

Contents

1	Model Description												3
2	Logical System Description			 	 		 				 		3
2.1	LS	 		 	 		 				 		3
2.1.1	Instance Tree												3
3	Subsystem Description												3
3.1	Main												3
3.1.1	Structure												3
4	Protocol Class Description												4
4.1	PC												4
4.1.1	Incoming Messages												4
4.1.1	Outgoing Messages												4
4.1.2 4.2													4
4.2.1	PWorker												
4.2.1 $4.2.2$	Incoming Messages												4
	Outgoing Messages												4
5	Data Class Description												4
6	Actor Class Description .												4
6.1	Appl												4
6.1.1	Structure												4
6.1.2	Attributes												5
6.1.3	Operations			 	 		 				 		5
6.2	Controller \dots			 	 		 				 		5
6.2.1	Structure	 		 	 		 				 		5
6.2.2	Attributes	 		 	 		 				 		5
6.2.3	Operations	 		 	 		 				 		5
6.2.4	Statemachine												5
6.2.4.1													5
6.3	Worker												6
6.3.1	Structure												6
6.3.2	Attributes												6
6.3.3	Operations												6
6.3.4	Statemachine												7
6.3.4.1													7
6.4	Optional												7
6.4.1	Structure												7
6.4.1	Attributes												8
6.4.2													
	Operations												8
6.5	Optional 1												8
6.5.1	Structure												8
6.5.2	Attributes												8
6.5.3	Operations												8
6.6	Optional2												8
6.6.1	Structure												8
6.6.2	Attributes			 	 	 •	 		 •		 	•	9
6.6.3	Operations			 	 		 				 		9
6.7	AC1			 	 		 				 		9
6.7.1	Structure	 		 	 		 				 		9
6.7.2	Attributes			 	 		 				 		9
6.7.3	Operations	 		 	 		 				 		9
6.7.4	Statemachine	 		 	 		 				 		9
6.7.4.1	Top Level	 		 	 		 				 		9
6.8	AC2	 		 	 		 				 		10
6.8.1	Structure	 		 	 		 				 		10
6.8.2	Attributes												10
6.8.3	Operations												10
6.9	AC3												10
6.9.1	Structure												10
6.9.2	Attributes												11
6.9.3	Operations												11
5.5.0	~ p ~ 1 ~ 10 110	 		 	 		 		 •	 •	 		

6.9.4	Statemachine	11
6.9.4.1	Top Level	11

List of Figures

1	LS Instance Tree
2	Main Structure
3	Appl Structure
4	Controller Structure
5	Controller Top State
6	Worker Structure
7	Worker Top State
8	Optional Structure
9	Optional Structure
10	Optional2 Structure
11	AC1 Structure
12	AC1 Top State
13	AC2 Structure
14	AC3 Structure
15	AC3 Top State

1 Model Description

2 Logical System Description

2.1 LS

2.1.1 Instance Tree

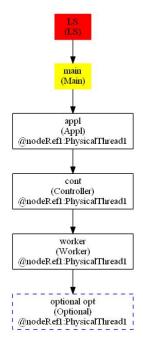


Figure 1: LS Instance Tree

3 Subsystem Description

3.1 Main

3.1.1 Structure

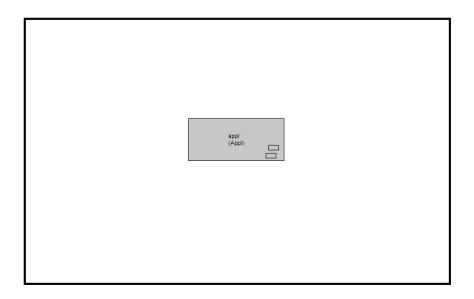


Figure 2: Main Structure

4 Protocol Class Description

4.1 PC

4.1.1 Incoming Messages

	Message	Data	Description
ſ	sayHello		

4.1.2 Outgoing Messages

Message	Data	Description
hello	txt	

4.2 PWorker

4.2.1 Incoming Messages

Message	Data	Description
create	ac	

4.2.2 Outgoing Messages

Message	Data	Description
ok		
error		

5 Data Class Description

6 Actor Class Description

6.1 Appl

6.1.1 Structure

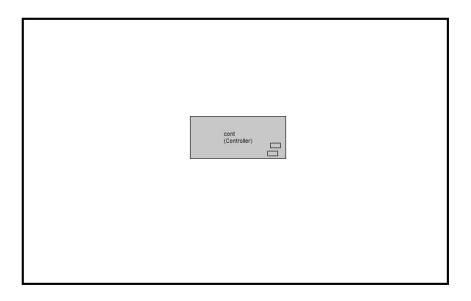


Figure 3: Appl Structure

- 6.1.2 Attributes
- 6.1.3 Operations
- 6.2 Controller
- 6.2.1 Structure

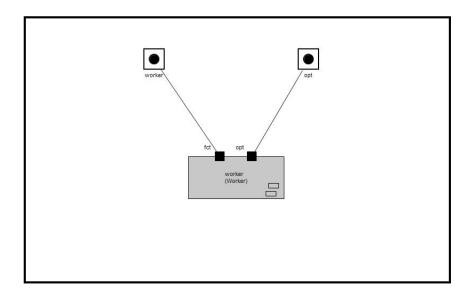


Figure 4: Controller Structure

- 6.2.2 Attributes
- 6.2.3 Operations
- 6.2.4 Statemachine
- **6.2.4.1** Top Level

