

# Component Specification with UML

A simple form of specification of component-based software

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## DSBCS

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- 1 Component Specification
- 2 Creation process of the Interface Information Model (IIM)
- 3 Creation process of the System IIM
- 4 Component factorization techniques

# Component Based Systems (CBS) Specification

## Contracts in CBS

- Contract of use
- Contract of realization

## Specification of an interface

To determine which parts the interface is composed of and to describe these parts without ambiguity

## Specification of a component

The interfaces that the component implements are grouped and the constraints that affect the component itself must be written

# Provided interfaces

An interface of this type fulfills the following conditions:

- It is implemented by the component itself or
- It is implemented by one of the component's objects or
- It is yielded by one component's port

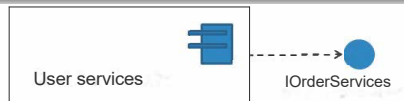


**Figure:** Component `Weather services` implements the interface `Weather Forecast`

# Required Interfaces

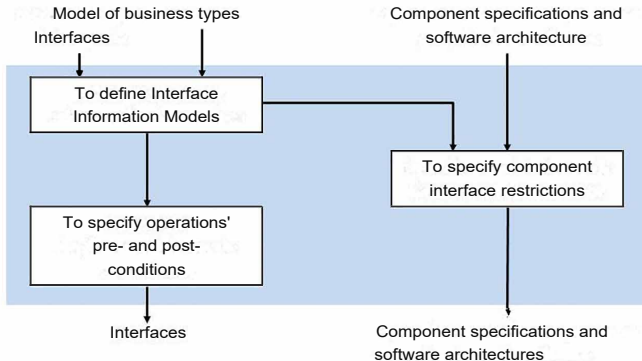
An interface of this type fulfills the following conditions:

- There is a dependency of use of the component itself
- There is a dependency of use of the component's objects
- There is needed by a component's *public port*



**Figure:** Component `User Services` requires the interface `IOrderServices`

# Specification process of interfaces



**Figure:** Specification of a component within the complete workflow at this stage

# Interface specification vs. operation specification

## Component operations specification:

- They lack of any structural information of the component
- Operations definition does not provide an appropriate description level of a component's dependencies

## Component interfaces specification

- Grouping of related operations
- This type of operation grouping will be revisited in the *factorization* activity afterwards
- Interface subtyping introduction
- Can include only 1 *self-contained* and independent component

# Operations specification

What does an operation specification need to include? and what does not?

- Relationship between operation inputs, outputs and component object state description
- To define the effect that one call will have on the input/output relation in an operation

What does it have to guarantee?

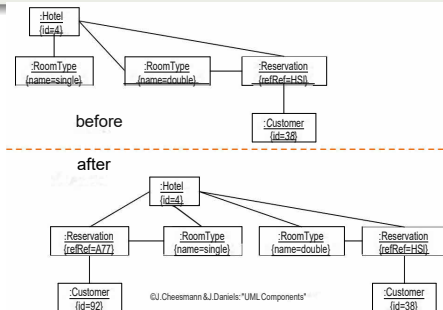
- Transparency of the relations between the component object and other objects



# Operations specification II

## Elements of the specification:

- Input and output parameters
- Constraints of application to the component object
- Any change of state that results in the component object



**Figure:** `IHotelMgt::makeReservation()` operation effect in part of the component object

# Interface specification I

## Model characteristics:

- The Interface Information Model (IIM) contains enough information to allow carrying out the operations specification as part of the interface
- As well as the effect and constraints that an operation execution has on the component's state
- Description of the state changes as result of operation execution
- By adding types, attributes, ..., an interface specification is incrementally built as the specification activity advances

# Interface specification II

## Conditions that the specification model must abide:

- Interfaces are only associated to *typed information*
- Only will include information on the set of states that a component owns
- Will never give information on the component internal-state implementation
- Neither do interfaces give information about persistence of the component

