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1 Model Description

2 Logical System Description

2.1 LS

2.1.1 Instance Tree

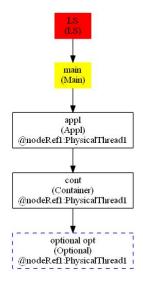


Figure 1: LS Instance Tree

3 Subsystem Description

3.1 Main

3.1.1 Structure

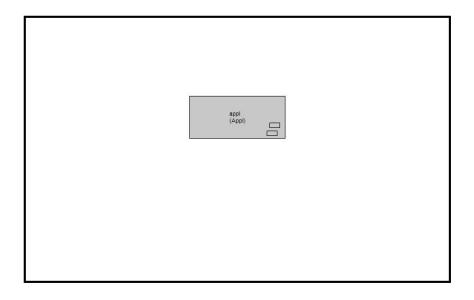


Figure 2: Main Structure

4 Protocol Class Description

4.1 PC

4.1.1 Incoming Messages

Mess	age	Data	Description
sayH	ello		

4.1.2 Outgoing Messages

Message	Data	Description
hello	txt	

5 Data Class Description

6 Actor Class Description

6.1 Appl

6.1.1 Structure

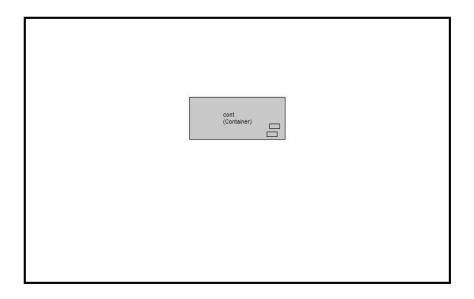


Figure 3: Appl Structure

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

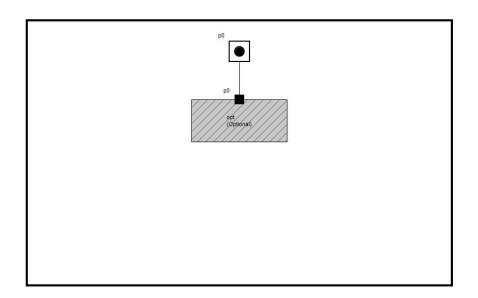


Figure 4: Container Structure

6.2.2 Attributes

Name	Type	Description
counter	int32	

6.2.3 Operations

Name:	printMemory
ReturnType:	void
Arguments:	msg:string

6.2.4 Statemachine

6.2.4.1 Top Level

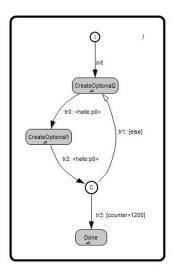


Figure 5: Container Top State

6.3 Optional

6.3.1 Structure

