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## 1 Model Description

### 2 Subsystem Description

### 2.1 Main

### 2.1.1 Structure

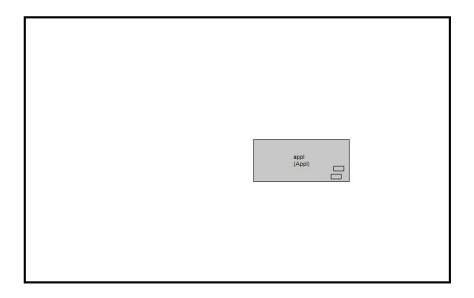


Figure 1: Main Structure

#### 2.1.2 Instance Tree

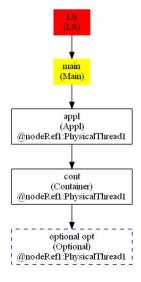


Figure 2: Main Instance Tree

## 3 Protocol Class Description

### 3.1 PC

### 3.1.1 Incoming Messages

Message	Data	Description
sayHello		

### 3.1.2 Outgoing Messages

Message	Data	Description
hello	txt	

## 4 Data Class Description

## 5 Actor Class Description

### 5.1 Appl

### 5.1.1 Structure

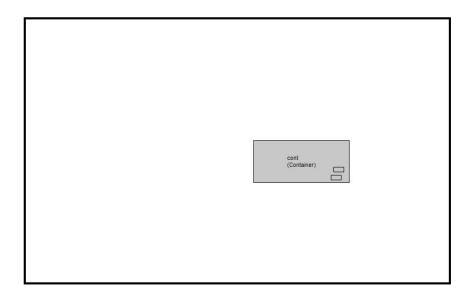


Figure 3: Appl Structure

- 5.1.2 Attributes
- 5.1.3 Operations
- 5.2 Container
- 5.2.1 Structure

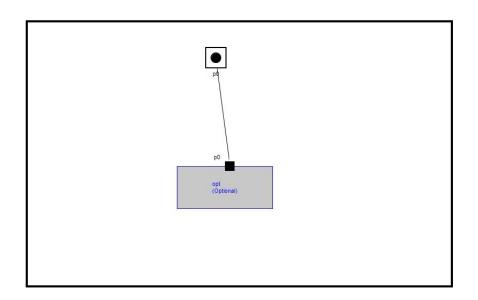


Figure 4: Container Structure

#### 5.2.2 Attributes

### 5.2.3 Operations

Name:	dumpTree
ReturnType:	void
Arguments:	msg:string

### 5.2.4 Statemachine

### 5.2.4.1 Top Level

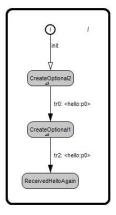


Figure 5: Container Top State