# Interface Specification Model

Component object state representation of which the interfaces depends on

- An Interface Information Model (IIM) is needed

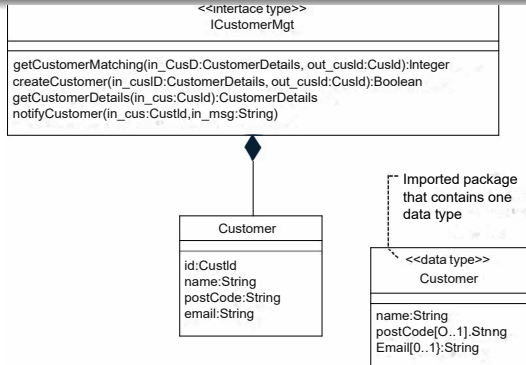


Figure: 1. Interface specification model for `ICustomerMgt`

# Interface Information Model (IIM)

## ICustomerMgt example discussion

- `Customer` is a *typed information*
- The interface types cannot maintain associations with any entity outside the model
  - Location in the same package that the interface
  - Exception made for inherited *subtypes* among interfaces; these types are not shared but can be imported

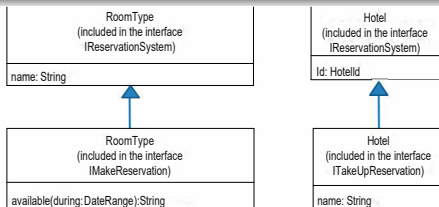


Figure: Type inheritance example after performing a factorization of interfaces

# Pre and postconditions

- Each operation has got an associated *pre* and *postcondition*, which details what the operation will do
- Pre and postconditions do not provide any algorithmic or implementation-related information
- Act as the *fine print* of a contract with the client
- **Precondition**: it guarantees that the execution of the operation will make true the postcondition
- The mentioned operation call is completely independent of the certainty value of its precondition
- Any assumption about the operation execution is responsibility of the client
- **Postdition**: contractual guarantee that is responsibility of the operation provider (e.g. the component *developer*)

# OCL

## Definition

*Object Constraint Language* is a declarative programming notation that allows building written *logical expressions*. OCL is of use for specifying contractual conditions (for instance) when it comes to develop the interface specification of software components.

## OCL expressions of semantically correct pre and postconditions

- Can refer to parameters, operation results and to the component's object state
- Cannot refer to other interfaces elements
- The interface specification only has a local effect (they only apply to the information model handled)

# Expressions built with OCL

## OCL specification of the name change operation

```
1 context ICustomerMgt::changeCustomerName(in cus:CustId ,
2       in newName:String)
3
4 pre:
5     --cus is a client valid identifier
6     customer->exists(c | c.id = cus)
7 post:
8     --the client name whose identifier is 'cus' is changed to '
9     newName'
10    customer->exists(c | c.id = cus and c.name = newName)
```

'customer' means the set of clients associated to the supporting component-object: ICustomerMgt



# OCL Expressions (II)

## Operation for obtaining a client details specification

```
1 context ICustomerMgt::getCustomerDetails(in cus: CustId):  
    CustomerDetails  
2 pre: --cus is a client valid identifier  
3     customer->exists(c | c.id = cus)  
4 post: --the returned details after execution are identically  
       equal to the client with identifier 'cus'  
5     --to find the client  
6     Let theClient = customer->select(c | c.id = cus) in  
7         --to specify the result  
8         result.name= theClient.name and  
9         result.postalCode = theClient.postalCode and  
10        result.email = theClient.email  
11 --the returned value is implicitly yield with the assignment  
12 --of the variable 'result'; there is no state change
```

The operation does not change the executing object state, since a postcondition only specifies the returning result.

# OCL (II)

## Conditions in posconditions

- Expressions of a **poscondition** can refer either the state prior the operation execution (**@pre** of OCL ) or to its subsequent state
- Allow writing expressions that specify how the IIM attributes and associations change as result of an operation execution

# Interface Information Model creation example

## General aspects of the IIM 'hotel reservations'

- The interface `IHotelMgt` addresses hotel booking management by carrying out assignment of rooms to client
- `ICustomerMgt` addresses client management
- `IHotelMgt` is responsible of the following types definition:
  - `Hotel`
  - `RoomType`
  - `Room`
  - `Reservation`
- `ICustomerMgt` is responsible of the following types definition:
  - `Customer`