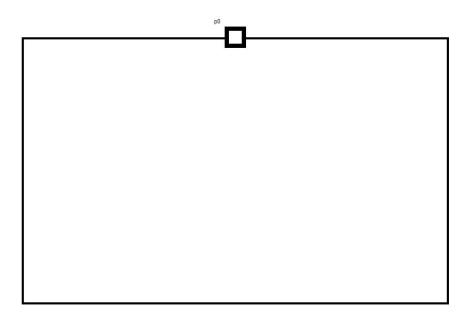


Figure 6: Optional Structure

- 6.3.2 Attributes
- 6.3.3 Operations
- 6.4 Optional1
- 6.4.1 Structure

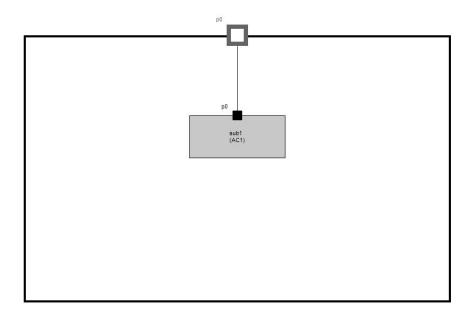


Figure 7: Optional1 Structure

- 6.4.2 Attributes
- 6.4.3 Operations
- 6.5 Optional2
- 6.5.1 Structure

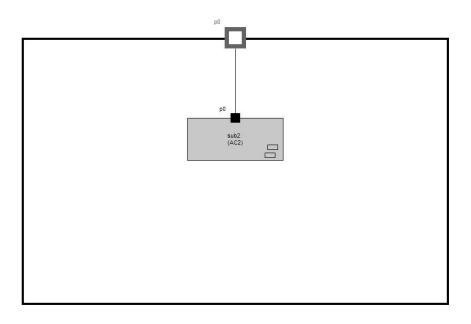


Figure 8: Optional2 Structure

- 6.5.2 Attributes
- 6.5.3 Operations
- 6.6 AC1
- 6.6.1 Structure

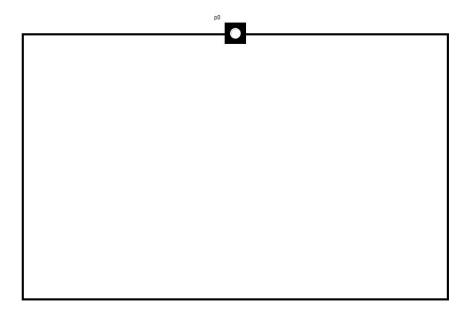


Figure 9: AC1 Structure

- 6.6.2 Attributes
- 6.6.3 Operations
- 6.6.4 Statemachine
- **6.6.4.1** Top Level

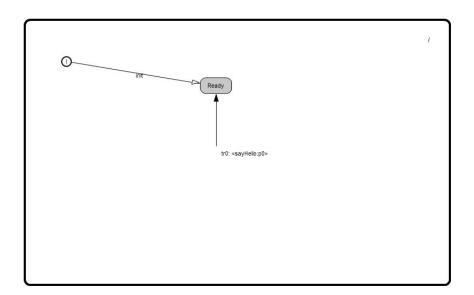


Figure 10: AC1 Top State

6.7 AC2

6.7.1 Structure

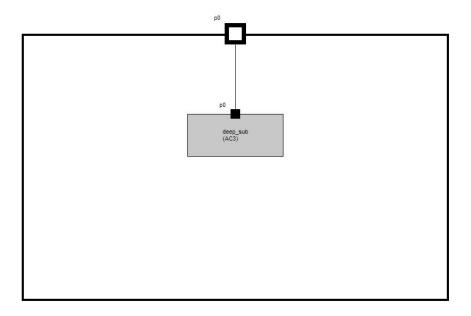


Figure 11: AC2 Structure

- 6.7.2 Attributes
- 6.7.3 Operations
- 6.8 AC3
- 6.8.1 Structure

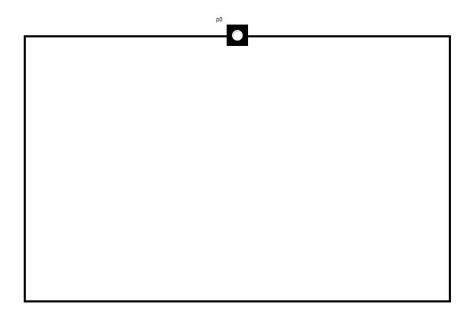


Figure 12: AC3 Structure

- 6.8.2 Attributes
- 6.8.3 Operations
- 6.8.4 Statemachine
- **6.8.4.1** Top Level

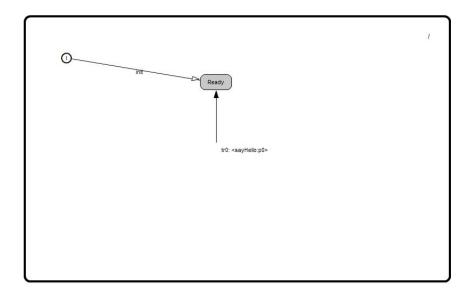


Figure 13: AC3 Top State