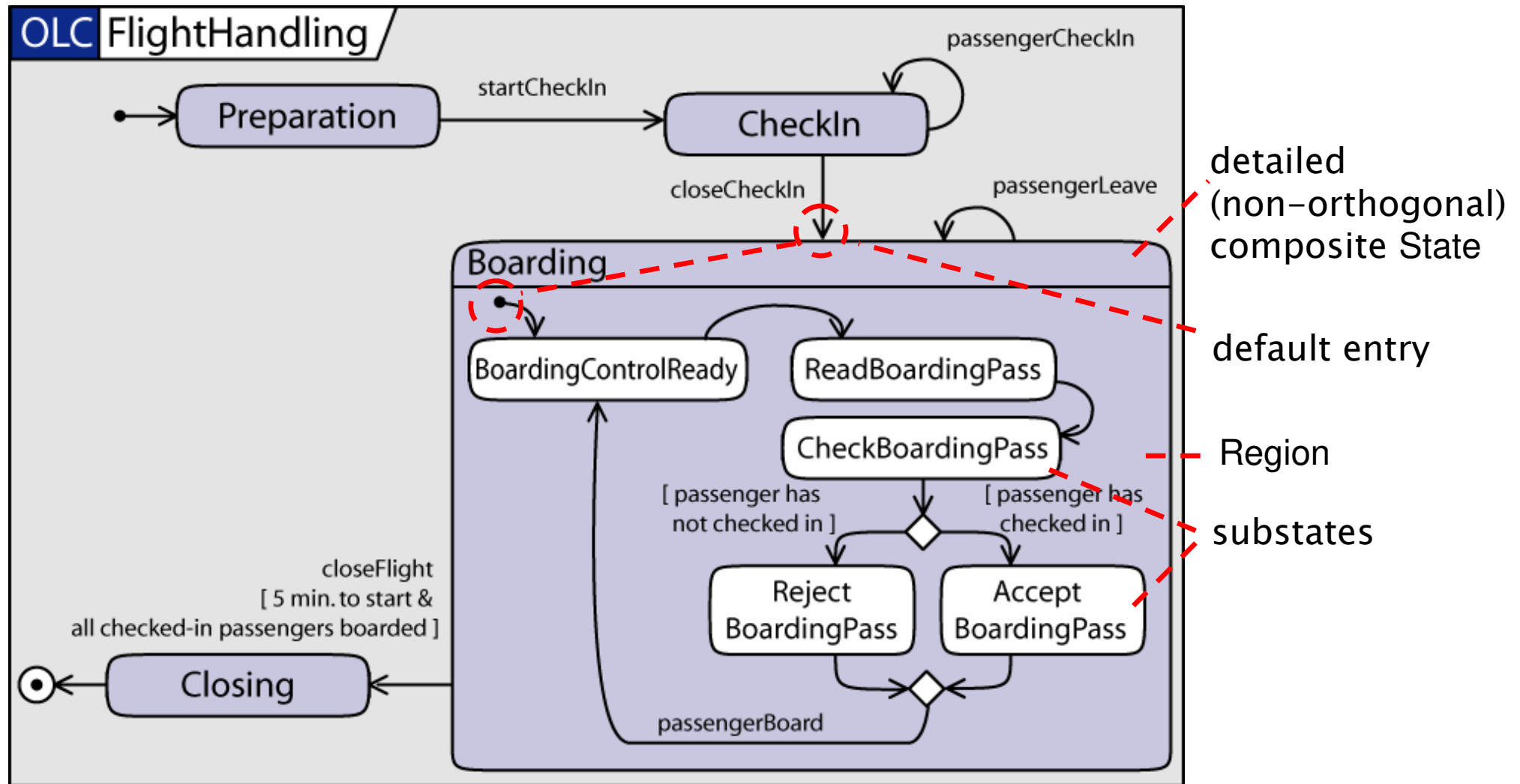
composite State

Transition triggering is prioritized inside-out, i.e., transitions deeper in the hierarchy are considered first.



# 6 - State machines

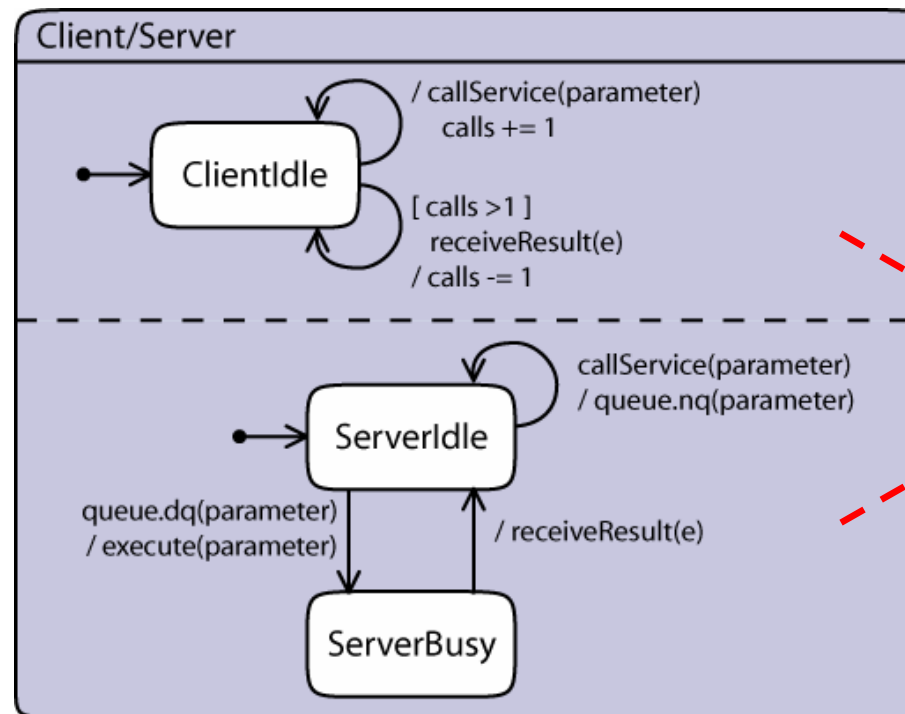
## Hierarchical states (2)



# 6 – State machines

## Orthogonal regions

- **Simple State:** containing no Region
- **Composite State:** containing at least one Region
  - simple composite State: exactly one
  - orthogonal composite State: at least two



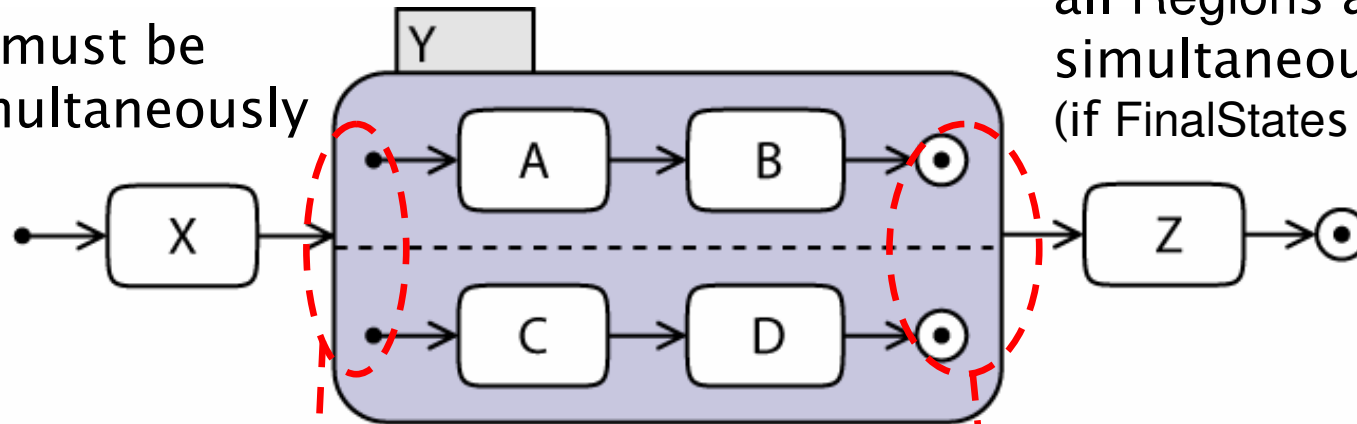
orthogonal Regions,  
both active if  
Client/Server active

orthogonal states are “concurrent” as a single event may trigger a transition in each orthogonal region “simultaneously”

# 6 - State machines

## Forks and joins

all Regions must be entered simultaneously



all Regions are left simultaneously  
(if FinalStates are reached)

join Pseudostate  
(restrictions dual to forks)

fork Pseudostate

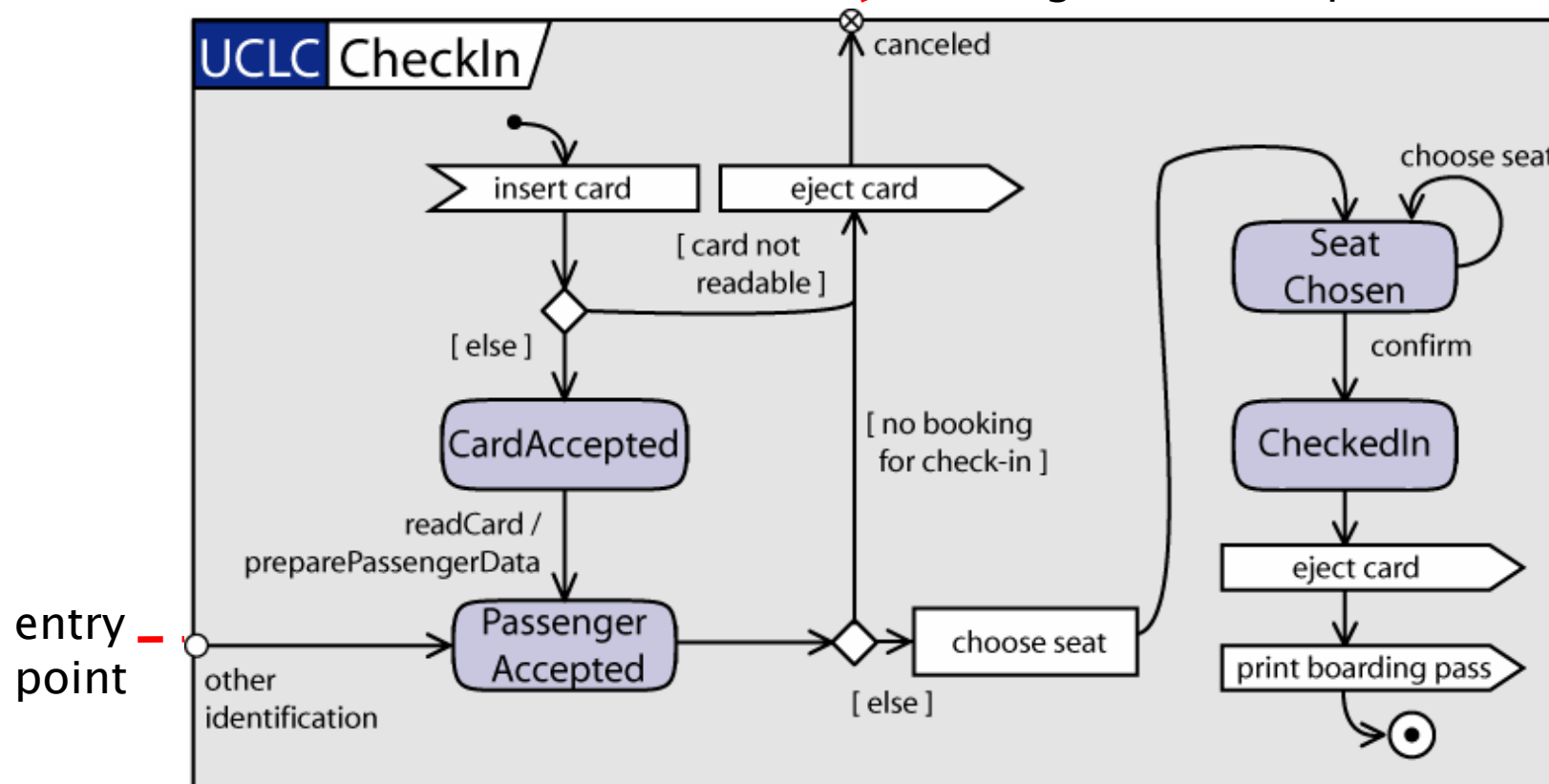
(one incoming, at least two outgoing Transitions;  
outgoing Transitions must target States in different Regions of an orthogonal State)

# 6 - State machines

## Entry and exit points (1)

- **Entry and exit points (Pseudostates)**
  - provide better encapsulation of composite states
  - help avoid “unstructured” transitions

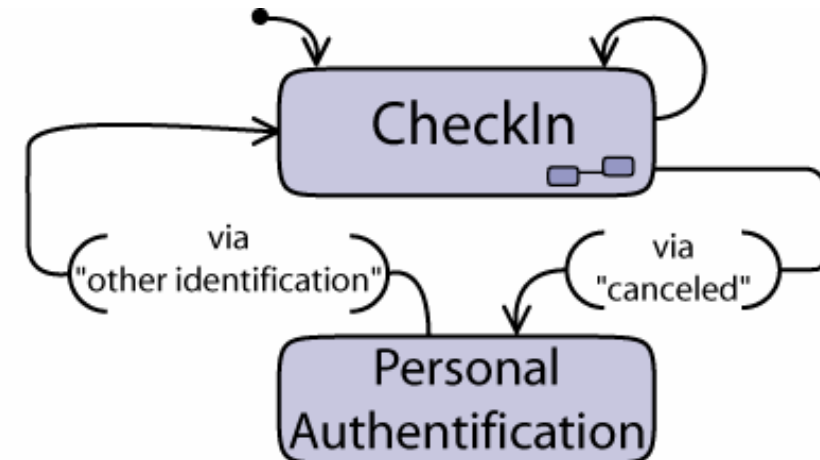
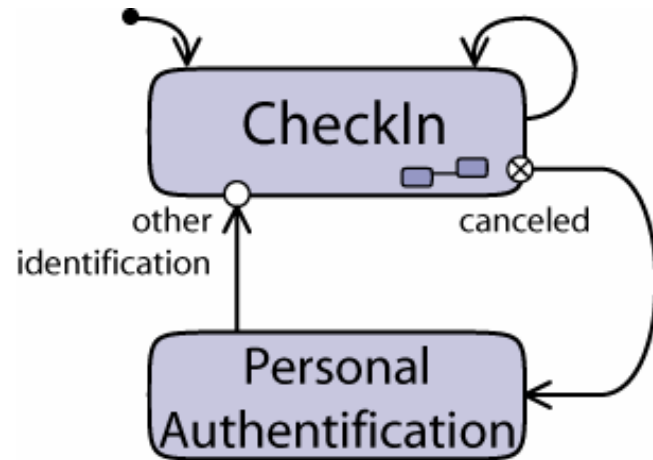
exit point (on border of state machine diagram or composite state)



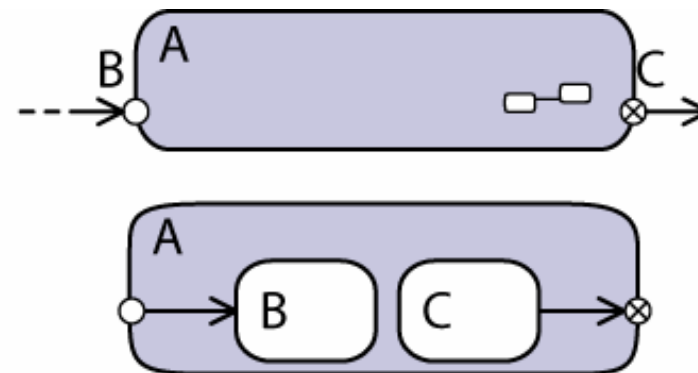
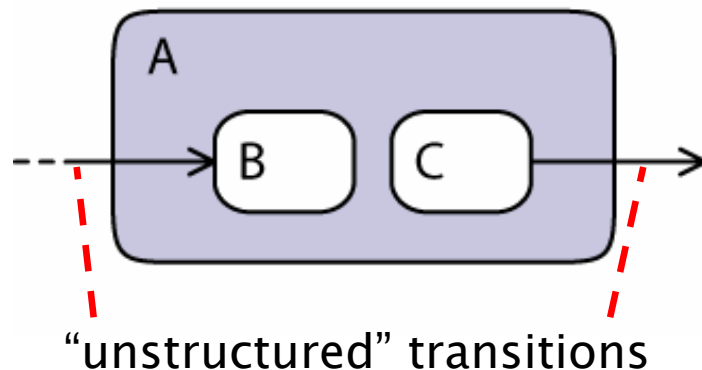
# 6 - State machines

## Entry and exit points (2)

### Notational alternatives



### Semantically equivalent



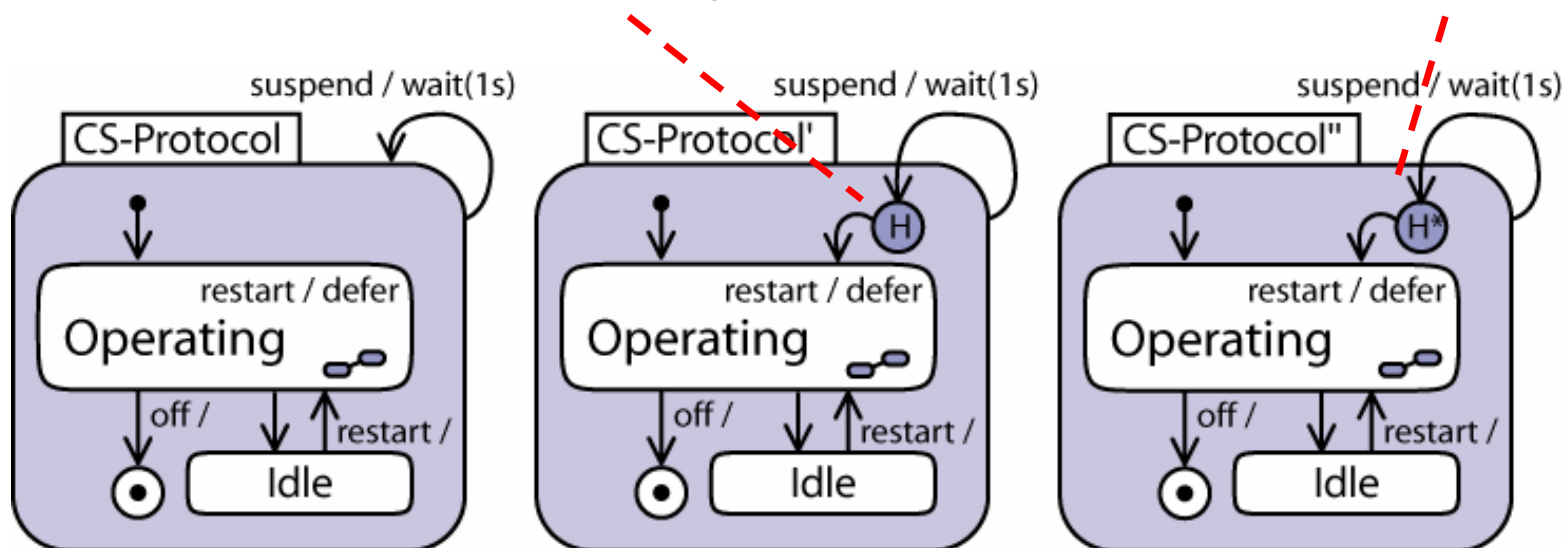
# 6 - State machines

## History states

- History states represent the last active
  - substate (shallow history), or
  - configuration (deep history)
 of a region.