# Interface Information Model creation example - II

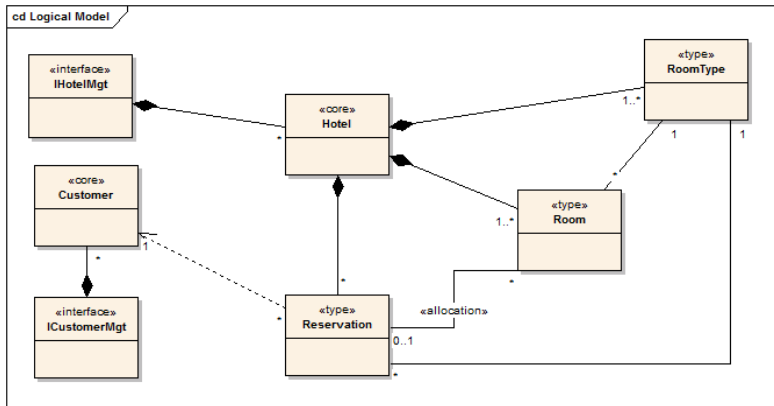


Figure: Responsibility Diagram of the Interface (RDI) `IHotelMgt`

# Interface Information Model creation example - III

## RDI adaptations necessary to obtain the IIM

- Types `Hotel`, `RoomType` and `Reservation` must be included in the interface information model of `IHotelMgt`
- The association between reservations and customers does not need to be included in the IIM
- Associations in the RDI can be transformed:
  - Direct association inclusion: `IHotelMgt`  $\rightarrow$  `Reservation`
  - From *derived* association into *direct* association:  
`Hotel`  $\rightarrow$  `Reservation`
- Some RDI associations can be deleted:
  - Derived association: `Hotel`  $\rightarrow$  `RoomType`
- Attribute inclusion to the RDI: attribute `claimed` into `Reservation`

# Interface Information Model creation example IV

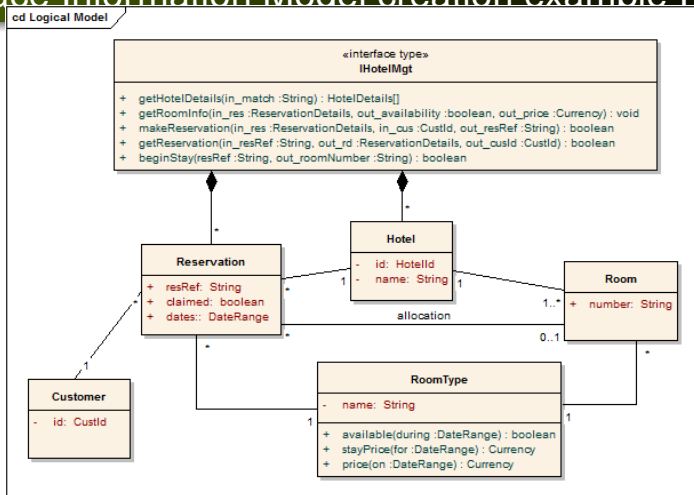


Figure: Interface Specification Diagram of IHotelMgt

# Interface Information Model creation example V

## Invariants

- *Invariant*: constraint associated to a type that can be maintained true in all instances of the type
- Invariants can be graphically expressed resorting to UML
- Invariants can be written as OCL expressions:

```
1 context r: Reservation inv:  
2   --a reservation is claimed if there is already an  
   assigned room  
3   r.claimed = r.allocation ->notEmpty
```

- From the definition above we can use “claimed” as an abbreviated form of an association
- An invariant is capable of connecting different parts of the information included in a specification

# OCL Operations Specification

## Exercise

By using the operators: `exists`, `select y`  
`asSequence->first`, to specify the operation