### 5.3 Optional

### 5.3.1 Structure

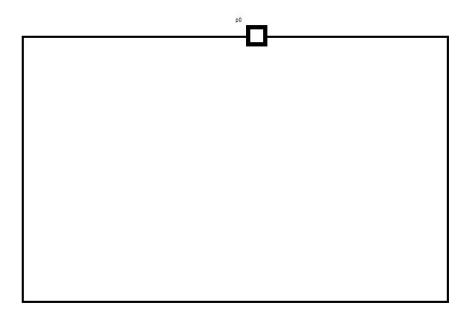


Figure 6: Optional Structure

- 5.3.2 Attributes
- 5.3.3 Operations
- 5.4 Optional1
- 5.4.1 Structure

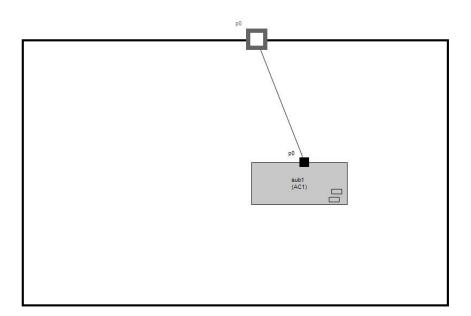


Figure 7: Optional1 Structure

- 5.4.2 Attributes
- 5.4.3 Operations
- 5.5 Optional2
- 5.5.1 Structure

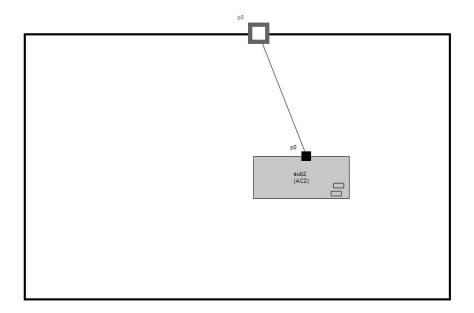


Figure 8: Optional2 Structure

- 5.5.2 Attributes
- 5.5.3 Operations
- 5.6 AC1
- 5.6.1 Structure

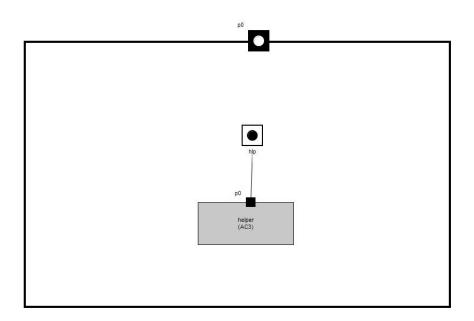


Figure 9: AC1 Structure

- 5.6.2 Attributes
- 5.6.3 Operations
- 5.6.4 Statemachine
- **5.6.4.1** Top Level

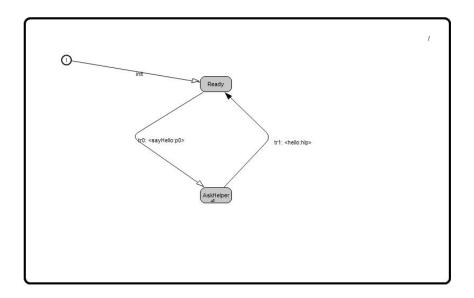


Figure 10: AC1 Top State

### 5.7 AC2

### 5.7.1 Structure

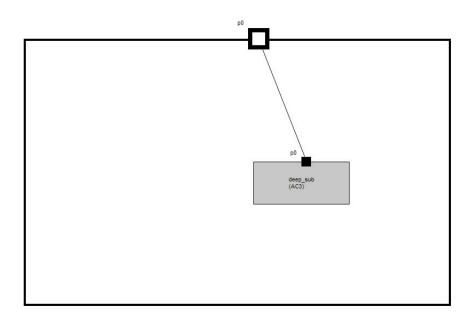


Figure 11: AC2 Structure

- 5.7.2 Attributes
- 5.7.3 Operations
- 5.8 AC3
- 5.8.1 Structure

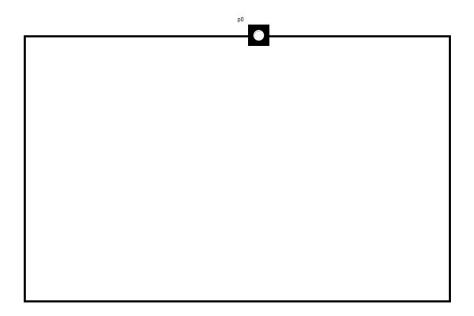


Figure 12: AC3 Structure

- 5.8.2 Attributes
- 5.8.3 Operations
- 5.8.4 Statemachine
- **5.8.4.1** Top Level

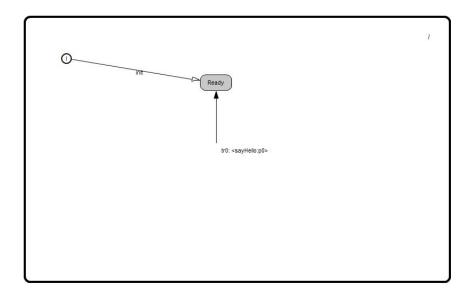


Figure 13: AC3 Top State