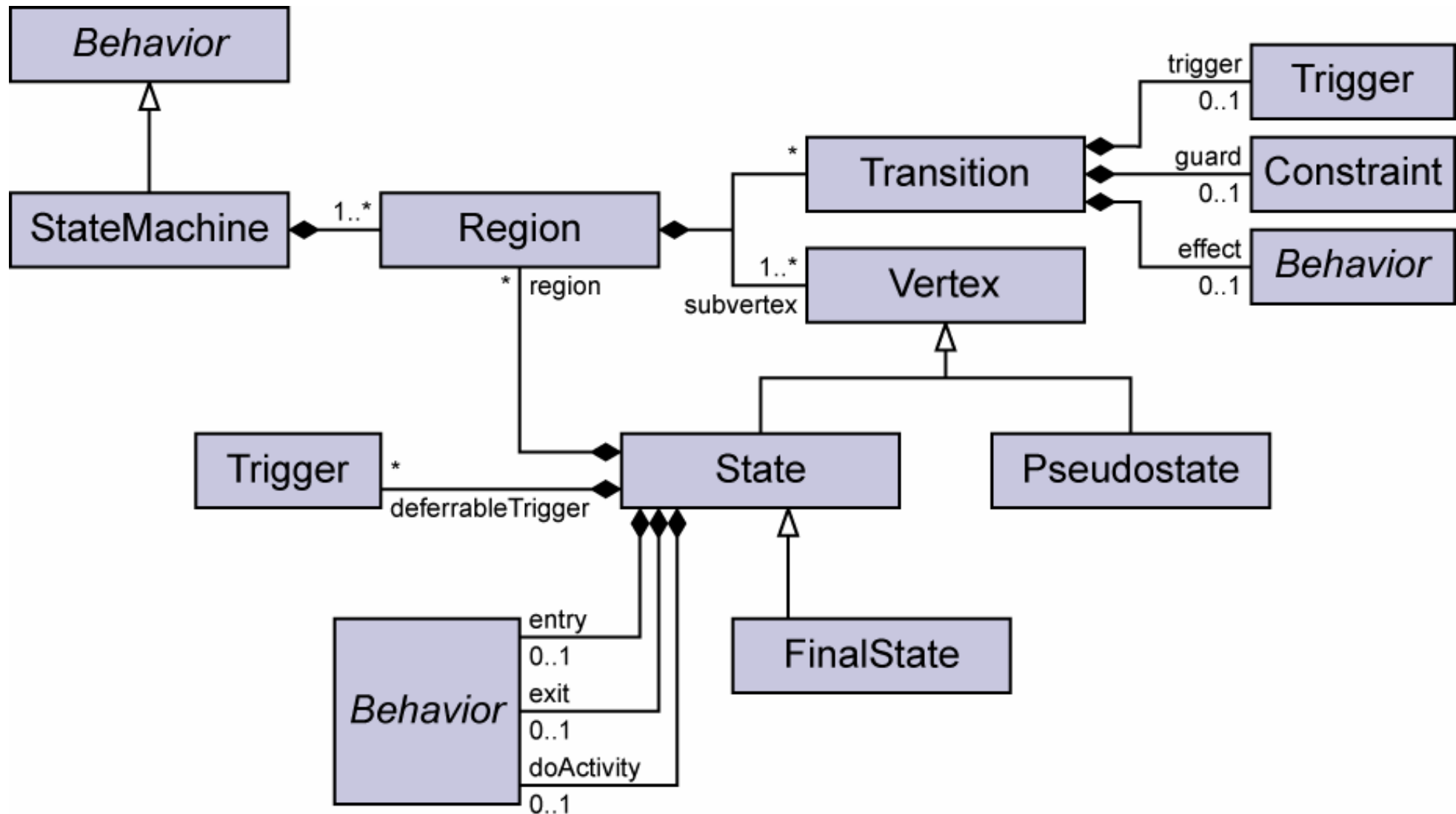
shallow history Pseudostate  
(enter last State in this Region)

deep history Pseudostate  
(enter last States in this Region  
and all sub-Regions)



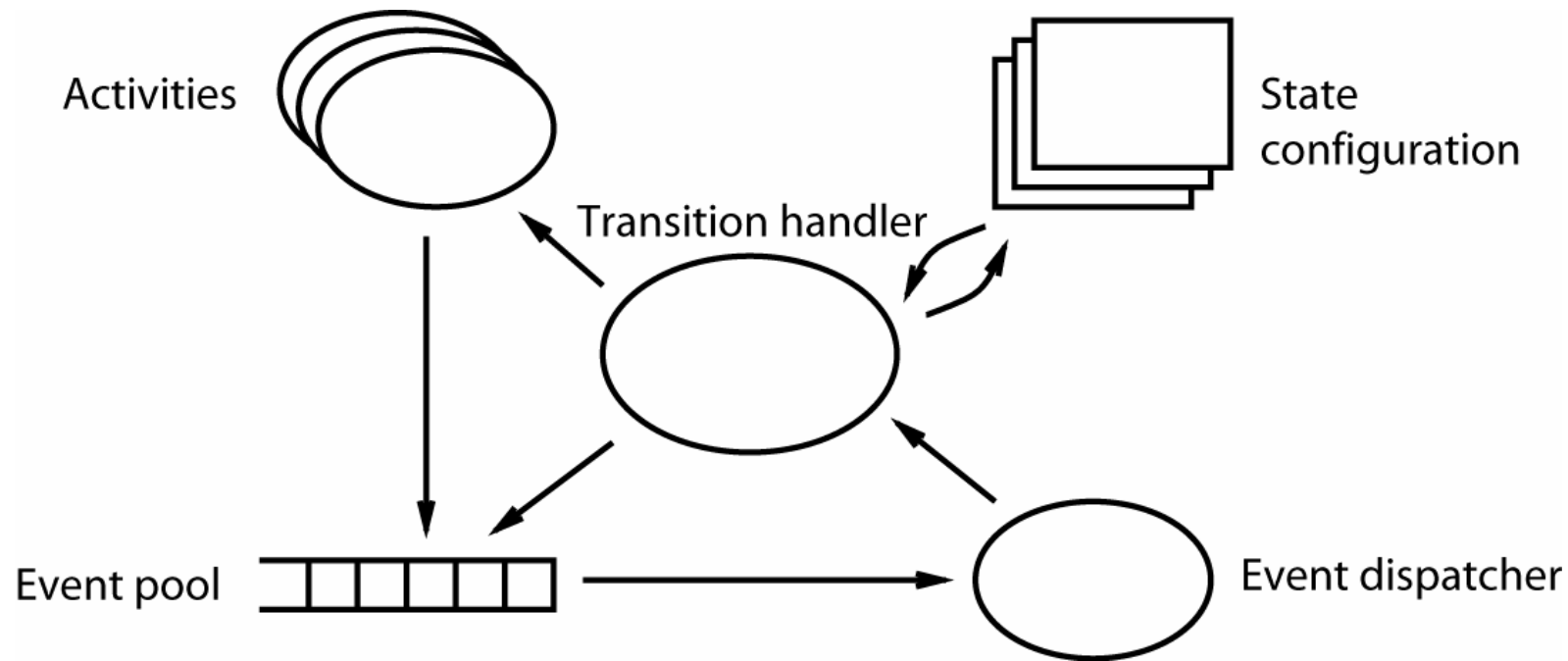
# 6 - State machines

## Metamodel



# 6 - State machines

## Run-to-Completion Step: Overview



- Choose an event from the event pool (queue)
  - Choose a maximal, conflict-free set of transitions enabled by the event
  - Execute set of transitions
    - exit source states (inside-out)
    - execute transition effects
    - enter target states (outside-in)
- thereby generating new events and activities

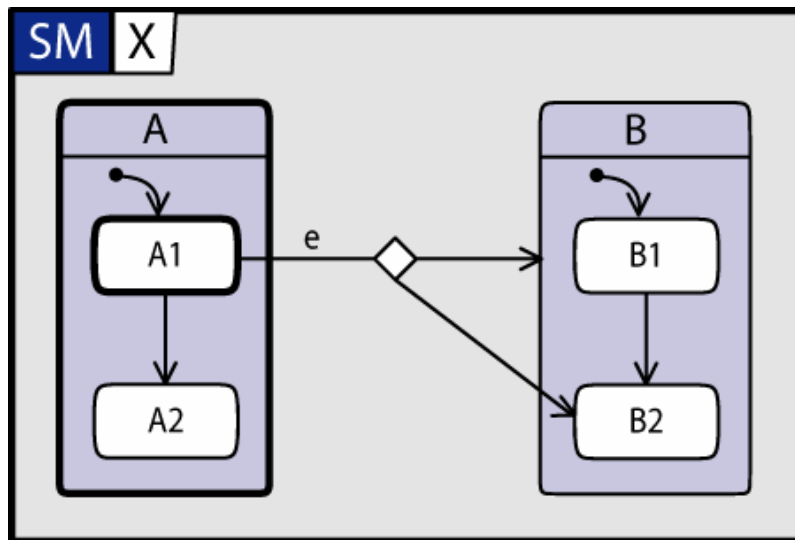




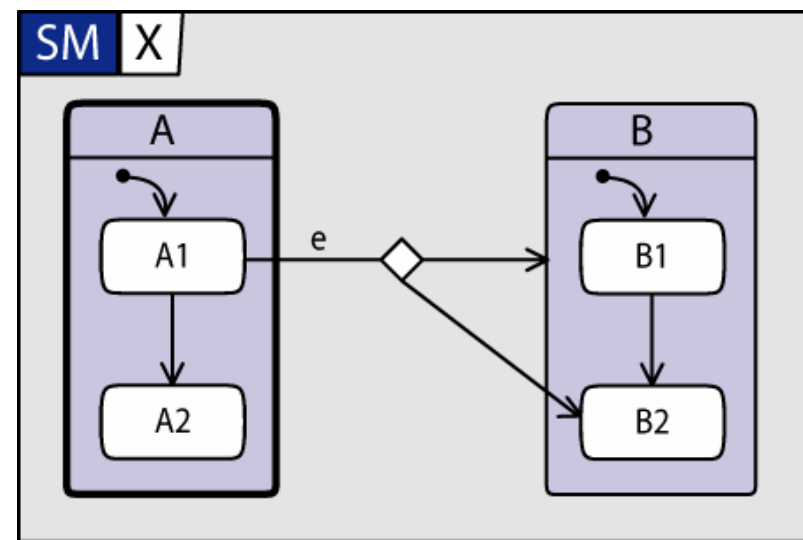
# 6 - State machines

## Run-to-Completion Step: Preliminaries (1)

- **Active state configuration**
  - the states the state machine currently is in
  - forms a tree
    - if a composite state is active, all its regions are active
- **Least-common-ancestor (LCA) of states  $s_1$  and  $s_2$** 
  - the least region or orthogonal state (upwards) containing  $s_1$  and  $s_2$



**bold: active state configuration**

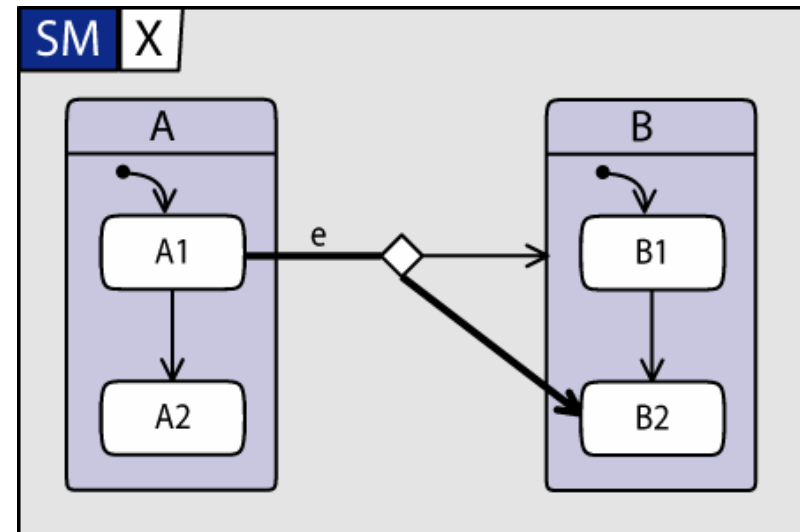
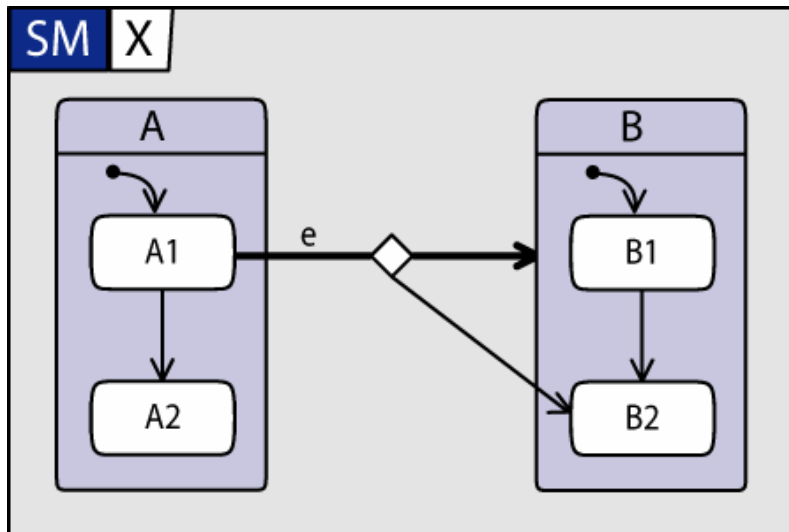


**bold: LCA of states A1 and A2**

# 6 - State machines

## Run-to-Completion Step: Preliminaries (2)

- Compound transitions
  - transitions for an event are “chained” into compound transitions
    - eliminating pseudostates like junction, fork, join, entry, exit
    - this is not possible for choice pseudostates where the guard of outgoing transitions are evaluated dynamically (in contrast to junctions)
  - several source and target states



# 6 – State machines

## Run-to-Completion Step: Preliminaries (3)

- **Main source / target state  $m$  of compound transition  $t$** 
  - Let  $s$  be LCA of all source and target states of  $t$
  - If  $s$  region:  $m =$  direct subvertex of  $s$  containing all source states of  $t$
  - If  $s$  orthogonal state:  $m = s$
  - Similarly for main target state
  - All states between main source and explicit source states are exited, all state between main target and explicit target states are entered.
- **Conflict of compound transitions  $t_1$  and  $t_2$** 
  - intersection of states exited by  $t_1$  and  $t_2$  not empty
- **Priority of compound transition  $t_1$  over  $t_2$** 
  - $s_i$  “deepest” source state of transition  $t_i$
  - $s_1$  (direct or transitive) substate of  $s_2$

# 6 - State machines

## Run-to-Completion Step (1)

$\text{RTC}(\text{env}, \text{conf}) \equiv$

$\lceil \text{event} \leftarrow \text{fetch}()$

$\text{step} \leftarrow \mathbf{choose\ steps}(\text{conf}, \text{event})$

**if**  $\text{step} = \emptyset \wedge \text{event} \in \text{deferred}(\text{conf})$

**then**  $\text{defer}(\text{event})$

**fi**

**for**  $\text{transition} \in \text{step}$  **do**

$\text{conf} \leftarrow \text{handleTransition}(\text{env}, \text{conf}, \text{transition})$

**od**

**if**  $\text{isCall}(\text{event}) \wedge \text{event} \notin \text{deferred}(\text{conf})$

**then**  $\text{acknowledge}(\text{event})$

**fi**

$\text{conf} \rceil$

# 6 - State machines

## Run-to-Completion Step (2)

$$\text{steps}(env, conf, event) \equiv$$

$$\lceil \text{transitions} \leftarrow \text{enabled}(env, conf, event)$$

$$\{step \mid (guard, step) \in \text{steps}(conf, \text{transitions}) \wedge env \models guard \} \rfloor$$

$$\text{steps}(conf, \text{transitions}) \equiv$$

$$\lceil \text{steps} \leftarrow \{(\text{false}, \emptyset)\}$$

$$\text{for } transition \in \text{transitions} \text{ do}$$

$$\text{for } (guard, step) \in \text{steps}(conf, \text{transitions} \setminus \{transition\}) \text{ do}$$

$$\text{if } inConflict(conf, transition, step)$$

$$\text{then if } higherPriority(conf, transition, step)$$

$$\text{then } guard \leftarrow guard \wedge \neg guard(transition) \text{ fi}$$

$$\text{else } step \leftarrow step \cup \{transition\}$$

$$\text{guard} \leftarrow guard \wedge guard(transition) \text{ fi}$$

$$\text{steps} \leftarrow \text{steps} \cup \{(guard, step)\} \text{ od od}$$

$$\text{steps} \rfloor$$

# 6 - State machines

## Run-to-Completion Step (3)

```
handleTransition(conf, transition) ≡  
  [ for state ∈ insideOut(exited(transition)) do  
    uncomplete(state)  
    for timer ∈ timers(state) do stopTimer(timer) od  
    execute(exit(state))  
    conf ← conf \ {state}  
  od  
  execute(effect(transition))  
  for state ∈ outsideIn(entered(transition)) do  
    execute(entry(state))  
    for timer ∈ timers(state) do startTimer(timer) od  
    conf ← conf ∪ {state}  
    complete(conf, state)  
  od  
  conf ]
```

# 6 - State machines

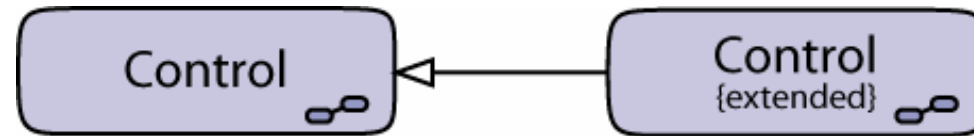
## Semantic variation points

- **Some semantic variation points have been mentioned before.**
  - delays in event pool
  - handling of deferred events
  - entering of composite states without default entry
- **Which events are prioritized?**
  - Completion events only
  - All internal events (completion, time, change)
- **Which (additional) timing assumptions?**
  - delays in communication
  - time for run-to-completion step
    - zero-time assumption

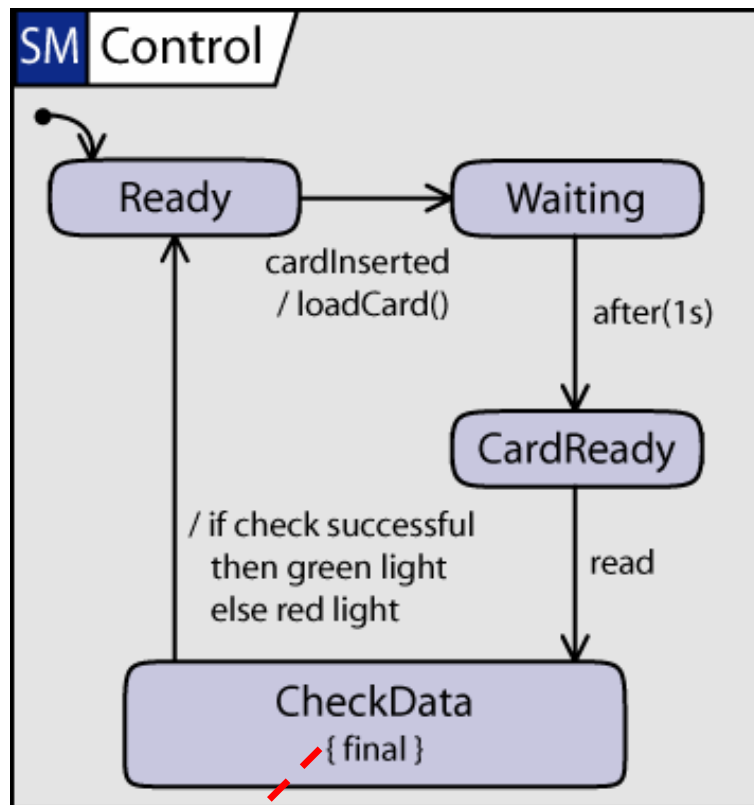
# 6 - State machines

## State machine refinement

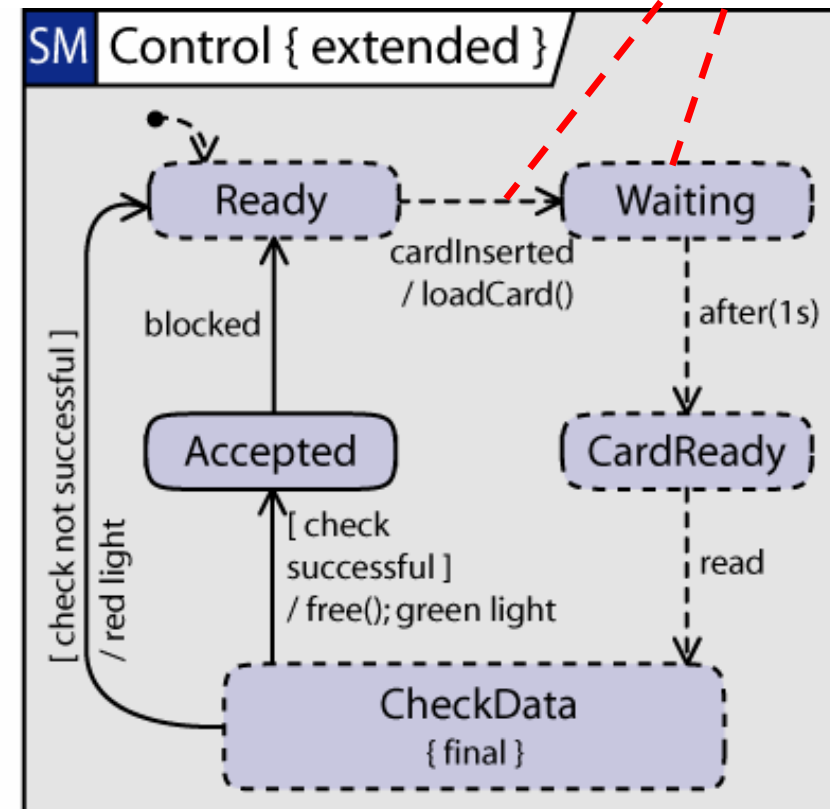
- State machines are behaviors and may thus be refined.



not refined  
(may be omitted)



no refinement possible

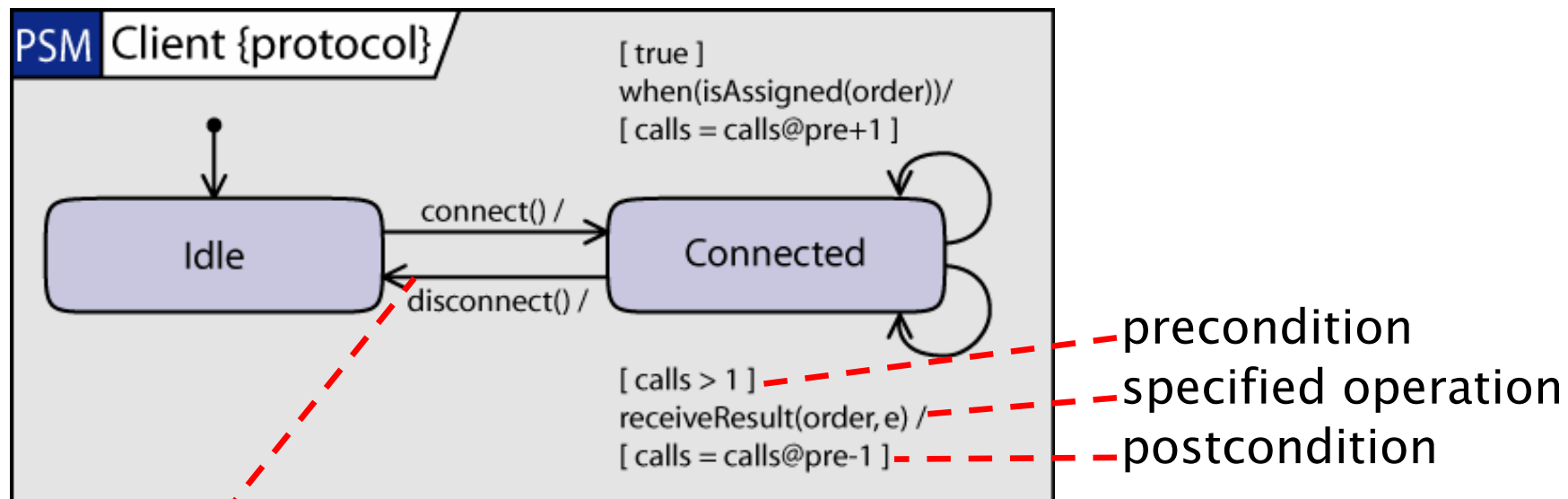




# 6 - State machines

## Protocol state machines

- Protocol state machines specify which behavioral features of a classifier can be called in which state and under which condition and what effects are expected.
  - particularly useful for object life cycles and ports
  - no effects on transitions, only effect descriptions



ProtocolTransition

# 6 - State machines

## Protocol state machines

Several operation specifications are combined conjunctively:

```
context C::op()
```