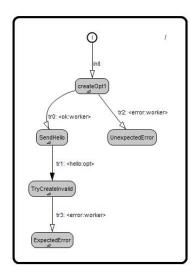


Figure 5: Controller Top State

6.3 Worker

6.3.1 Structure

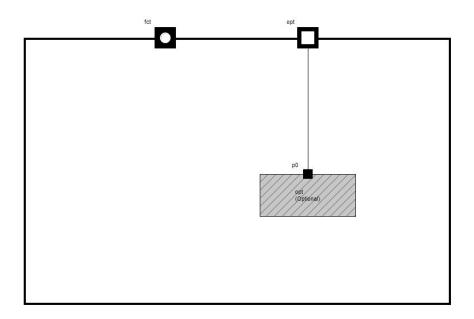


Figure 6: Worker Structure

6.3.2 Attributes

6.3.3 Operations

Name:	dumpTree
ReturnType:	void
Arguments:	msg:string

6.3.4 Statemachine

6.3.4.1 Top Level

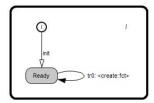


Figure 7: Worker Top State

6.4 Optional

6.4.1 Structure

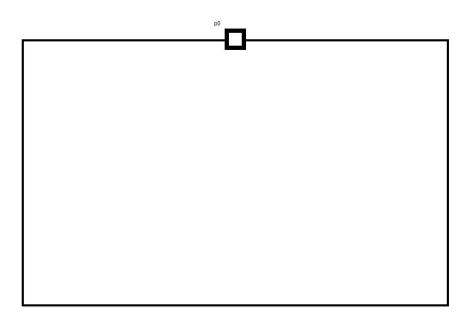


Figure 8: Optional Structure

- 6.4.2 Attributes
- 6.4.3 Operations
- 6.5 Optional1
- 6.5.1 Structure

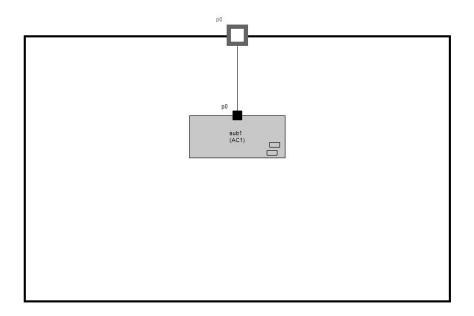


Figure 9: Optional1 Structure

- 6.5.2 Attributes
- 6.5.3 Operations
- 6.6 Optional2
- 6.6.1 Structure

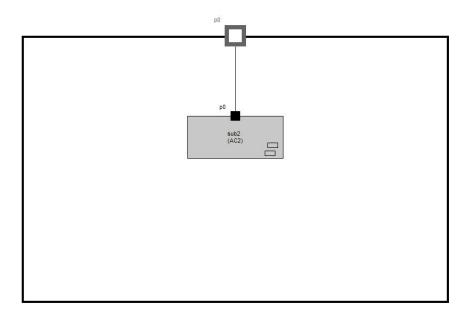


Figure 10: Optional2 Structure

- 6.6.2 Attributes
- 6.6.3 Operations
- 6.7 AC1
- 6.7.1 Structure

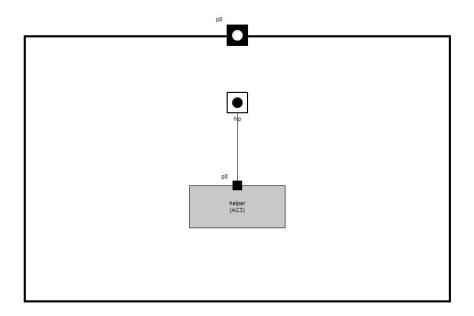


Figure 11: AC1 Structure

- 6.7.2 Attributes
- 6.7.3 Operations
- 6.7.4 Statemachine
- **6.7.4.1** Top Level

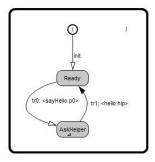


Figure 12: AC1 Top State

6.8 AC2

6.8.1 Structure

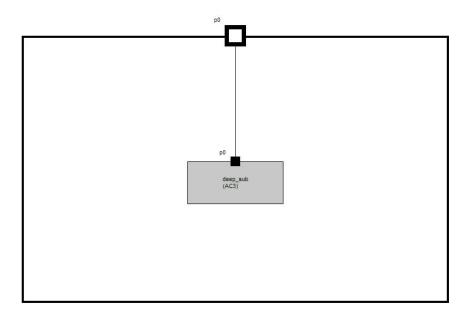


Figure 13: AC2 Structure

- 6.8.2 Attributes
- 6.8.3 Operations
- 6.9 AC3
- 6.9.1 Structure

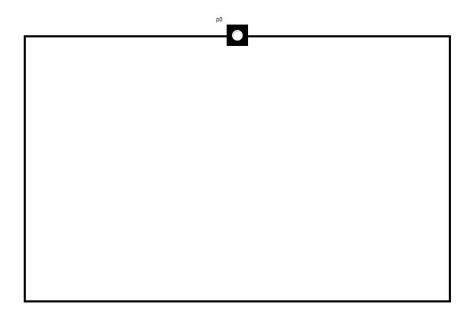


Figure 14: AC3 Structure

- 6.9.2 Attributes
- 6.9.3 Operations
- 6.9.4 Statemachine
- **6.9.4.1** Top Level

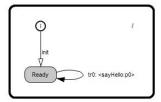


Figure 15: AC3 Top State