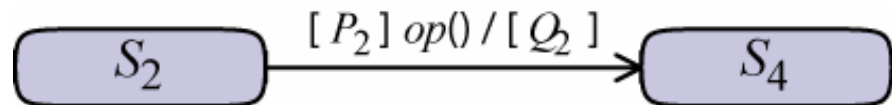
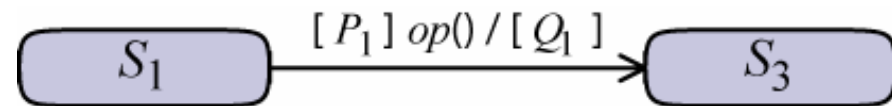
```
pre: inState(S1) and P1
```

```
post: Q1 and inState(S3)
```

```
context C::op()
```

```
pre: inState(S2) and P2
```

```
post: Q2 and inState(S4)
```



results in

```
context C::op()
```

```
pre: (inState(S1) and P1) or (inState(S2) and P2)
```

```
post: (inState@pre(S1) and P1@pre) implies (Q1 and inState(S3))
```

```
and (inState@pre(S2) and P2@pre) implies (Q2 and inState(S4))
```

# 6 – State machines

## UML 1.x vs. UML 2.0

- **Consolidated metamodel**
  - introduction of regions instead of composite states only
  - no transitions between regions of an orthogonal state
    - the “more esoteric case” of UML 1.x
- **New encapsulation means**
  - entry and exit points
- **Protocol state machines**
  - side-effect free
- **Clarification of semantic variation points**
  - but, still, no formal semantics

# 6 – State machines

## How things work together

- **Static structure**
  - sets the scene for state machine behavior
  - state machines refer to
    - properties
    - behavioral features (operations, receptions)
    - signals
- **Interactions**
  - may be used to exemplify the communication of state machines
  - refer to event occurrences used in state machines
- **OCL**
  - may be used to specify guards and pre-/post-conditions
  - refers to actions of state machines (`OclMessage`)
- **Protocols and components**
  - state machines may specify protocol roles

# 6 - State machines

## Wrap up

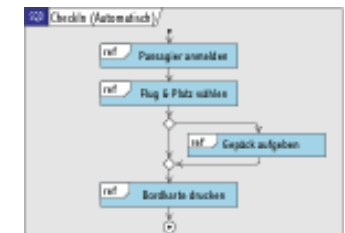
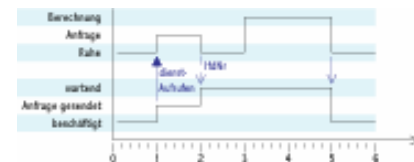
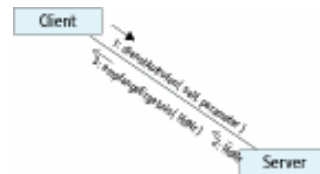
- **State machines model behavior**
  - object and use case life cycles
  - control automata
  - protocols
- **State machines consist of**
  - Regions and ...
  - ... (Pseudo)States (with entry, exit, and do-activities) ...
  - connected by Transitions (with triggers, guards, and effects)
- **State machines communicate via event pools.**
- **State machines are executed by run-to-completion steps.**

# Unified Modeling Language 2.0

## Part 7 – Interactions

Dr. Harald Störrle  
University of Innsbruck  
MGM technology partners

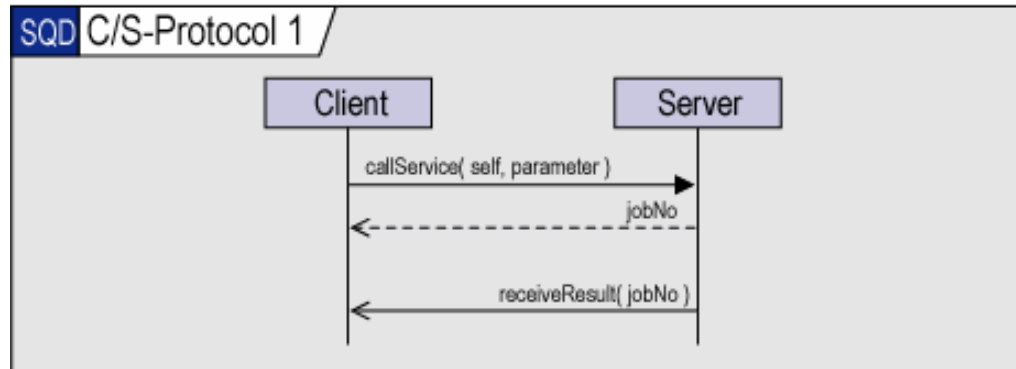
Dr. Alexander Knapp  
University of Munich



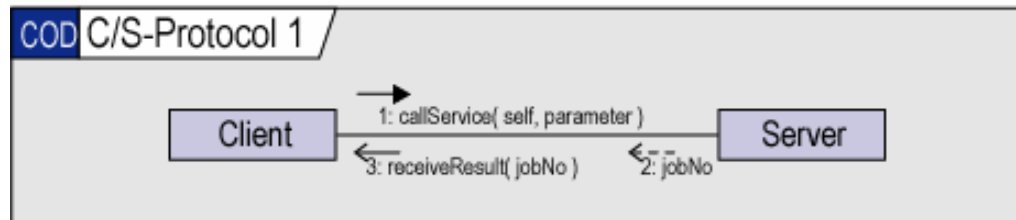
# 7 – Interactions

## A first glimpse

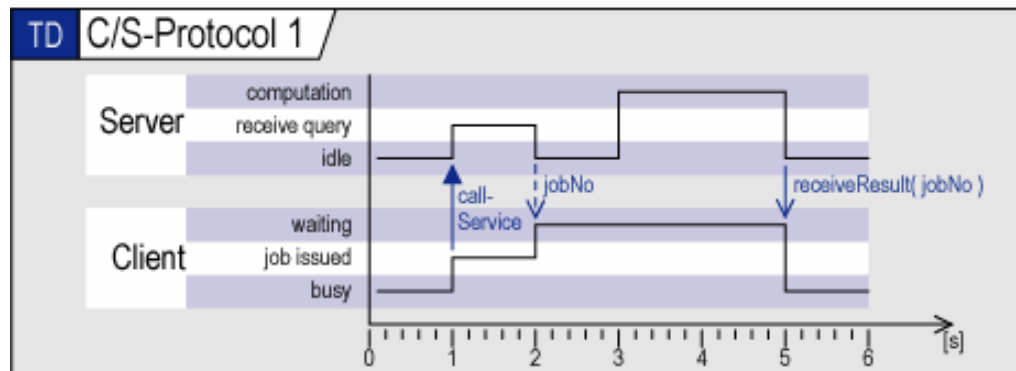
sequence diagram



communication diagram



timing diagram



all three are  
semantically  
equivalent

# 7 – Interactions

## History and predecessors

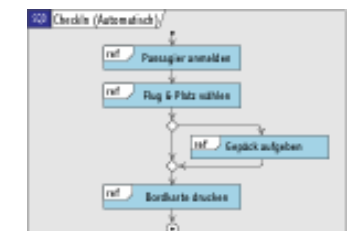
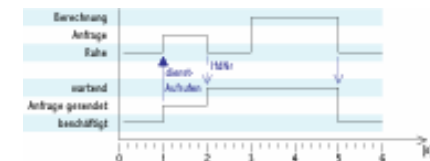
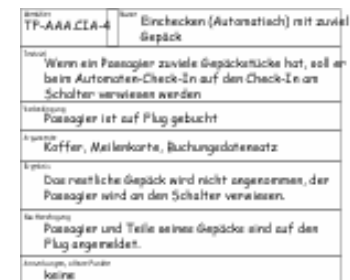
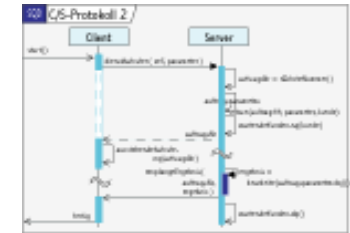
- **simple sequence diagrams**
  - 1990's
    - Message Sequence Charts (MSCs) used in TelCo-industry
    - several OO-methods use sequence diagrams
- **complex sequence diagrams**
  - 1996: Complex MSCs introduced in standard MSC96
  - 1999: Life Sequence Charts (LSCs)
- **communication diagrams**
  - 1991: used in Booch method
  - 1994: used in Cook/Daniels: Syntropy
- **timing diagrams**
  - traditionally used in electrical engineering
  - 1991: used in Booch method
  - 1993: used in early MSCs
- **interaction overview**
  - 1996: high-level MSCs (graphs of MSCs as notational alternative)



# 7 – Interactions

## Usage scenarios

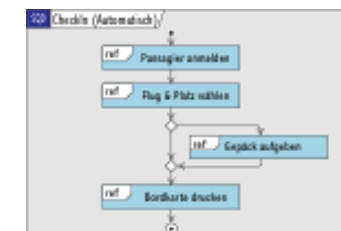
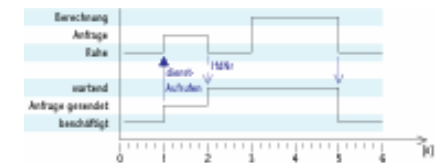
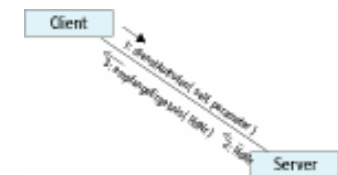
- **Class/object interactions**
  - design or document message exchange between objects
  - express synchronous/asynchronous messages, signals and calls, activation, timing constraints
- **Use case scenarios**
  - illustrate a use case by concrete scenario
  - useful in design/documentation of business processes (i.e. analysis phase and reengineering)
- **Test cases**
  - describe test cases on all abstraction levels
- **Timing specification/documentation**
- **Interaction overview**
  - organize a large number of interactions in a more visual style
  - defined as equivalent to using interaction operators



# 7 – Interactions

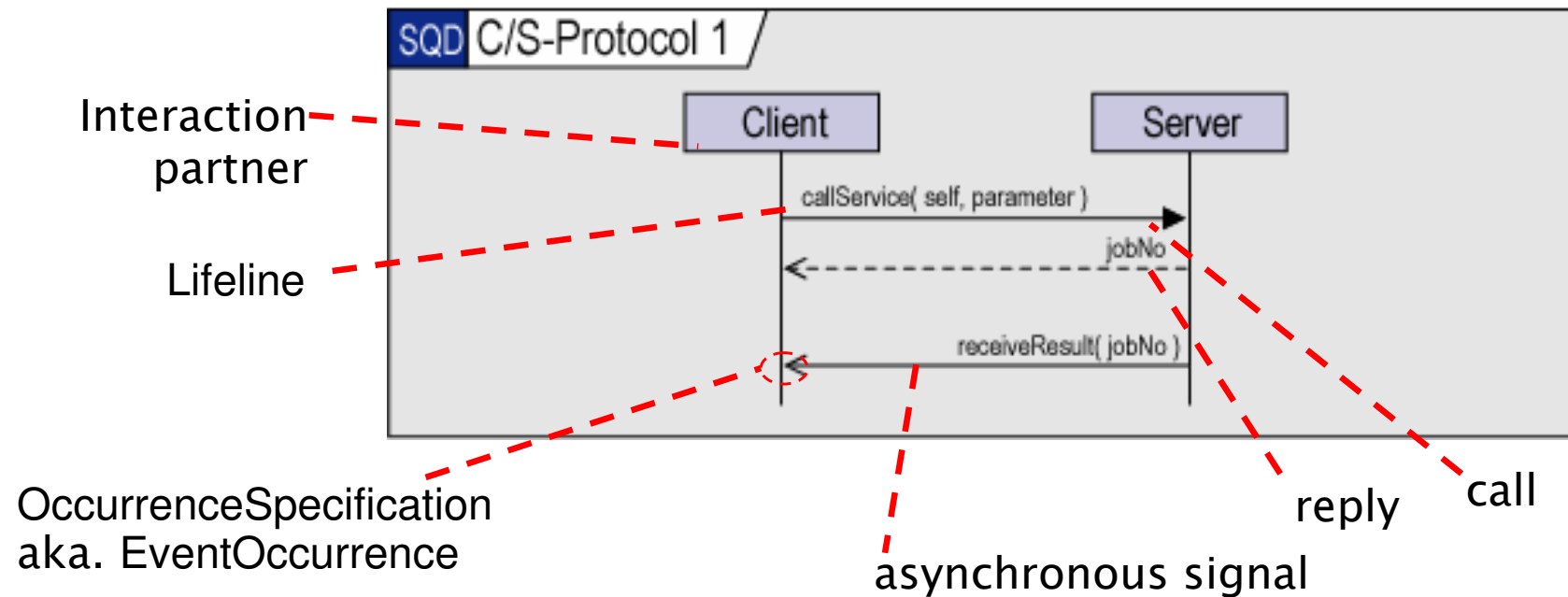
## Syntactical variants

- **Sequence diagram**
  - traditional sequence diagrams + interaction operators
  - focuses on exchanging many messages in complex patterns among few interaction partners
- **Communication diagram**
  - “collaboration diagram” in UML 1.x
  - focuses on exchanging few messages between (many) interaction partners in complex configuration
- **Timing diagram**
  - new in UML 2.0, oscilloscope-type representation, not necessarily metric time
  - focuses on (real) time and coordinated state change of interaction partners over time
- **Interaction overview diagram**
  - looks like restricted activity diagram, but isn't
  - arrange elementary interactions to highlight their interaction



# 7 - Simple Interactions

## Main concepts

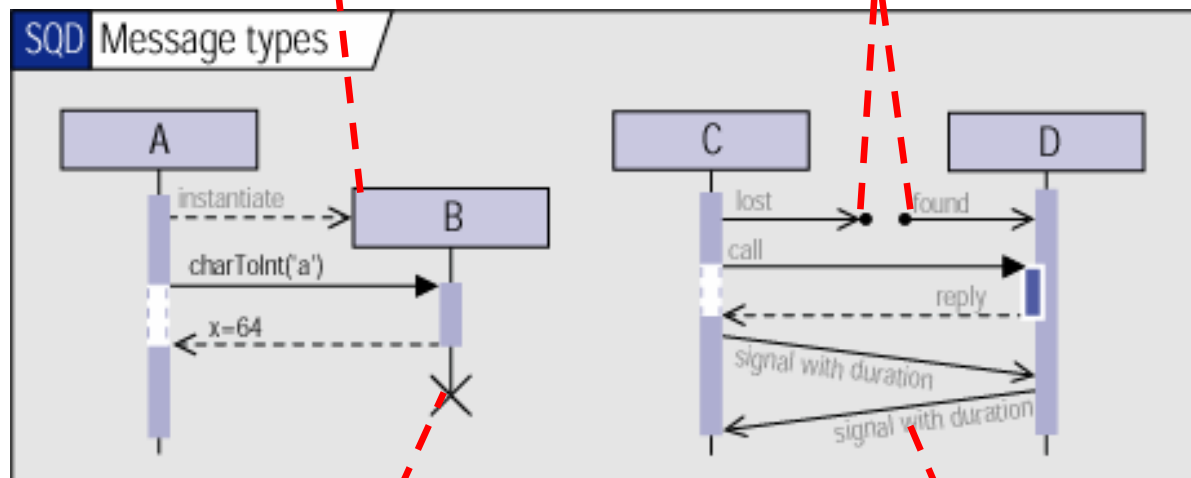


# 7 - Simple Interactions

## Message types

instantiation Event

lost & found Messages  
(i.e.: very slow messages)

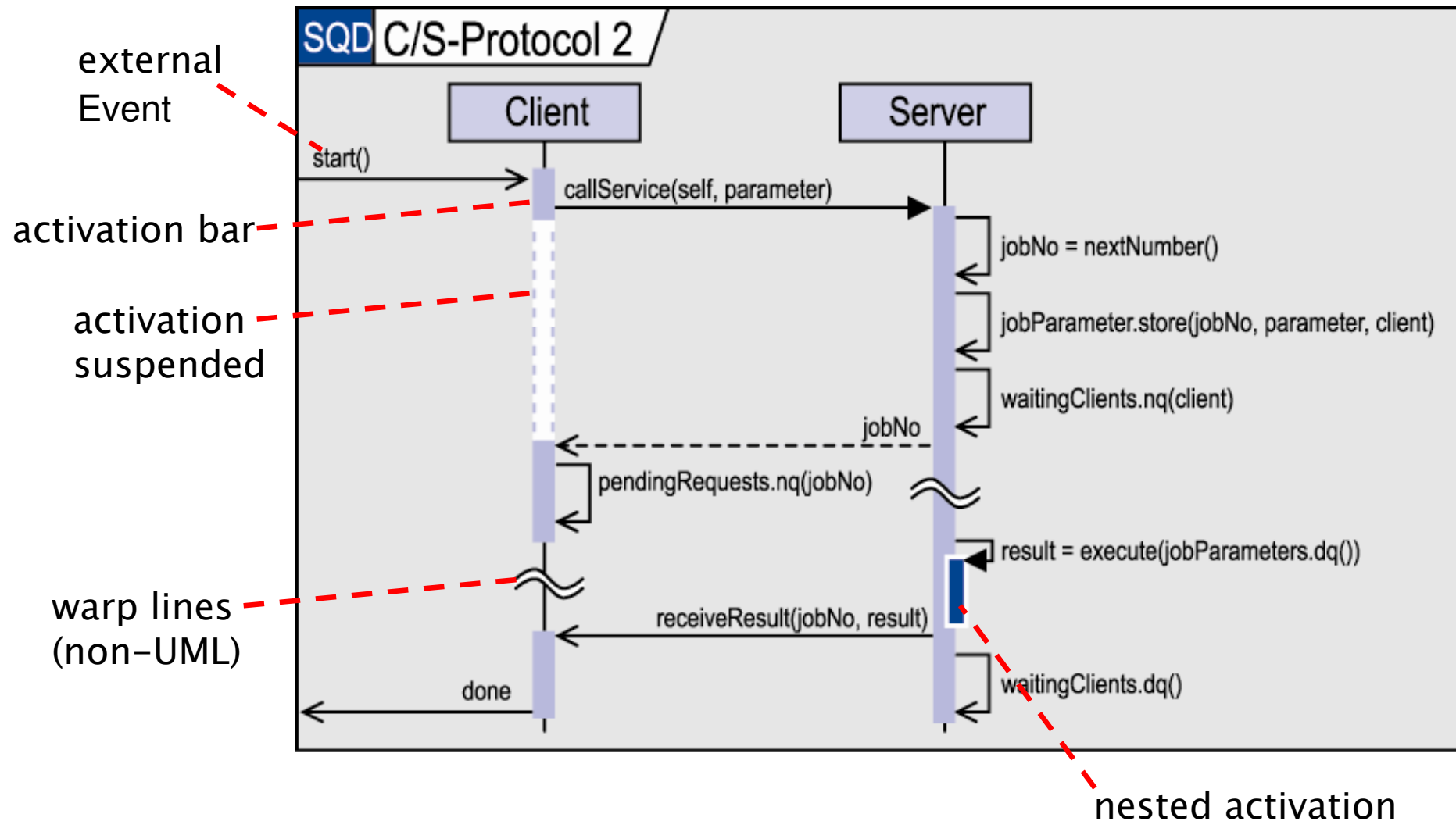


termination Event

non-instantaneous  
Message

# 7 - Simple Interactions

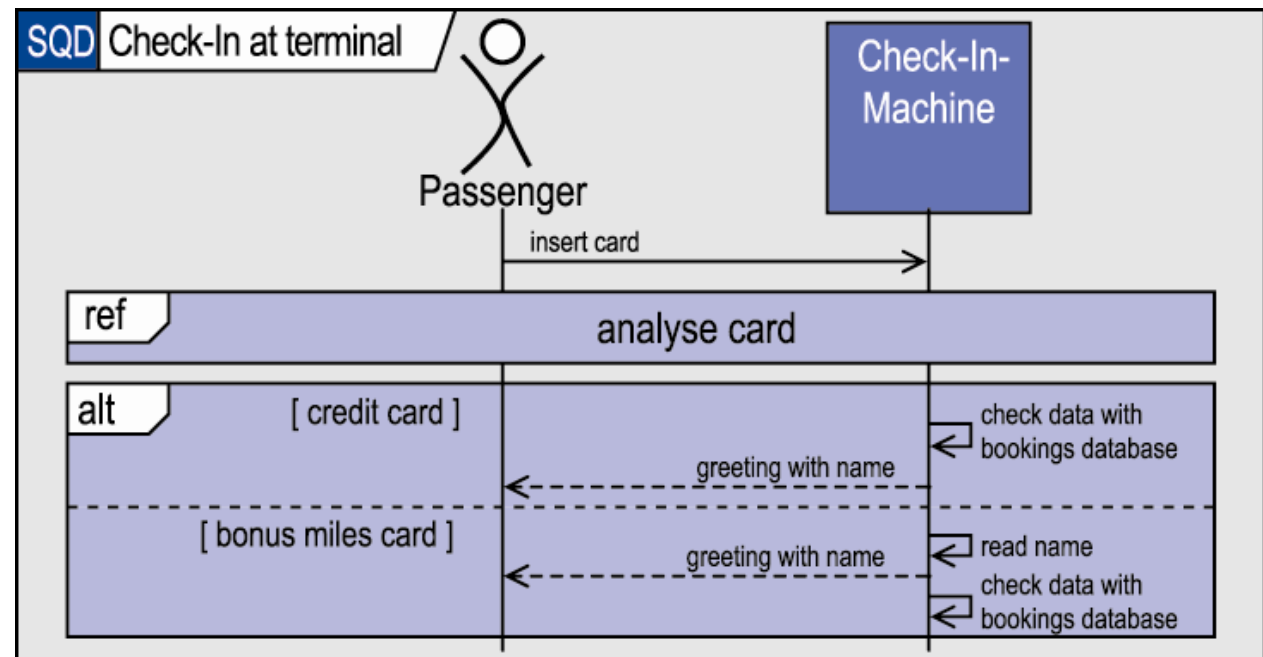
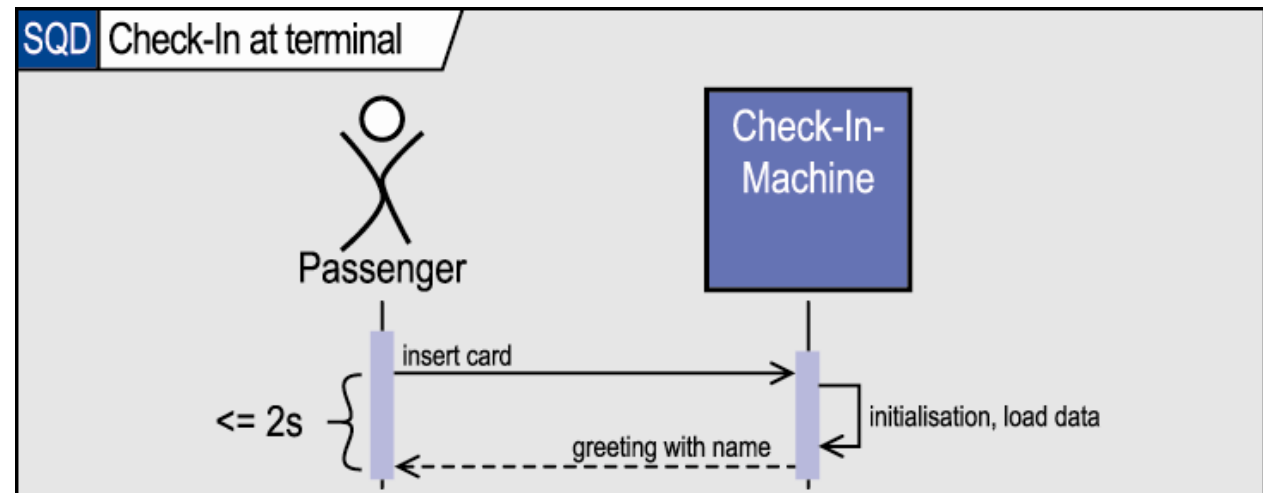
## Activation



# 7 - Interactions

## Usage: Use case scenarios

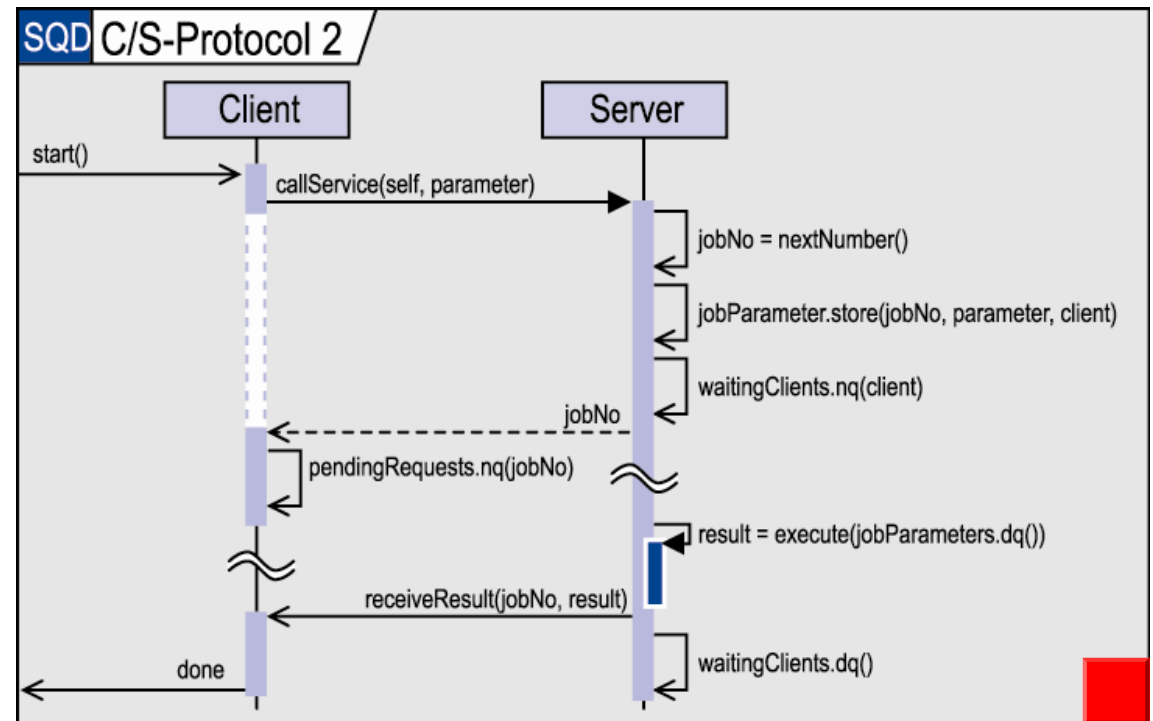
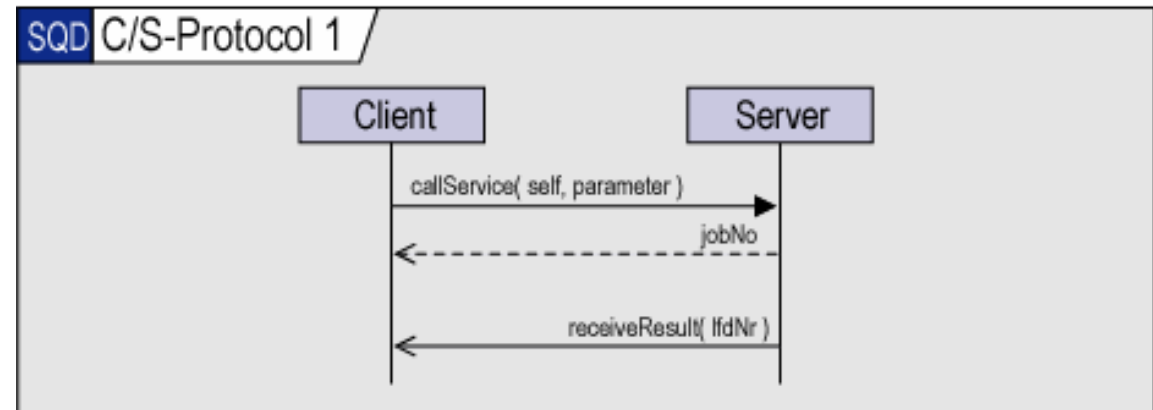
- Interaction participants are actors and systems rather than classes and objects.
- May be refined successively.
- Useful also for specifying high-level non-functional requirements such as response times.
- All kinds of interaction diagrams may be applied, depending on the circumstances.



# 7 - Interactions

## Usage: Class interactions

- Interaction participants are classes and objects rather than actors and systems.
- Again, successive refinement may be applied in different styles:
  - break down processing of messages
  - break down structure of interaction participants.
- All kinds of interaction diagrams may be applied, depending on the circumstances.



# 7 – Interactions

## Usage: Test cases

- Like any other interaction, but with a different intention.
- Typically accompanied by a tabular description of purpose, expected parameters and result (similar to use case description).

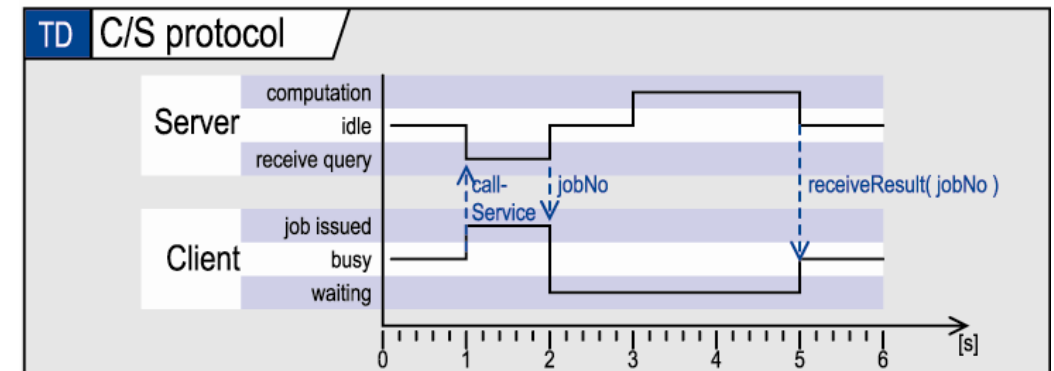
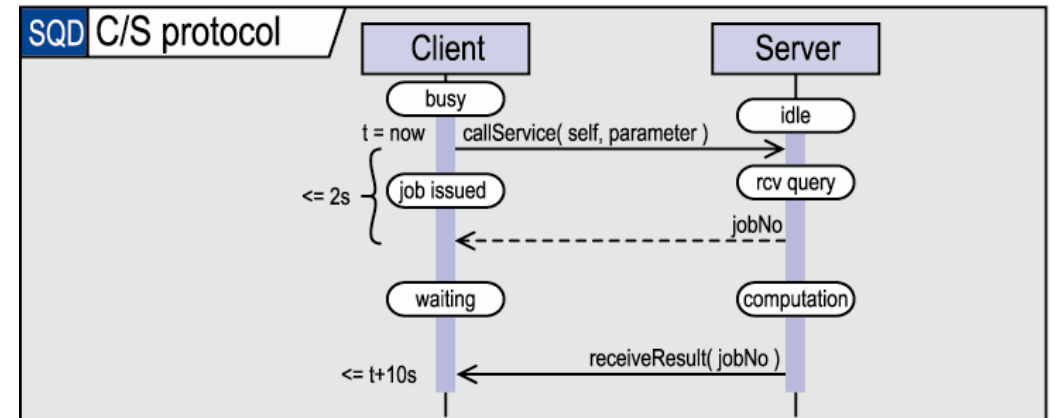
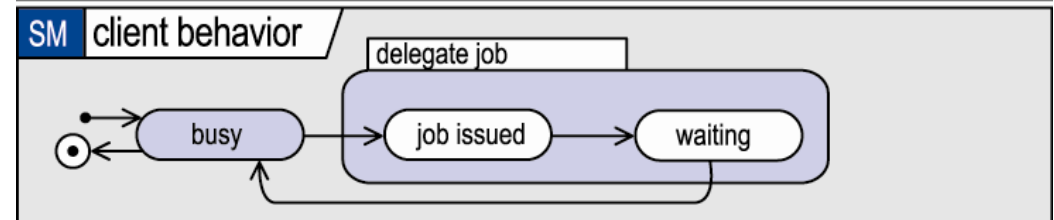
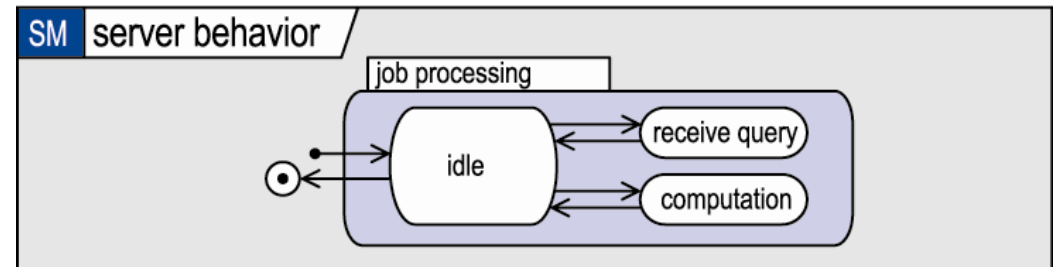
identifier TF-AAA.CIA-4	name Check In (automatic) too much luggage
test goal If a passenger has too many pieces of luggage and tries to check in using the check in machine, he should be referred to the check in counter.	
precondition passenger is booked on respective flight	
arguments luggage, bonus mile card, booking data	
result passenger is referred to counter	
postcondition luggage is not checked in, passenger is checked in	
remarks, open questions none	



# 7 - Interactions

## Usage: Timing specification

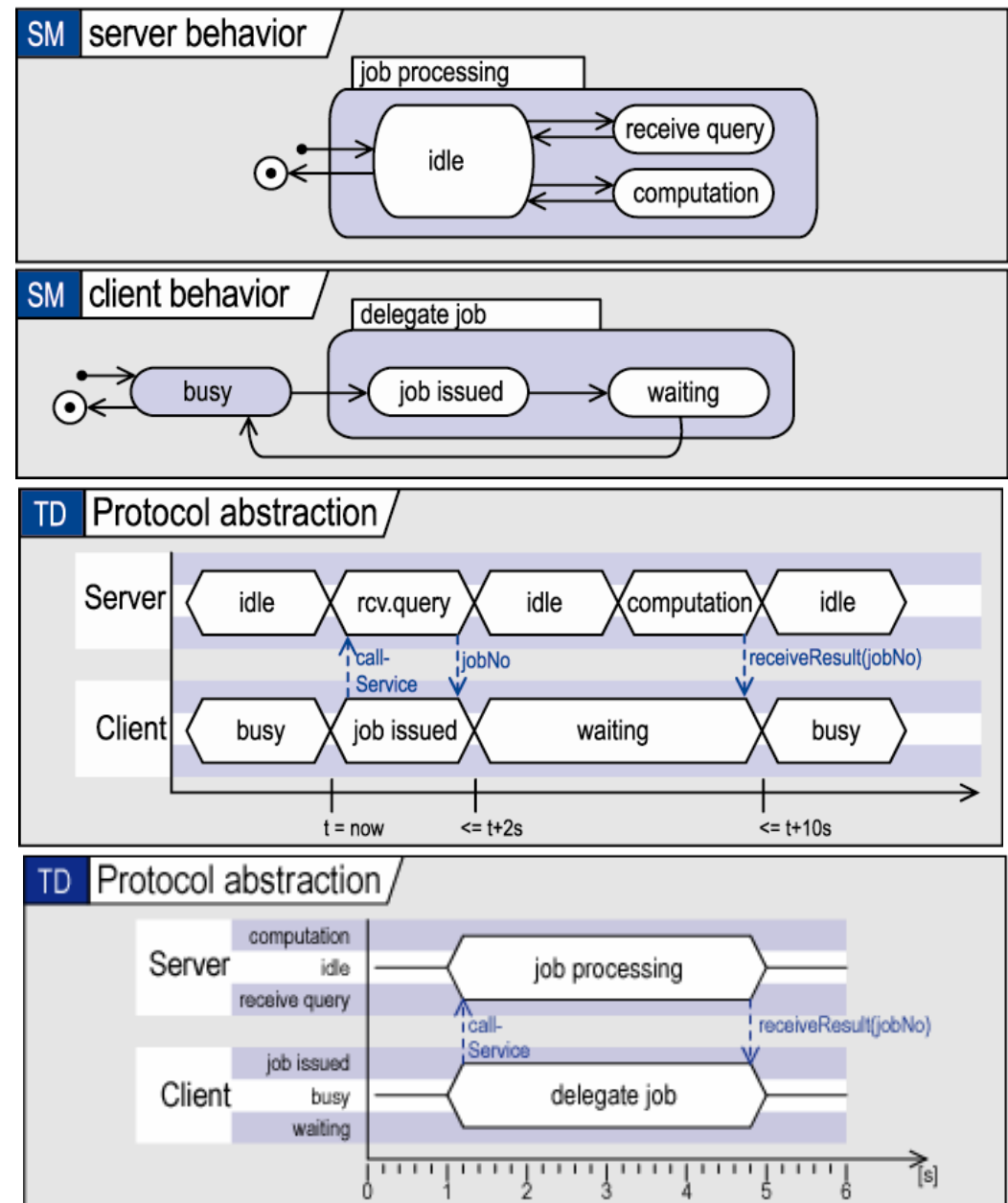
- For embedded and real-time systems, it may be important to specify absolute timings and state evolution over time.
- This is not readily expressed in sequence diagrams, much less communication diagrams.
- UML 2.0 introduces timing diagrams for this purpose.



# 7 - Interactions

## Abstraction in timing diagram

- An alternative syntax presents states not on the vertical axis but as hexagons on the lifeline.
- Timing diagrams present the coordination of (the states of) several objects over (real) time.



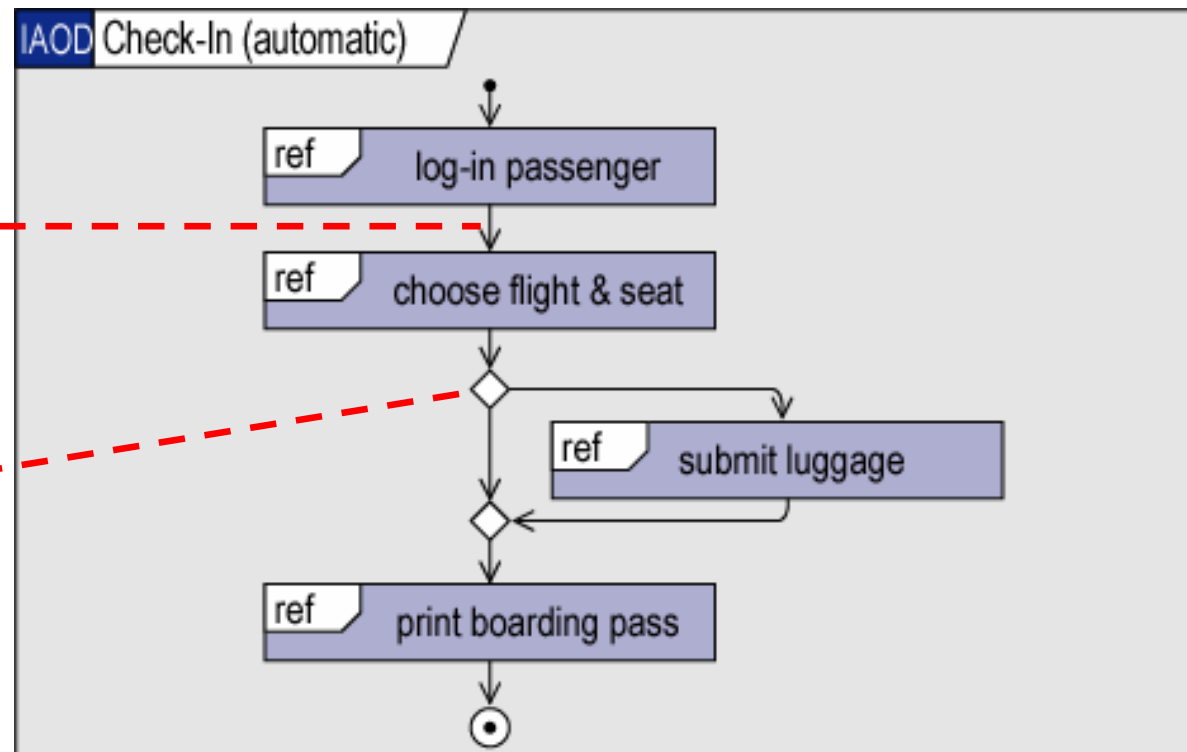
# 7 - Interactions

## Usage: Interaction overview

- Organize large number of interactions in a more visual style
- Defined as equivalent to using interaction operators

sequence probably  
equivalent to seq

choice/merge  
equivalent to alt/opt

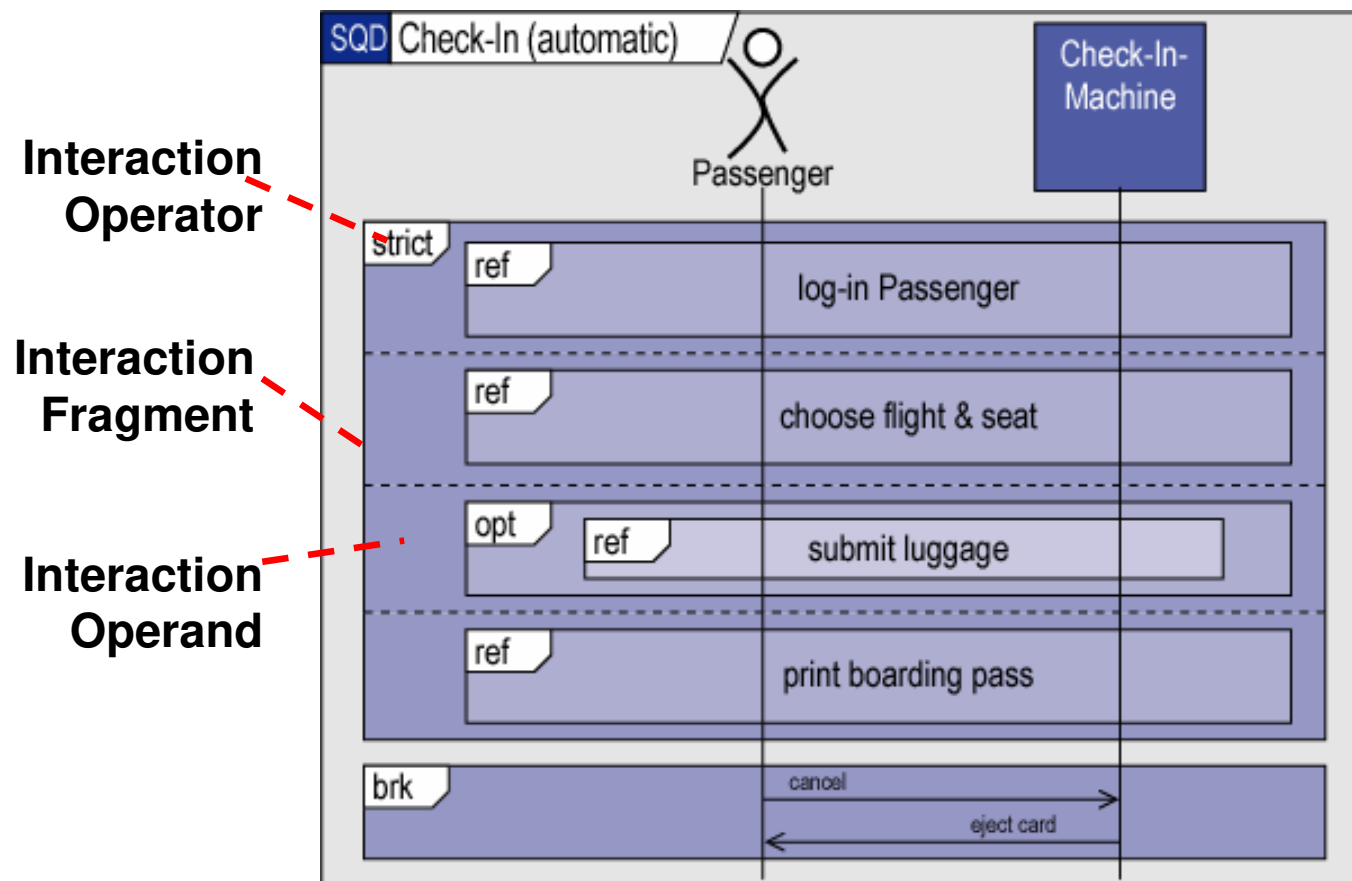


also allowed: fork/join  
(said to be equivalent to par, but ...)

# 7 - Interactions

## Complex interactions

- A complex interaction is like a functional expression:
  - an InteractionOperator,
  - one or several InteractionOperands (separated by dashed lines),
  - (and sometimes also numbers or sets of signals).



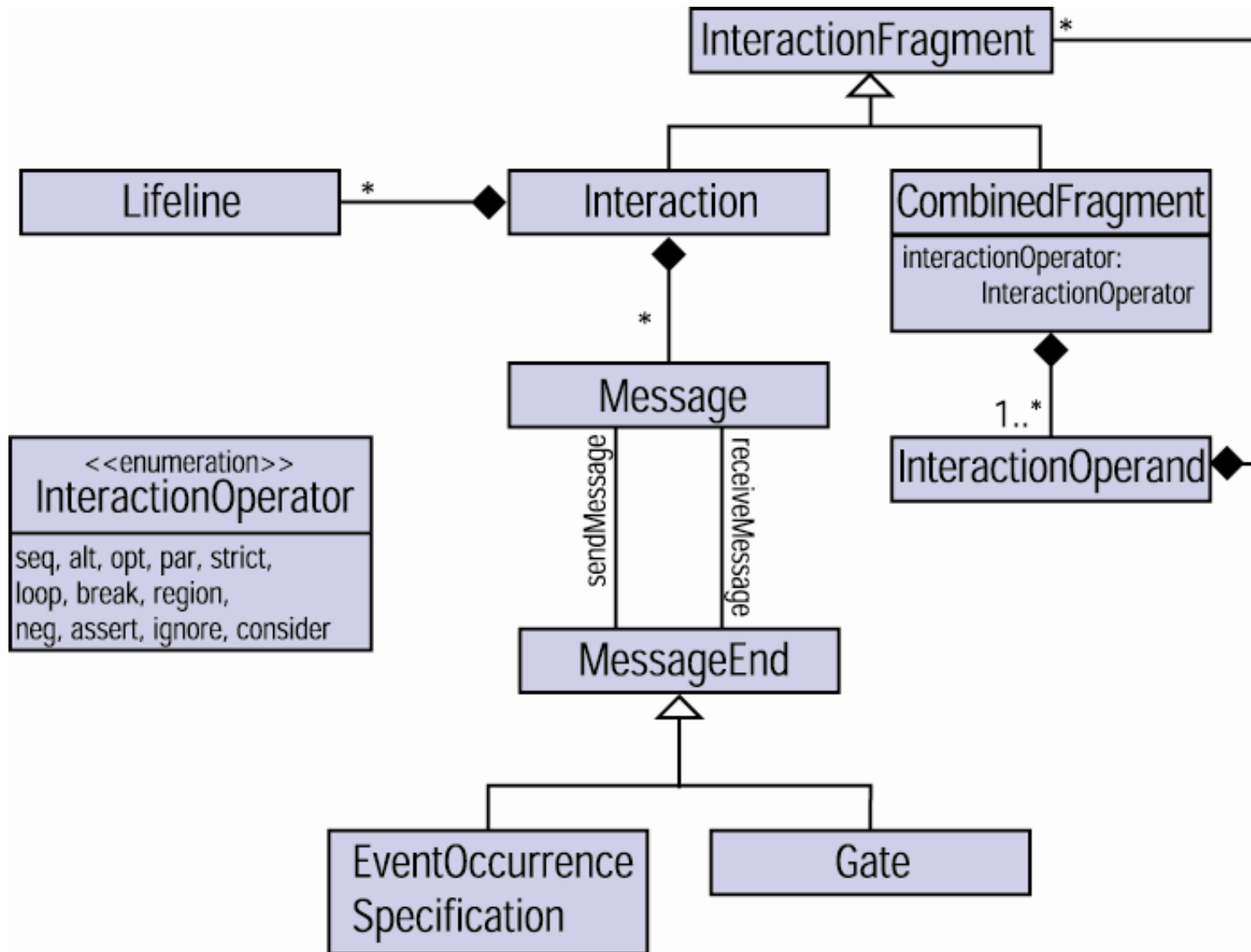
# 7 – Interactions

## Interaction operators (overview)

- **strict**
  - operand-wise sequencing
- **seq**
  - lifeline-wise sequencing
- **loop**
  - repeated seq
- **par**
  - interleaving of events
- **region (aka. “critical”)**
  - suspending interleaving
- **consider**
  - restrict model to specific messages
  - i.e. allow anything else anywhere
- **ignore**
  - dual to consider
- **ref**
  - macro-expansion of fragment
- **alt**
  - alternative execution
- **opt**
  - optional execution
  - syntactic sugar for alt
- **break**
  - abort execution
  - sometimes written as “brk”
- **assert**
  - remove uncertainty in specification
  - i.e. declare all traces as valid
- **neg**
  - declare all traces as invalid
  - ( → three-valued semantics)

# 7 - Interactions

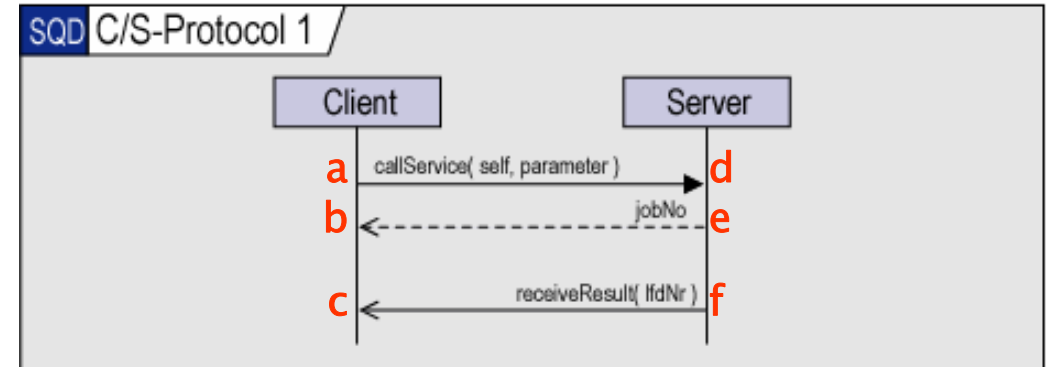
## Main concepts (metamodel)



# 7 – Interactions

## Semantics

- The meaning of an interaction is
  - a set of valid traces, plus
  - a set of invalid traces.  
*(ignore the latter for the time being)*
- Traces are made up of occurrences of events such as
  - sending/receiving a message,
  - instantiating/terminating an object, or
  - time/state change events.
- Two types of constraints determine the valid traces:
  - 1) send occurs before receive,
  - 2) order on lifelines is definite.



This diagram contains the following seven constraints:

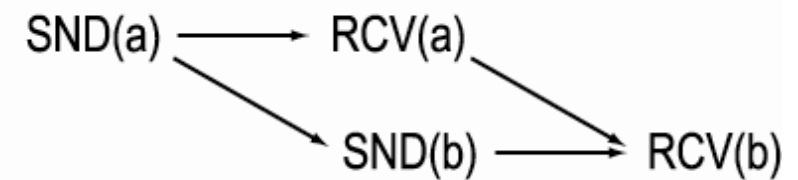
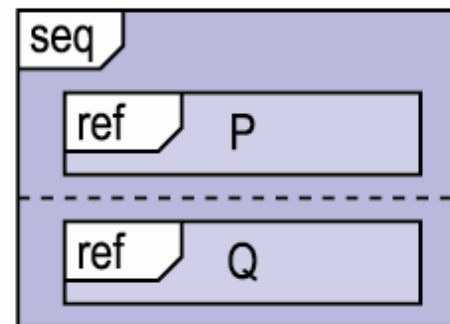
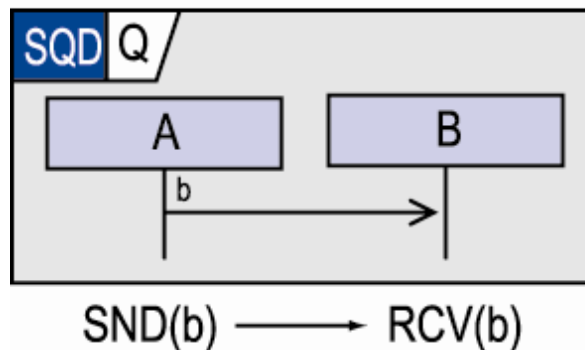
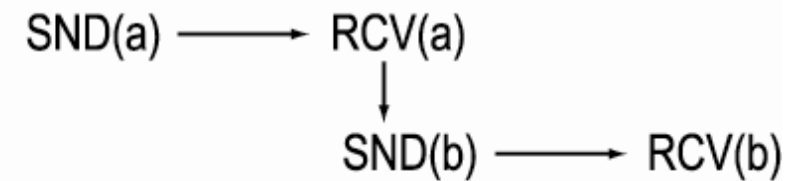
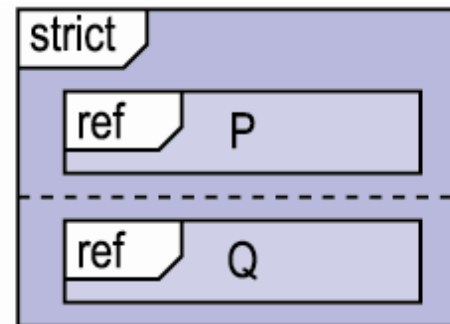
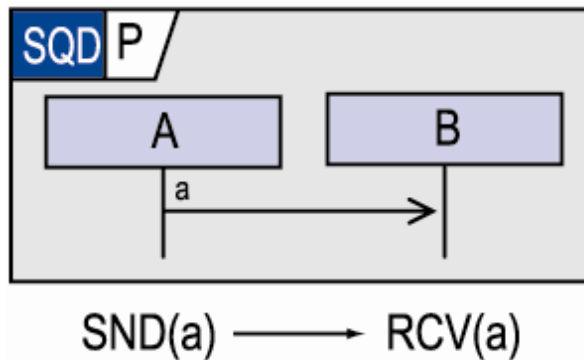
- 1)  $a \rightarrow d$ ,  $e \rightarrow b$ ,  $f \rightarrow c$
- 2)  $a \rightarrow b$ ,  $b \rightarrow c$ ,  $d \rightarrow e$ ,  $e \rightarrow f$

The set of resulting traces is:  
 $\{ a.d.e.b.f.c, a.d.e.f.b.c \}$ .

# 7 - Interactions

## Interaction operators seq & strict

- **seq**
  - compose two interactions sequentially lifeline-wise (default!)
- **strict**
  - compose two interactions sequentially diagram-wise





# 7 - Interactions

## Interaction operator loop

- loop

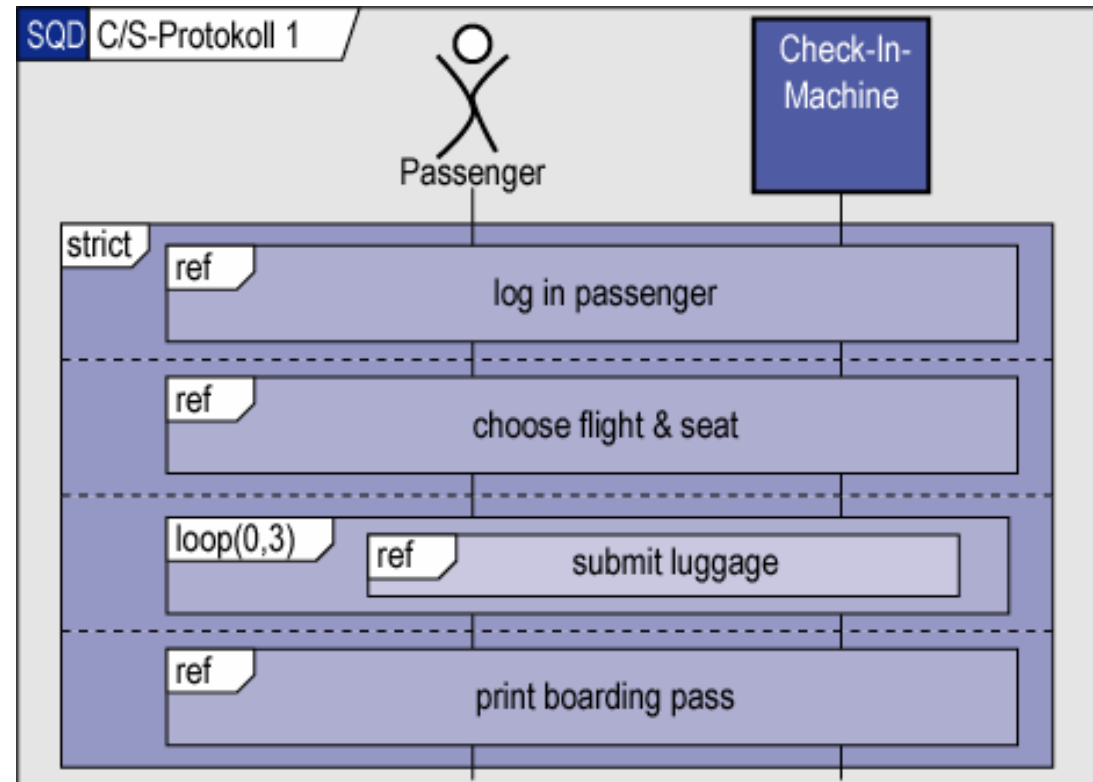
- repeated application of seq

$\text{loop}(P, \text{min}, \text{max}) = \text{seq}(P, \text{loop}(P, \text{min}-1, \text{max}-1))$

$\text{loop}(P, 0, \text{max}) = \text{seq}(\text{opt}(P), \text{loop}(P, 0, \text{max}-1))$

$\text{loop}(P, *) = \text{seq}(\text{opt}(P), \text{loop}(P, *))$

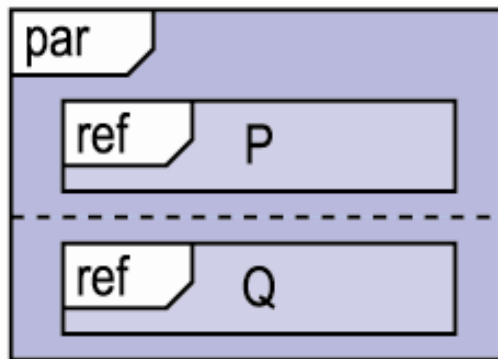
for some interaction  
fragment P



# 7 - Interactions

## Interaction operators: interleaving

- **par**
  - shuffle arguments
- **region**
  - execute argument atomically, i.e. disallow interleaving



SND(a) → RCV(a)

SND(b) → RCV(b)

SND(a).RCV(a).SND(b).RCV(b)

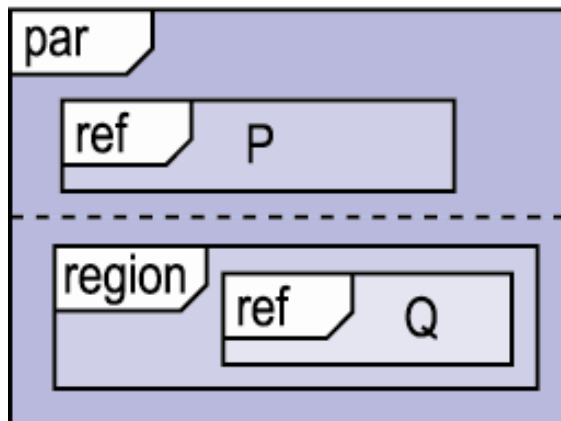
SND(a).SND(b).RCV(a).RCV(b)

SND(a).SND(b).RCV(b).RCV(a)

SND(b).SND(a).RCV(a).RCV(b)

SND(b).SND(a).RCV(b).RCV(a)

SND(b).RCV(b).SND(a).RCV(a)



SND(a).RCV(a).SND(b).RCV(b)

SND(a).SND(b).RCV(b).RCV(a)

SND(b).RCV(b).SND(a).RCV(a)

# 7 – Interactions

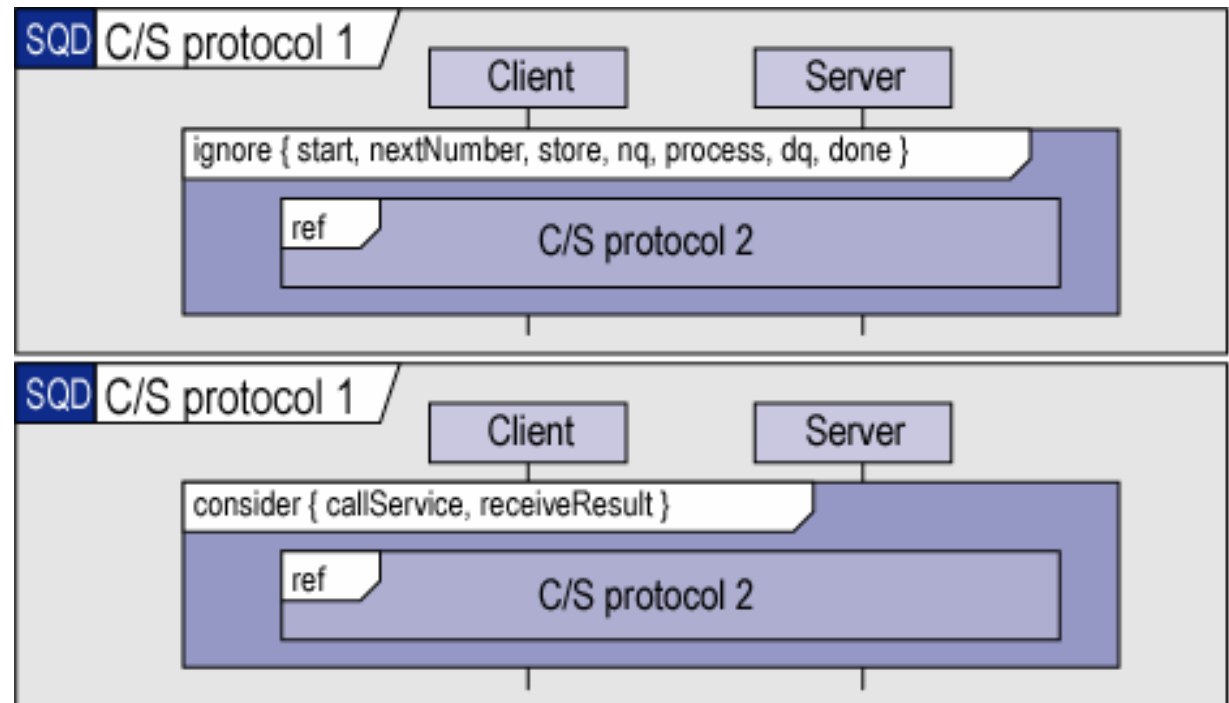
## Interaction operators alt, opt, brk: choice

- **alt**
  - alternative complete execution of one of two interaction fragments
- **opt**
  - optional complete execution of interaction fragment:  
 $\text{opt}(P) = \text{alt}(P, \text{nop})$
- **break**
  - execute interaction fragment partially, skip rest, and jump to surrounding fragment

# 7 - Interactions

## Interaction operators: abstraction

- ignore, consider
  - dual way of expressing:
    - allow the ignorable messages (!) anywhere
    - present only those messages that are to be considered
    - $\llbracket \text{ignore}(P,Z) \rrbracket = \text{shuffle}(\llbracket P \rrbracket, Z^*)$

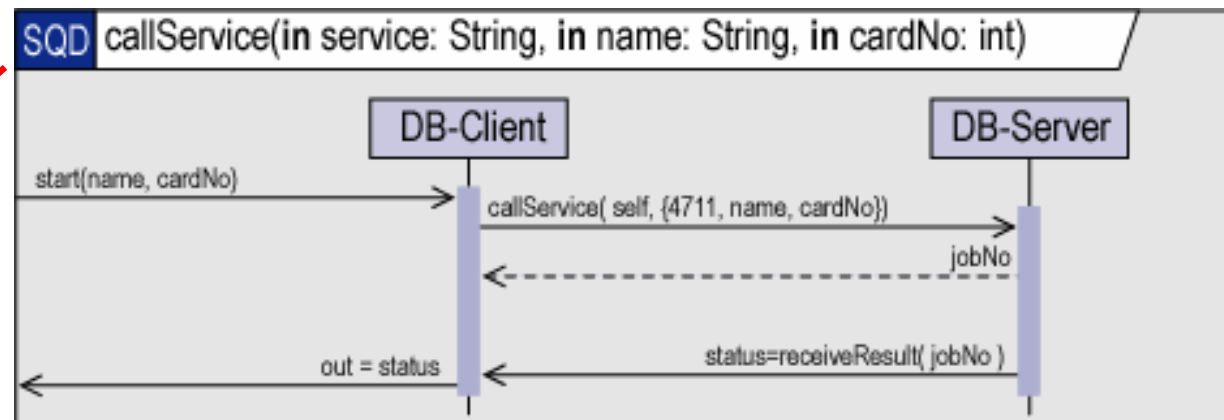


# 7 - Complex Interactions

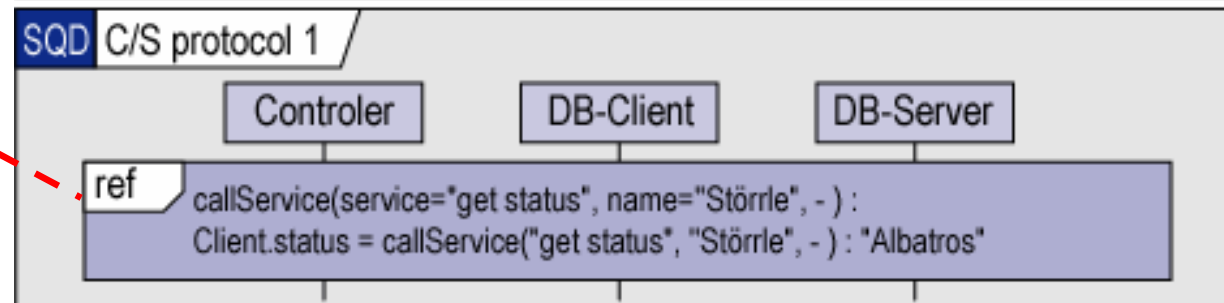
## Interaction operator ref & parameters

- **ref**
  - refers to a fragment defined elsewhere (macro-expansion)
  - Formal and actual parameters (bindings) are declared in the diagram head.

declaration



call

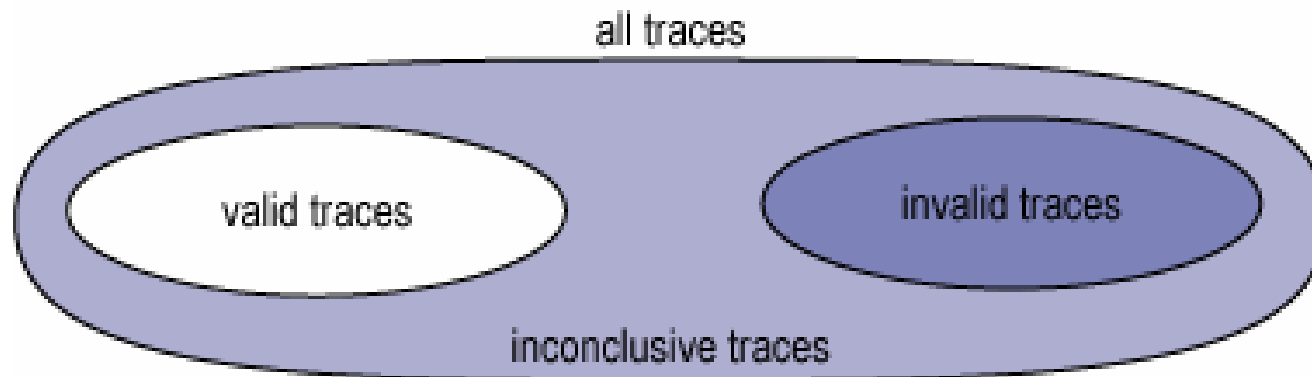


- Signals to the containing classifier appear as arrows from the diagram border.

# 7 - Interactions

## Interaction operators: negation

- The semantics of neg and assert is unclear.
- In contrast to that the other operators, they refer not just to the positive traces, but to invalid and inconclusive traces as well.



- **neg**
  - declare all valid traces as invalid
  - inconclusive traces: unknown
- **assert**
  - remove uncertainty by declaring all inconclusive traces as invalid

# 7 – Interactions

## UML 1.x vs. UML 2.0

### UML 1.0

- collaboration diagram

### UML 2.0

- communication diagram
- timing diagram
- interaction overview diagram
- complex interaction
- Lifeline is now a first-class citizen

# 7 – Interactions

## Wrap up

- **Complex interactions like high-level MSCs added.**
- **New diagram types:**
  - timing diagrams (like oscilloscope), and
  - interaction overview (similar to restricted activity diagram)
  - renamed collaboration diagram to communication diagram
- **Completely new metamodel.**
- **Almost formal three-valued semantics of valid, invalid and inconclusive interleaving traces of events.**
- **Some semantical problems are yet to be solved.**

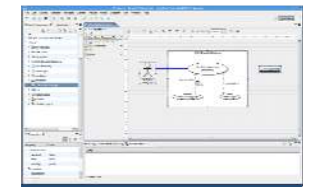
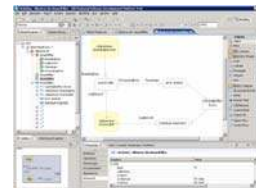
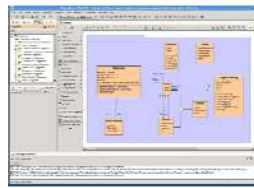
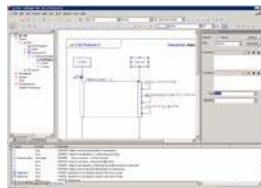
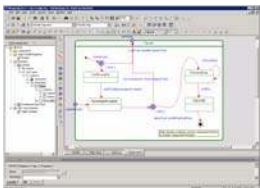


# Unified Modeling Language 2.0

## *Part 8 – Tools*

Dr. Harald Störrle  
University of Innsbruck  
MGM technology partners

Dr. Alexander Knapp  
University of Munich



# 8 – Tools

## Overview

- UML 2.0 modeling tools
  - subjective selection for test
  - not an evaluation
- What has been covered
  - UML 2.0 diagrams
  - UML 2.0 metamodel
  - import/export
  - special features
- There are many more, like
  - Omondo: Omondo for Eclipse
  - Sparx Systems: Enterprise Architect



Rhapsody



TAU



MagicDraw



Rational software

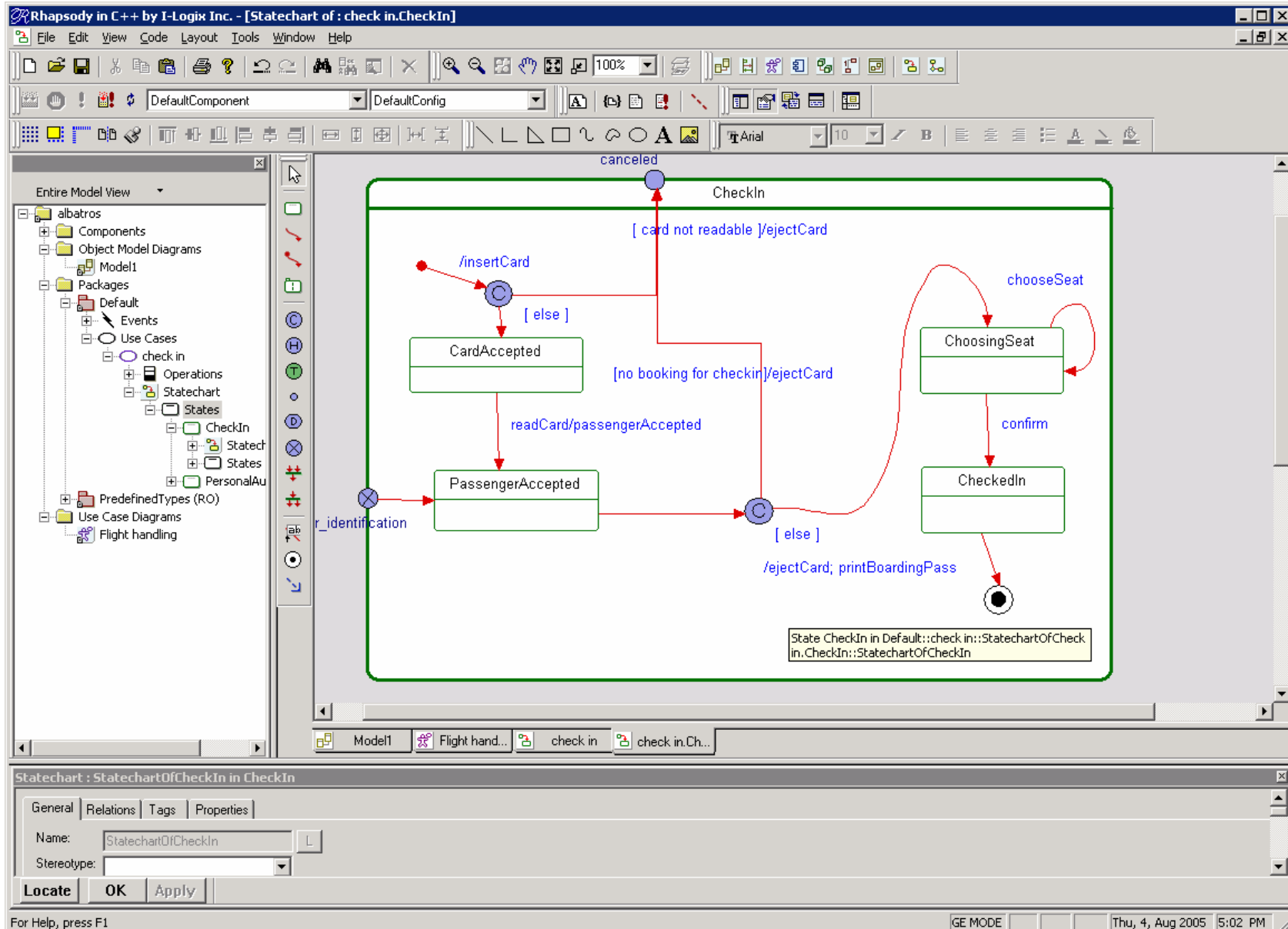
Software  
Modeler

Poseidon

Together  
Architect

# 8 - Tools

## I-Logix: Rhapsody



# 8 - Tools

## I-Logix: Rhapsody

- **Tested version: Rhapsody V6.0 in C++**
  - mainly targeted on embedded systems design and real-time operation systems
- **Fair UML 2.0 support**
  - but sometimes deviating terminology
- **Nice features**
  - code generation based on templates
    - mainly for state machines
  - support for structured analysis/design



[www.ilogix.com](http://www.ilogix.com)

# 8 - Tools

## Telelogic: TAU/Developer

The screenshot displays the Telelogic TAU/Developer software interface. The main window shows a sequence diagram titled "sd C/S-Protocol 2" with two lifelines: ": Client" and ": Server". The diagram includes a "start()" message to the Client, followed by a "callService(this, 1)" message to the Server. The Server lifeline contains several self-messages: "jobNo = nextNumber()", "jobParameter\_store(jobNo, parameter)", and "waitingClients\_notify(client)".

On the left, a project browser shows the model structure for "grc.ttp", including packages like "test", "Client", "Interaction1()", "InteractionImpl", "C/S-Protocol", and "Server".

On the right, the "Edit Properties" panel is open, showing the selected element as ": Server" with a "Type" of "Server".

At the bottom, a "Messages" window displays a list of error messages:

Subject	Severity	Information
	Error	TNR0034: Failed to find InstanceOf jobN of InstanceExpr.
	Error	TNR0047: Failed to find definition of (while looking for Gate).
InteractionImpl...	Information	TNR0004: Name resolution - no Gate matched".
	Error	TNR0034: Failed to find Gate of OperationCallReceive.
	Error	TNR0047: Failed to find definition of jobParameter (while looking for InstanceOf).
	Error	TNR0034: Failed to find InstanceOf jobParameter of InstanceExpr.
callService	Error	TJV0002: Operations in non-abstract classes must have a body.
callService	Error	TJV0002: Operations in non-abstract classes must have a body.
	Error	TMI0476: Syntax error

# 8 - Tools

## Telelogic: TAU/Developer

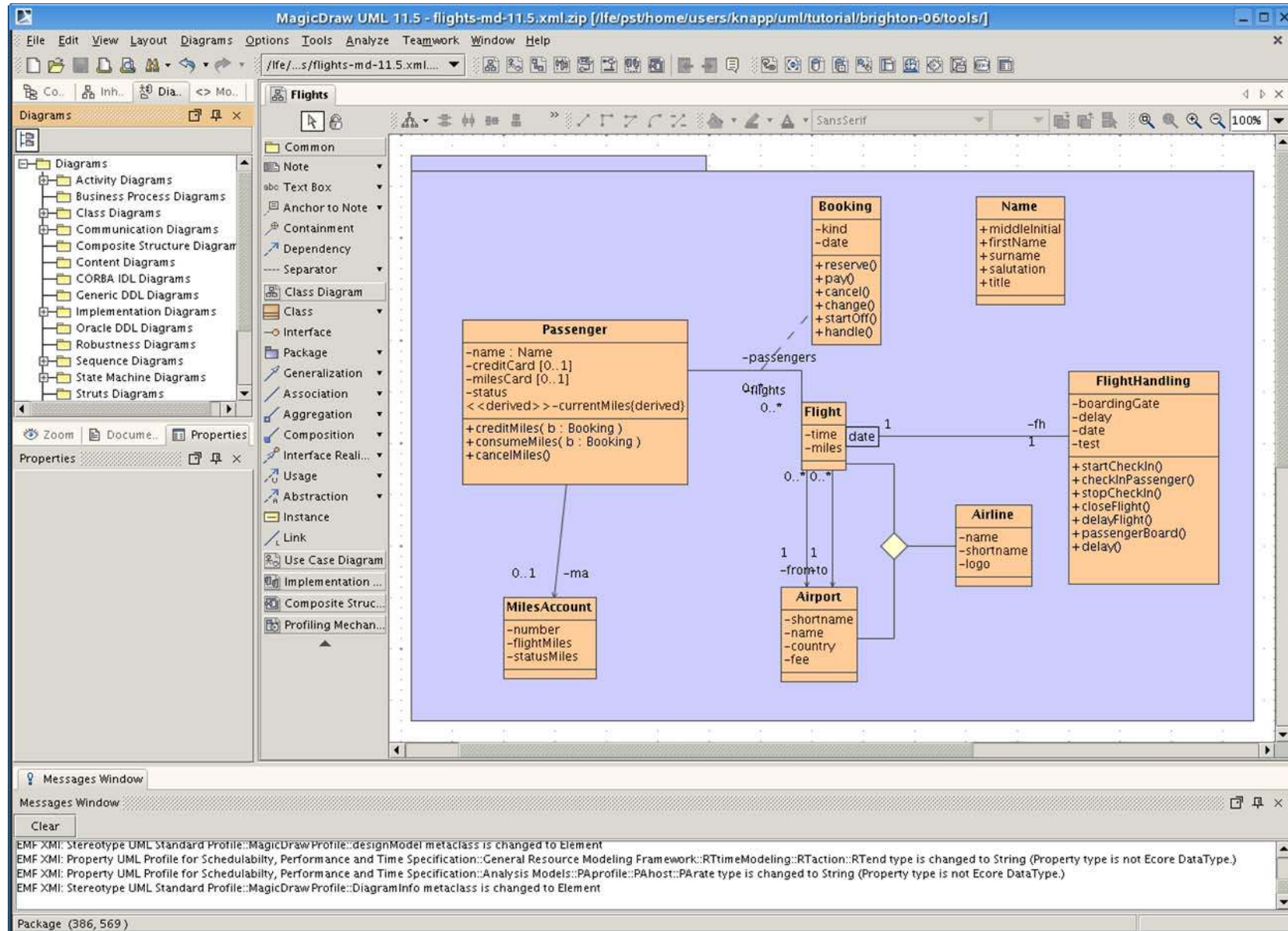
- Tested version: TAU V2.4
- Fair UML 2.0 support
  - import from XMI (Rose, Together)
- Nice features:
  - code generation based on libraries
  - continuous consistency checks
    - some messages not overly instructive
  - UML 2 textual syntax



[www.telelogic.com](http://www.telelogic.com)

# 8 – Tools

## NoMagic: MagicDraw



# 8 - Tools

## NoMagic: MagicDraw

- Tested version: MagicDraw 11.5 Enterprise
- Very good UML 2.0 support
  - sometimes deep nesting of property sheets
  - export as XMI 2.1, EMF
- Nice features
  - OCL syntax check
    - but not more
  - metamodel-based model comparison
  - model metrics



[www.nomagic.com](http://www.nomagic.com)



## 8 - Tools

## IBM: Rational Software Modeler

The screenshot displays the IBM Rational Software Modeler interface. The main workspace shows a UML activity diagram for the 'AwardMiles' package. The diagram includes two data stores: 'BoardingRecords' and 'ProtocolDB'. The activity flow starts with 'BoardingPass' leading to an 'award miles' activity node. From 'award miles', there are two outgoing flows: one labeled 'ProcessingError' leading to an 'error analysis' activity node, and another labeled 'LogRecord' leading to an 'individual treatment' activity node. The 'error analysis' node has an outgoing flow to a '«centralBuffer» Errors' activity node. The 'individual treatment' node has an outgoing flow labeled 'LogRecord' leading to the 'ProtocolDB' data store. The '«centralBuffer» Errors' node also has an outgoing flow to the 'individual treatment' node.

The left sidebar shows the Model Explorer with a tree view of the project structure, including 'test', 'Blank Model.emx', and 'Albatros Air' package containing 'AwardMiles' and its associated classes and activities. The bottom right pane shows the Properties view for the selected activity, listing various attributes and their values.

Property	Value
UML	
Body	
collections	
Context	
Is Abstract	false
Is Active	false

# 8 - Tools

## IBM: Rational Software Modeler

- Tested version: Rational Software Modeler Trial
- Good UML 2.0 support
  - some features are deep down in property sheets
  - export as UML2 (XMI 2.0), EMF, ...
- Nice features
  - Integrated into Eclipse
  - ensures consistency by selection from available features and drawing restrictions
    - but not for constraints

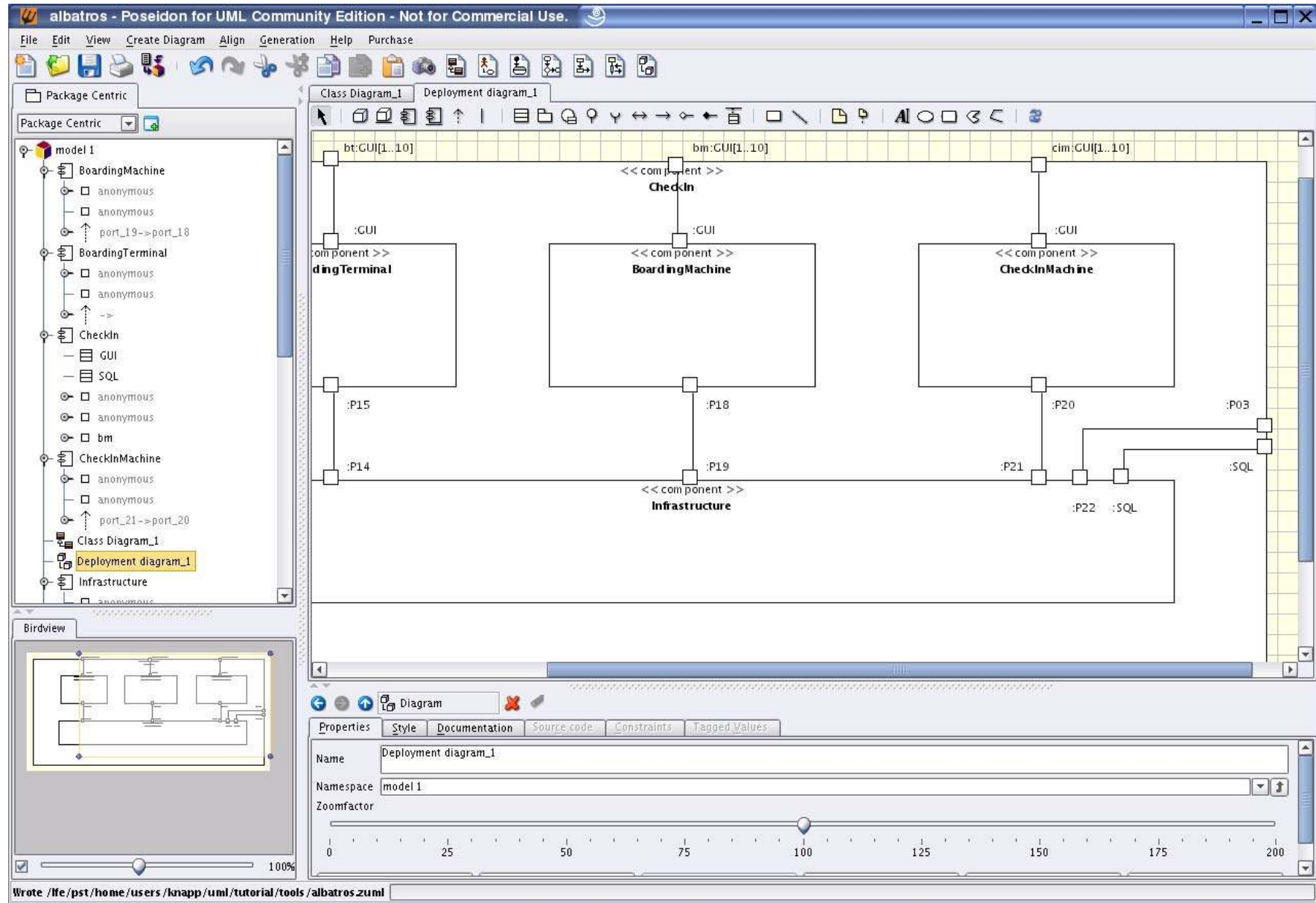


Rational. software

[www.ibm.com/rational](http://www.ibm.com/rational)

# 8 - Tools

## Gentleware: Poseidon



# 8 – Tools

## Gentleware: Poseidon

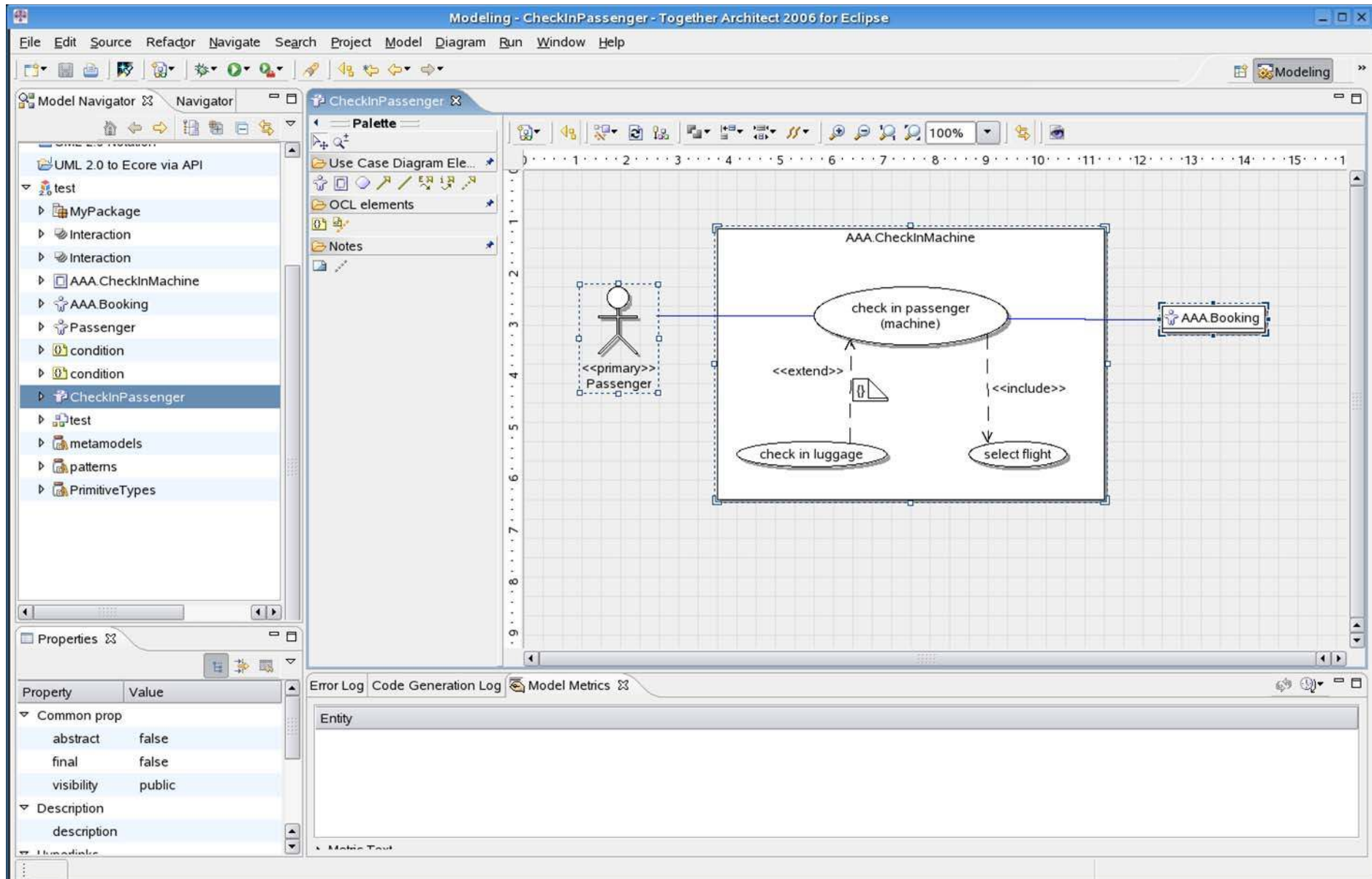
- **Tested version: Poseidon 4.2.1 community edition**
  - professional versions include code generation, version control, Eclipse integration, ...
- **Good UML 2.0 support**
  - but no templates, composite structures, ...
  - export as XMI 1.2
- **Nice features**
  - UML 2.0 diagram interchange
  - Community edition for free



[www.gentleware.com](http://www.gentleware.com)

# 8 - Tools

## Borland: Together Architect



# 8 – Tools

## Borland: Together Architect

- Tested version: Together Architect 2006, version 8.0
- Fair UML 2.0 support
  - export as XMI 2.0
- Nice features
  - Eclipse integration
  - Good OCL support
    - OCL-based model transformations
  - ECore API

**Borland®**

[www.borland.com](http://www.borland.com)

# 8 - Tools Comparison (1)

	Rhapsody	TAU/ Developer	Magic Draw	Software Modeler Trial	Poseidon CE	Together Architect
Class	●	●	●	●	●	●
Composite structure	×	○	●	●	×	●
Component	○	●	●	○	●	○
Object	●	×	●	●	●	○
Deployment	○	●	●	●	○	○
Package	○	○	○	○	○	○

●	good (all important features present)
○	average (some important features missing)
×	not available

# 8 - Tools Comparison (2)

	Rhapsody	TAU/ Developer	Magic Draw	Software Modeler Trial	Poseidon CE	Together Architect
Activity	○	●	●	●	●	○
Use case	○	○	●	○	●	○
State machine	●	○	●	●	●	●
Sequence	○	●	●	●	●	●
Communication	●	×	●	●	●	●
Interaction overview	×	●	●	×	×	×
Timing	×	×	×	×	×	×

●	good (all important features available)
○	average (some important features missing)
×	not available



# 8 – Tools

## Which one is best for me?

- Many tools claim to support UML (or even UML 2.0), but few do justice to this claim.
- Of those that come anywhere close to UML 2.0, there is no single best tool.
- If you want to select a tool for you, your company, or your organization, go ahead as follows.
  - Make a short list of 3–6 candidate tools following crude criteria like price, platform, size of tool manufacturer, previous experience, and expert advice.
  - Determine evaluation criteria like required notations, input/output file formats, reporting/printing capabilities, code generation facilities and so on.
  - Evaluate all candidate tools – a UML expert will be able to do a reasonable (superficial) analysis of any tool in half a day.

# Unified Modeling Language 2.0

## *Part 9 – Best Practices for the management of large models*

Dr. Harald Störrle  
University of Innsbruck  
MGM technology partners

Dr. Alexander Knapp  
University of Munich

# 9 – Best practices

## Management of large models

- Creating and handling small models presents some challenges.
- But managing large models is a problem in its own right, which comes in addition to all of these:
  - versioning, diff/patch, merge
  - migration between tool platforms
  - long term maintenance of models
  - round-trip with manual interference
  - measures, queries, checks, analysis of models
  - simulation, code generation
  - reporting
- Today, we don't have appropriate tool support for the majority of these tasks, and it is very cumbersome to do it by hand.

## 9 – Best practices

### What exactly means “large” for a model?

- **Project size (only model–related activities!)**
  - Manpower: 5–100 Persons (rather: Person–equivalents)
  - Duration: 1–10 Years
  - Budget/Cost: 1–50 Mio €
- **Number of model elements (“population”)**
  - 200–5.000 classes (times 10–20 attributes)
  - 100–1.000 business processes (times 10–20 functions, steps)
  - 5–10/10–20/20–50 systems/subsystems/segments
  - 50–200 interfaces
- **Compare with large scale software systems, e.g. SAP R/3**
  - over 100 Mio LoC, more than 33.000 database tables
  - 14 systems, 35 subsystems, ca. 32.000 programs
  - ca. 2.500 interfaces

# 9 – Best practices

## Probleme and gaps in large modeling projects

### Characteristics of large projects

- **overall situation**
  - often extremely „political“ environment
  - inhomogeneous, large organisation
  - long and critical previous project history
  - very long project duration
  - extreme expectations, big disappointments
  - hostile competitors involved („Mehrfrontenkrieg“)
- **Qualifications**
  - Customer
  - Colleagues
  - oneself
  -
- **Work organisation**
  - several companies and organisations involved
  - distribution over several places

### Specific for modeling projects

- **Tools**
  - inappropriate tools previous decisions  
Untaugliche Werkzeuge gesetzt
  - überhaupt keine Werkzeuge verfügbar
  - Versionsverwaltung/Diff selten
  - Releases, Auslieferung, Sicherung
- **structuring of models and method**
  - “the usual suspects” are insufficient
- **Quality of models**
  - what does it mean in the first place?
  - consistency
  - coherence and validity
  - clear focus („big picture“)
  - adherence to conventions

**many gaps...**

**...but each gap is also a starting point!**

# 9 – Best practices

## Starting points in large modeling projects

- **Model structure and methodology**
  - no/few established standards thus much leeway
  - impact on almost all other areas
  - requires intensive training and coaching („Navigation overview“)
- **Model design**
  - Layout, naming conventions
  - Guidelines for model sizes and levels of abstractions
  - Change markers
  - Plan header
  - Attribute states (open questions, defaults, errors)
- **Organisation of project**
  - Quality assurance criteria
  - Distributed work
  - Process of modeling, tasks
- **Conviction**
  - large and demotivated teams must be convinced and activated
  - support for standards such as
    - *poster of model inventory*
    - *navigation overview*
    - *coaching (less useful: trainings)*
    - *handzettel mit Arbeitsanleitungen*
- **Automatisation / Integration**
  - XMI (e.g. Modelbridge)
  - self-made tools, e.g.
    - *naming conventions*
    - *measures for size/complexity*
    - *reporting*
    - *generating*

# 9 - Best practices Model, Diagram, Plan

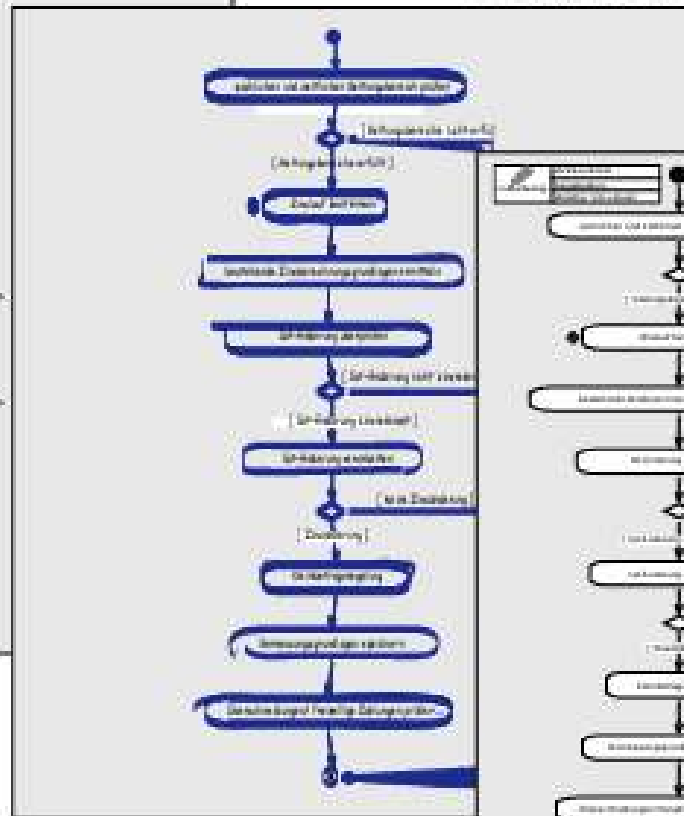
Modell + visuelle Darstellung

```

BUSINESS PROCESS MODEL <test1> :
  <BIENEfach1 ADO-UML20 GP-
  Bibliothek - 2005.11.03>
VERSION <->
TYPE <Aktivität&ediagramm>
ATTRIBUTE <Autor>
VALUE "hac"
ATTRIBUTE <Angelegt am>
VALUE "05.02.2006, 11:26"
ATTRIBUTE <Letzte Änderung am>
VALUE "05.02.2006, 11:28"
ATTRIBUTE <Letzter Bearbeiter>
VALUE "hac"
ATTRIBUTE <Schlagworte>
VALUE ""
ATTRIBUTE <Kommentar>
VALUE ""
    
```

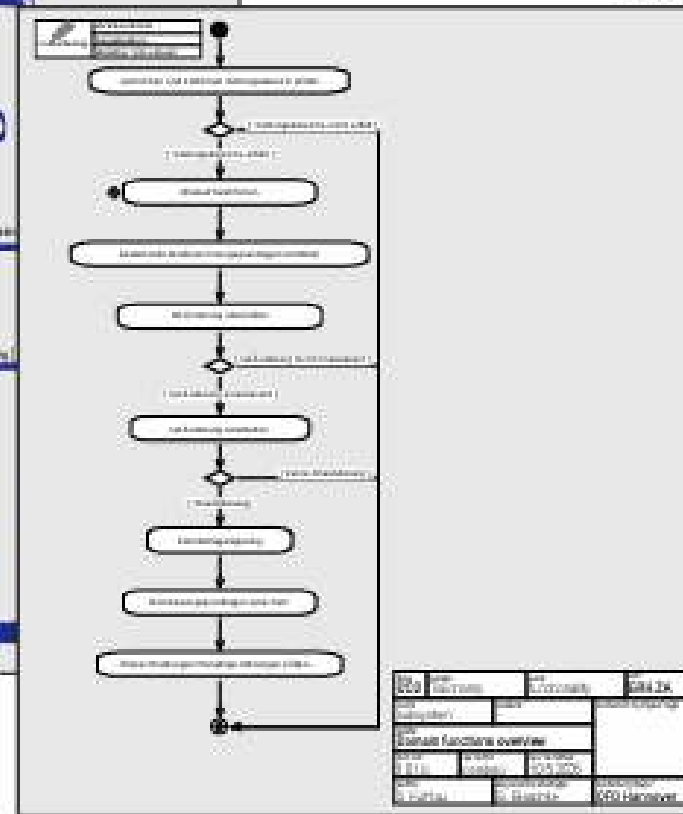
XMI, MDL, ADL, ...

Diagramm +



UML, EPK, ERD, ...

Plan



projectspecific

# 9 – Best practices

## Model, Diagram, Plan

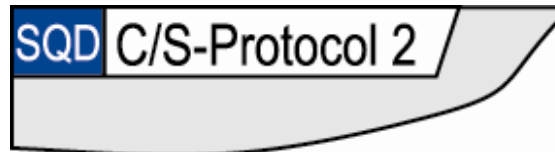
- **Model**
  - A Modell is an abstract entity, existing e.g. in a data structure
  - Parts of models may be models again
  - standardised (XMI) or proprietary (MDL, ADL, ...)
- **Diagram**
  - a diagram is a either
    - the visual presentation of a model,
    - or an informal sketch.
  - A diagram defines a model: the one consisting of those model elements that are presented visually.
- **Plan**
  - A plan is a diagram in a frame of reference.



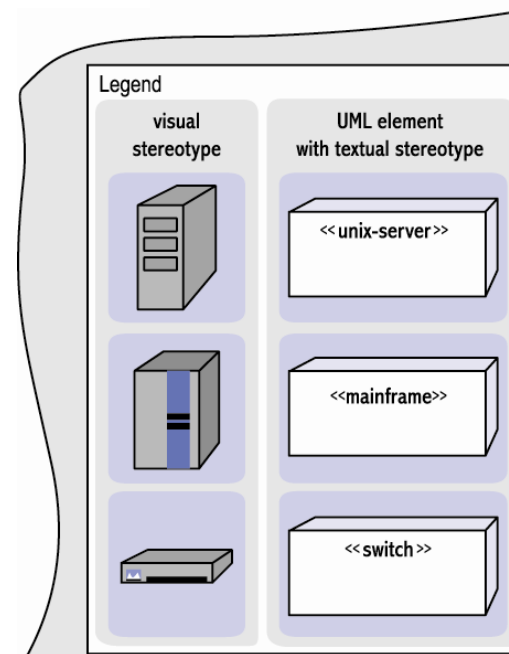
# 9 – Best practices

## Model information

- Title
  - Name
  - pragmatic type
- Text field
  - Author/Manager
  - Customer/Project
  - date/version
  - view, phase, intention
  - scale, section, unit
  - QA status
- Legend
  - Stereotypes

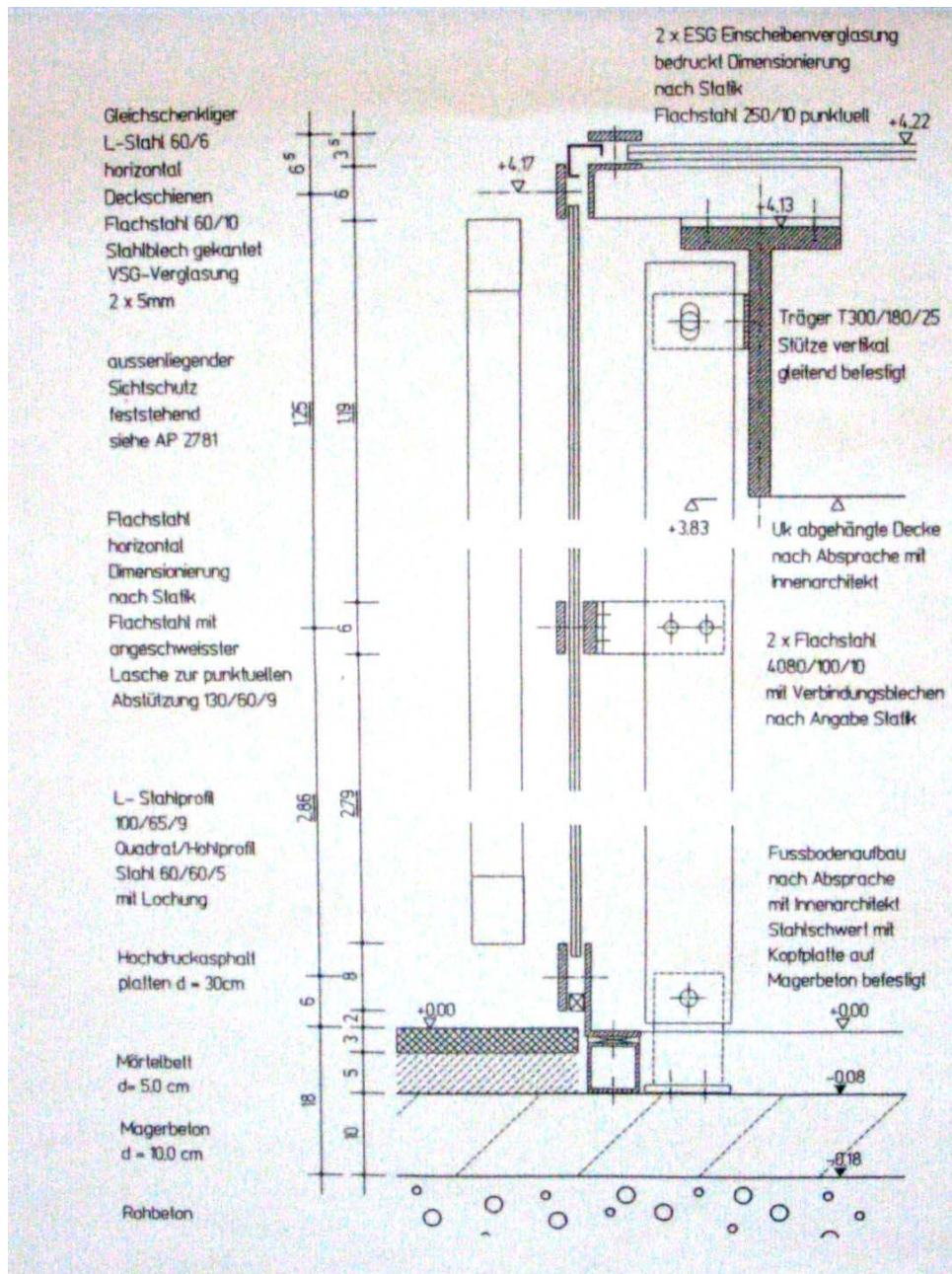


<i>type</i> <b>UCD</b>	<i>usage</i> Taxonomy	<i>view</i> functionality	<i>unit</i> <b>ERH.ZA</b>
<i>scale</i> subsystem		<i>section</i> -	<i>customer or project logo</i>
<i>name</i> <b>Domain functions overview</b>			
<i>version</i> 1.01.b	<i>qa status</i> pending	<i>last modified</i> 10.5.2005	
<i>author</i> S. Kahlau		<i>responsible manager</i> G. Blaschke	<i>customer/project</i> <b>OFD Hannover</b>



# 9 – Best practices

## Role model civil architecture: detail section of a plan



# 9 – Best practices

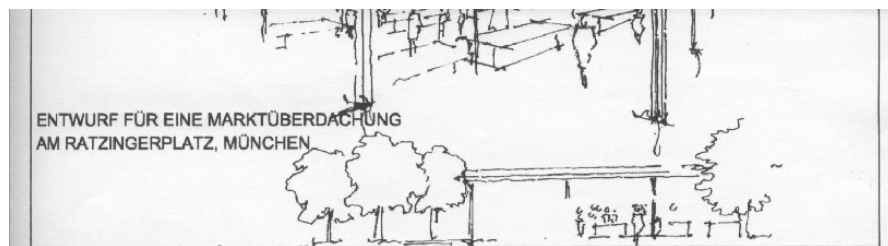
## Role model civil architecture: plan header (DIN 6771)

Verwendungsbereich				(zul. Abw.)	(Oberfläche)	Maßstab	(Gewicht)
						Werkstoff	
						Rohteilnummer	
						Modell-Nr	
				Datum	Name	(Benennung)	
				Bearb.			
				Gepr.			
				Norm			
				Firma, Zeichnungshersteller		(Zeichnungsnummer)	Blatt
Zust	Änderung	Datum	Name	(Urspr.)		(Erst. f.)	(Erst. d.)

- other relevant ISO standards
  - ISO 128:1996 Technical Drawings (in 29 parts)
  - ISO 3098:1997 Lettering (in 7 parts)
  - ISO 7200:1984 Technical drawings — Title blocks
  - ISO 5455:1979 Scales
  - ISO 5457:1999 Drawing sheet formats for technical documentation
  - ISO 13567:1998 Technical product documentation — Organization and naming of layers for CAD

# 9 - Best practices

## Role model civil architecture: plan header real life example



LEGENDE

ANGABEN MATERIAL:

	Kalksandsteinmauerwerk		Stahlbeton		Wärmedämmung (druckfest)
	Ziegelmauerwerk		Betonfertigteile		Wärmedämmung (weich)
	Mz-Mauerwerk		unbewehrter Beton		Sperrschicht
	leichte Trennwand (Gipskarton, Porenbeton)		Stahlprofile/-bauteile		Vorblendungen

ANGABEN AUSSPARUNGEN:

	Deckendurchbruch
	Deckenaussparung/Deckenschlitz
	Wanddurchbruch
	Wandaussparung/Wandschlitz
	Fußbodendurchbruch
	Fußbodenaussparung/Fußbodenschlitz

ANGABEN ZEICHEN UND KÜRZEL:

DD	Deckendurchbruch	ST	Sturz	H	Heizung
DA	Deckenaussparung	BR	Brüstung	L	Lüftung
DS	Deckenschlitz	UZ	Unterzug	E	Elektro
WD	Wanddurchbruch	Rb	Ringbalken	S	Sanitär
WA	Wandaussparung	BA	Betonaufkantung	RR	Regenrinne/-rohr
WS	Wandschlitz	RH	Raumhoch	HK	Heizkörperstandort
BD	Fußbodendurchbruch				
FBA	Fußbodenaussparung				
FUD	Fundamentdurchbruch				
FUA	Fundamentaussparung				

LEHRSTUHL		
Technische Universität München		
EBB - Lehrstuhl für Baukonstruktion und Baustoffkunde		
Prof. Florian Musso, WS 2003/04		
ÜBUNG		
Tragwerk und Ausbau		
Übung 2.3: Durcharbeitung Tragsystem		
PLANINHALT		
Schnitt-Ansicht A-A, Details		
Axonometrie (ohne Maßstab)		
PLAN - NR.	MASSTAB	DATUM
WP 02	1/50 m, cm	

LEHRSTUHL		STUDENTEN		
Technische Universität München		Philipp Trumpke / Michael Kaufmann		
EBB - Lehrstuhl für Baukonstruktion und Baustoffkunde		ASSISTENTIN		
Prof. Florian Musso, WS 2003/04		Dipl. Ing. Sonja Weber		
ÜBUNG		Tragwerk und Ausbau		
		Übung 2.3: Durcharbeitung Tragsystem		
PLANINHALT		Schnitt-Ansicht A-A, Details M 1/10,		
		Axonometrie (ohne Maßstab)		
PLAN - NR.	MASSTAB	DATUM	INDEX	GEZ.
WP 02	1/50 m, cm	13.12.2003		TK

# 9 – Best practices

## Role model civil architecture: plan header in tools

- Administrative informationen of this kind should be presented (partially) in a plan header.
- Filling slots like predefined Values and state transitions should be supported.
- Reports on qa–status, version, model type etc. are important.
- If ther is no support for model headers (almost always the case) use comment boxes: more effort but feasible and better than nothing.

Typ <b>UCD</b>	Zweck Taxonomie	Sicht functionality	Einheit <b>ERH.ZA</b>
Maßstab subsystem	Abschnitt -		Kunden- oder Projektlogo
Name <b>Domain functions overview</b>			
Version 1.01.b	QS-Status pending	letzte Änderung 10.5.2005	
Bearbeiter S. Kahlau	Verantwortlicher G. Blaschke	Kunde/Projekt <b>OFD Hannover</b>	

<b>Partner Kommunikation Fachmodell</b>	
erstellt von VAA	21.02.2001 um 13:00
geändert von VAA	21.02.2001 um 13:00

 <b>In Bearbeitung</b>	Verantwortlicher: -
	Freigabedatum: -
	Modelltyp: SOLL-Modell

```
<<Plankopf>>
Ausschnitt: ERH.ZA
Geschäftsprozess: Einzahlung ohne Angabe der Verwendung
Ansicht: Ablauf
Projekt: BIENE
Stand: 10.12.2005
Bearbeiter: hs6
QS-Stand: vorgelegt
```

# 9 – Best practices

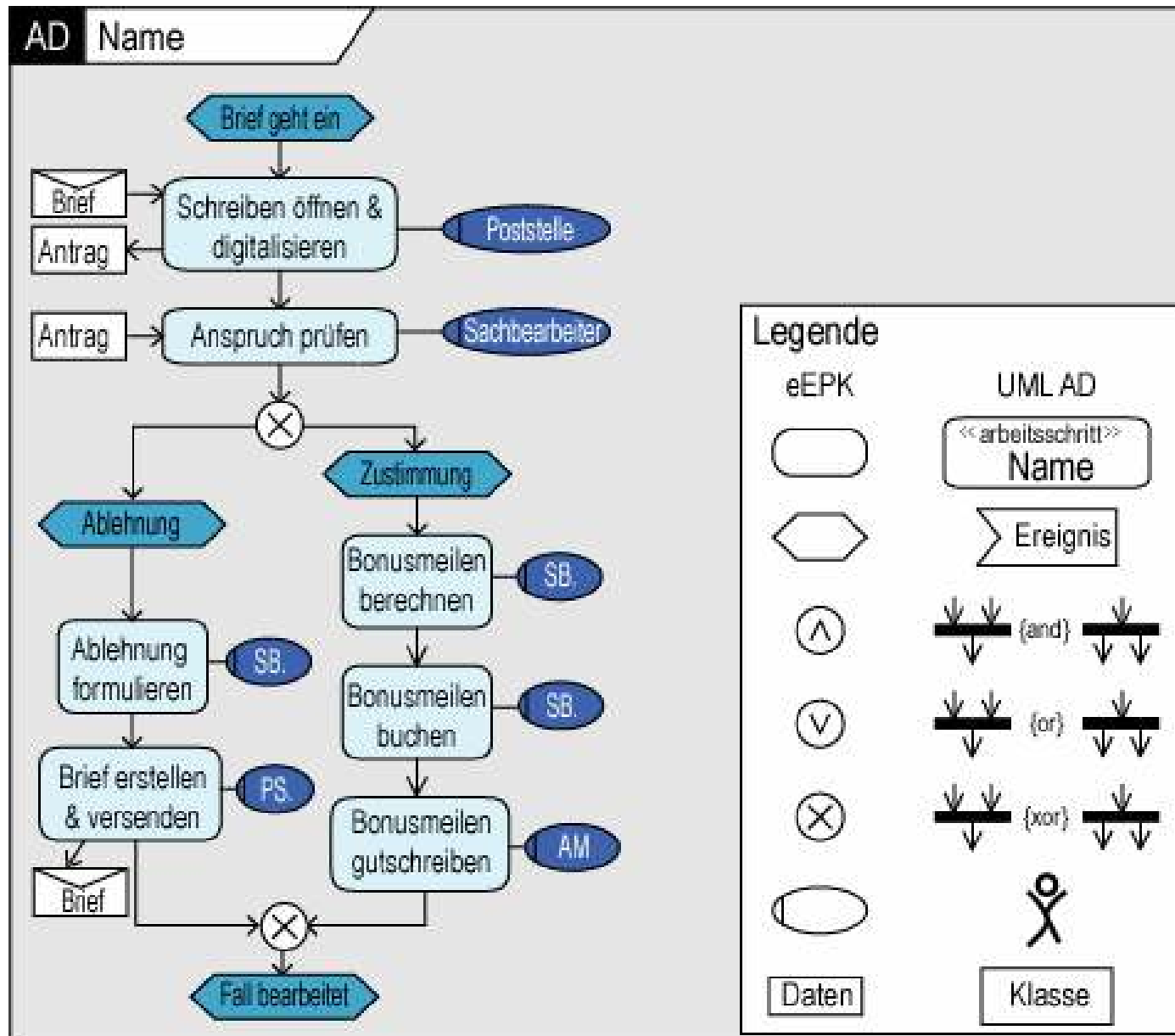
## Contents of a legend

- legend
  - Depending on the audience, one might need descriptions of
  - the complete notation
  - stereotypes only
  - colour coding of model changes
- change marker
  - Lists of added, removed, and modified model elements

Typ <b>UCD</b>	Zweck Taxonomie	Sicht functionality	Einheit <b>ERH.ZA</b>
Maßstab subsystem	Abschnitt -		Kunden- oder Projektlogo
Name <b>Domain functions overview</b>			
Version 1.01.b	QS-Status pending	letzte Änderung 10.5.2005	
Bearbeiter S. Kahlau	Verantwortlicher G. Blaschke	Kunde/Projekt <b>OFD Hannover</b>	
Legende			
neu in dieser Version		entfallen in dieser Version	verändert in dieser Version

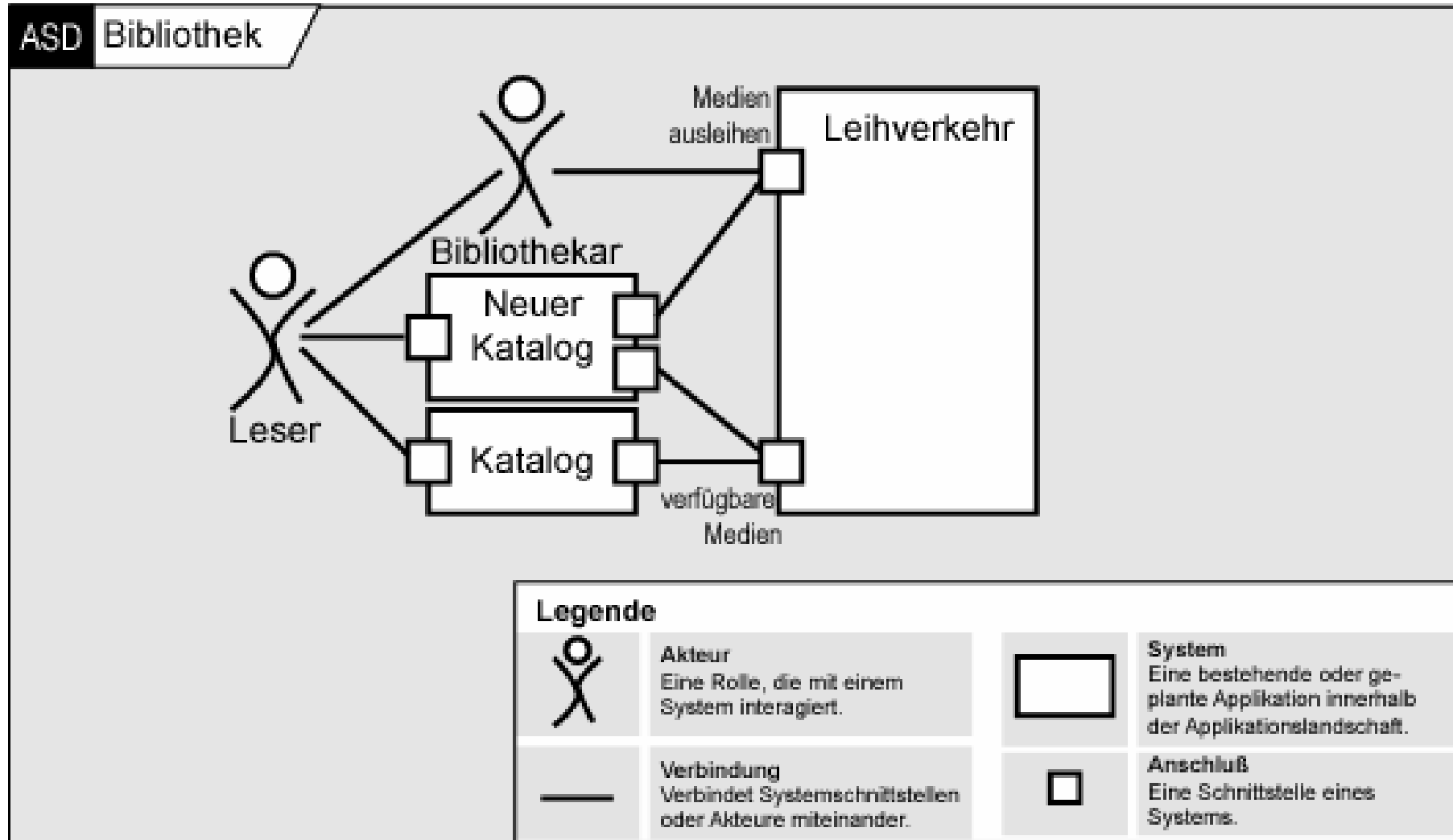
# 9 - Best practices

## Putting a legend in a plan



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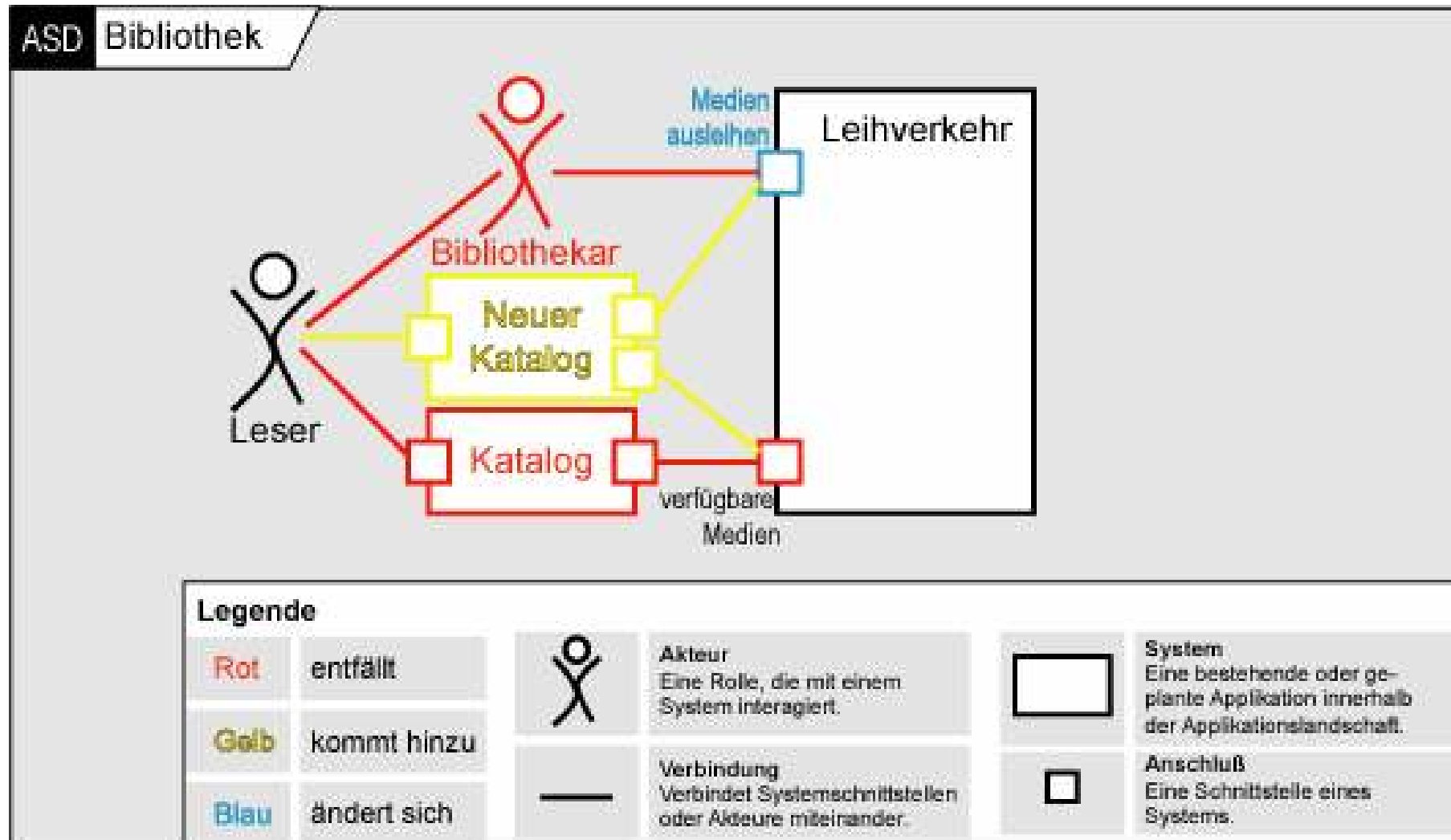
## Change markers





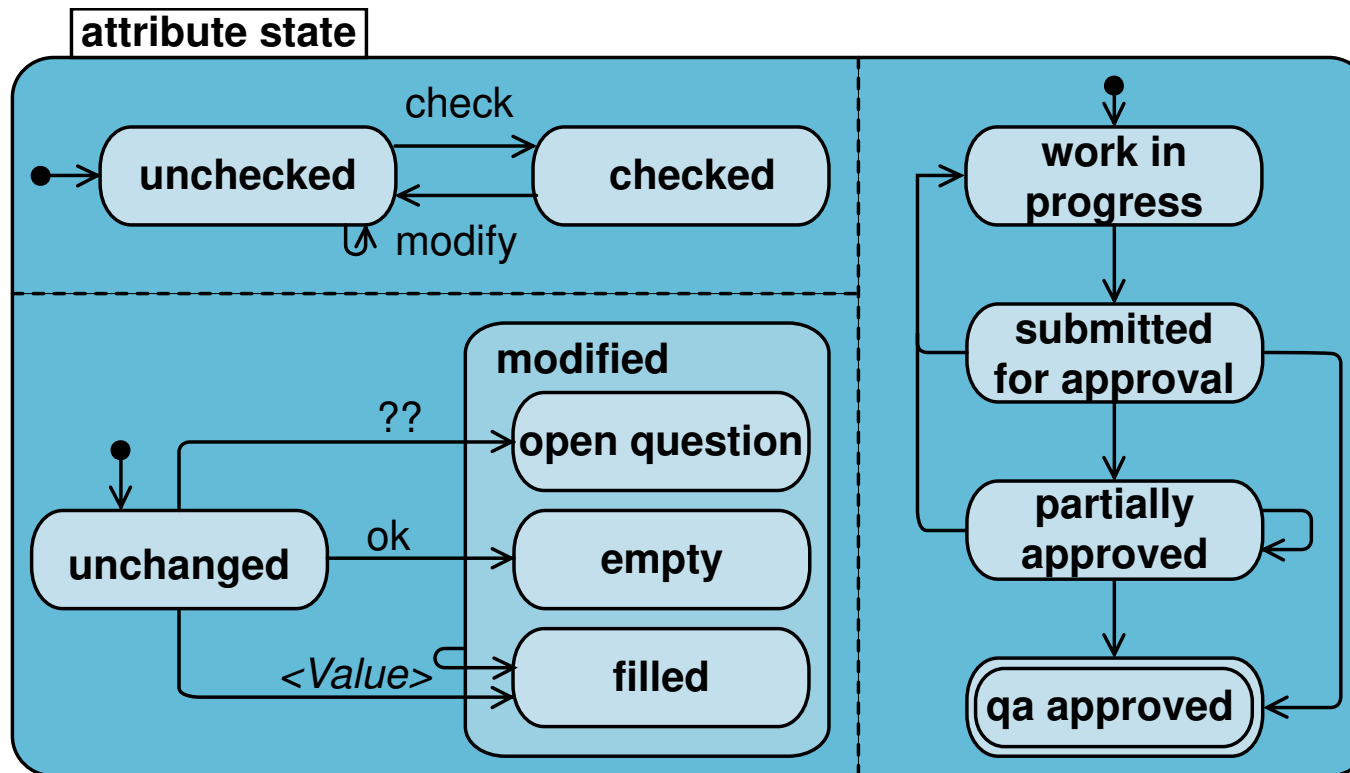
# 9 - Best practices

## Change markers



# 9 - Best practices

## States of attributes



## 9 – Best practices

### Alternatives for model storage – Pros/cons

#### File

- e.g. Magic Draw, Rose
- storage in a single file
  - size
  - conflicting access
  - distributed work
- storage in redundant files
  - consistency
- storage of non-overlapping parts in a directory tree
  - references
  - integration

#### Repository/database

- e.g. StP, Adonis
- storage in tool-repository
  - distributed work
  - versioning
  - back up
- structuring facilities
  - ...of the tool
    - grouping / tree
  - ...of the modeling language
    - packages, classes

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### Versioning – the problem

- Only very few tools have appropriate functionality. Marketing is often more advanced than reality.
- It is possible to store your models in a CM tool, but...
  - Some tools are DB-based (e.g. StP, Adonis), so that models must be extracted/exported first (often manually), which is error prone and tedious.
  - The extraction format may be (that is, in reality it always is) difficult to interpret and process (e.g. diff of XMI files including diagrams).
  - Even if the model is well structured, this does not guarantee that the model-Dump is well structured, too.
- So, probably there is no model version control system available when you want it!
- Therefore, you need to resort to the „poor man’s repository“.

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## Versioning – Alternatives

- **Case 1: a small group of modellers**
  - versioning only by backups
  - coordination directly (bilaterally) between all people involved
  - may become critical under spatial distribution
- **Case 2: model structure similar to project structure**
  - The whole model is structured in 1 overarching part and n more specific parts, depending only on the overarching part.
  - Each of these n+1 parts is created and modified by exactly one group (everybody else may read). Within each group, case 1 applies.
  - The groups are coordinated by a special group, e.g. formed by the group leaders.
- **Case 3: Chaos**
  - Get a new job.

# 9 – Best practices

## Creating good diagrams

- **Naming conventions**
  - There must be conventions for names and abbreviations.
  - There must be a glossary to describe the terminology of the project, including domain-specific names.
- **Graphic design conventions**
  - The graphic of a diagram (layout, color, size, pen etc.) is essential for the usability of the model it represents, e.g.:
    - discussing and modeling,
    - presentation,
    - quality assurance,
    - implementation.
  - Thus, a good graphical design is an essential part of the model, equally important than the “contents itself”.
  - Bad diagrams often indicate bad models, for modeling errors are less apparent when there are many other errors around.

## 9 – Best Practices

### Creating good diagrams: Names

- A name should express what an element is about. Good names are important!
- The same things should follow a consistent naming schema, so that the name already hints at what an element is supposed to be.
  - system/subsystem/group of use cases: noun, gerund + noun, e.g. *Payment*
  - business process: gerund + noun, e.g. *awarding Miles*
  - business function: verb noun, e.g. *select flight*
  - class/attribute: noun, e.g. *passenger number, flight, booking*

# 9 – Best Practices

## Creating good diagrams: Names

- **Subsysteme**
  - Noun | Nounphrase  
(also substantivised verb)
  - Names of previously used systems (abbreviations!)
    - „*Document management*“
    - „*Order book*“
    - „*Invoice*“
- **Schnittstellen**
  - From `–` To
  - fixed and well known names
    - „*DS052*“
    - „*DMS-BInfo*“
- **Business process and functions**
  - Verb Nounphrase
    - „*file application*“
    - „*assess payment according to law XY and check solvency (manually)*“
- **Conditions**
  - [Nounphrase] (Adjective | Adverb)
    - „*tax identification code present*“
    - „*done*“
- **Adherence of conventions**
  - Glossary
  - Automated checker



## 9 – Best Practices

### Creating good diagrams: Layout

- A model should be complete, non-redundant, clear, and adequate.
- **Completeness**
  - All relevant facts are contained in the model and displayed according to their importance.
- **Non-redundancy**
  - No part of a model is displayed more than once except there is a good reason.
- **Clarity**
  - There should be around  $7 \pm 2$  (main) elements per screen/paper page.
  - If necessary, split diagrams or introduce abstractions. If the resulting system of diagrams is a tree, the tree should be balanced.
- **Adequacy**
  - know your audience: what aspect is particularly interesting for *this* audience?
  - What is the purpose of this diagram, why do I draw it in the first place? Is this goal achieved?
  - Is there a better way to achieve this goal, such as using another diagram type, another layout altogether, or something else?

# 9 – Best Practices

## Creating good diagrams: Layout

- **Observe the Gestalt–laws**
  - present similar things similarly
    - Things presented differently will be perceived as different things.
  - uniform size, color, orientation, alignment
    - Things of similar importance should be present in approximately the same size.
    - Things presented in the same way will be perceived as similar.
  - Non–uniform presentation transports (unwanted) information
- **Observe reading order**
  - left right, top bottom (at least in the west)
  - clockwise arrangement for states
- **Layout**
  - Avoid crossings, strive for clarity
- **Further aspects**
  - Use colors, pen sizes, fonts, etc. very sparingly (consider printability)
  - If you do use them, use them carefully, and make sure who you're talking to.

## 9 – Best Practices

### Industrial experiences

- Contrary to common belief, many domain experts are quite happy when confronted with UML diagrams – analysis level only, of course.
- With UML 2, many things may now be captured, which were difficult to capture before.
- The tool support is not yet sufficient, however, partly due to the enormous complexity of the UML.
- Bottom line: it's a step ahead, but we're not yet there.

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### A look into the crystal ball

- It's very likely, that a version UML 2.1 will be coming to sort out the problems that are currently contained in the UML.
- There might also be UML 2.2 and UML 2.3 – but will there be a UML 3.0?
- There can only be one *unified* modeling language, though there will probably be simpler modeling languages.
- Domain-specific languages are neither unified, nor (usually) simpler than UML, and hard evidence of their other claimed benefits are nowhere to be seen.