`IHotelMgt::makeReservation (...)` entirely with the  
OCL notation

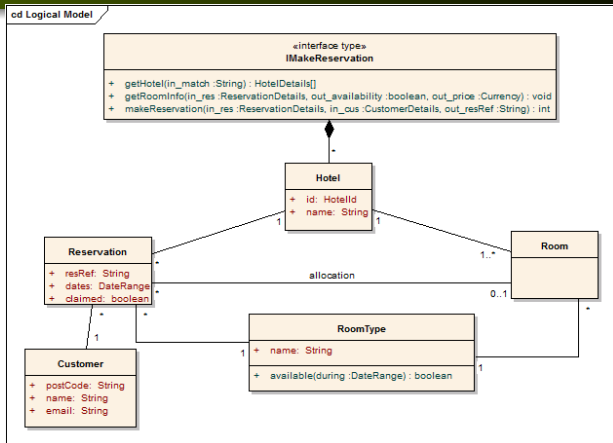


# System Interfaces Specification

## System Interfaces

- The so called System's Information Interface Model (SIIM) is a subset of the *business type model*
- This interface model tries to group any function automatically, i.e. without human assistance, performed by the system
- Differences between SIIM and IIM of a business model:
  - SIIM does not have to contain all the business model types
  - *Responsibility Diagrams of Interfaces* preparation does not yield as much information on the business model types as in the case of IIM elaboration
  - Business model types that must be included in the IIM cannot be clearly identified until programming the operations

# System Information Interfaces Models



**Figure:** System Interface Specification Diagram IMakeReservation

This model does not need the business-IIM's Room class attribute number

# System Information Interfaces Models II

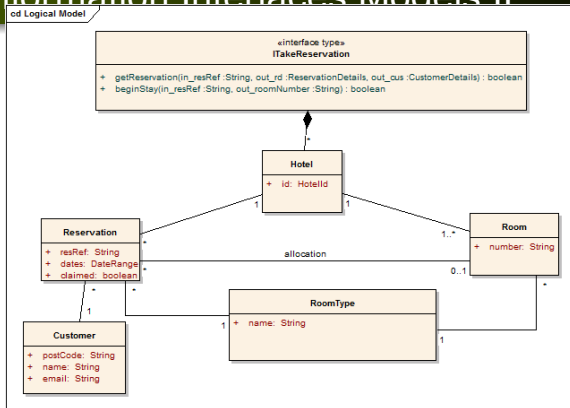


Figure: System Interface Specification Diagram `ITakeUpReservation`

- It needs now the attribute `number` of `Room`
- It does not need the attribute `name` of `Hotel` nor the attribute `available(during)` of `RoomType`

# Component Specification

## Differences with respect to the specification of other interfaces

- The IIM and SIIM of a business process refer to the *contract of use*
- We are now more interested in the specification of the *contract of realization*
- The most important thing here is to describe the dependencies between a component and other interfaces
- Includes the *realization constraints* and combination of components

# Component Specification II

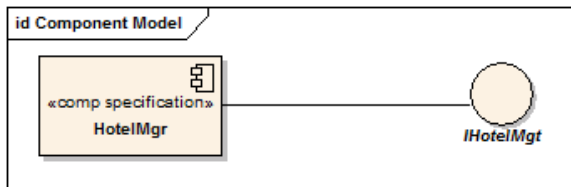


Figure: Component Specification Diagram of `HotelMgr`

The component must yield the interface `IHotelMgr` and it cannot be prevented from using other interfaces

# Component Specification III

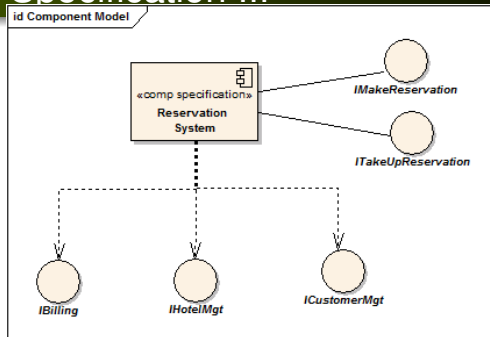
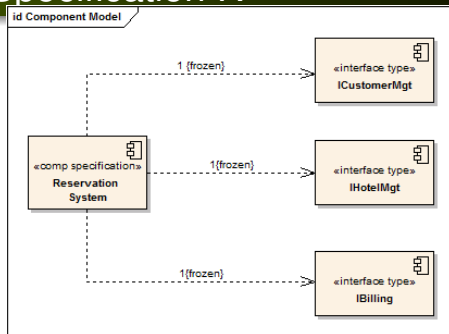


Figure: Component Specification Diagram of `HotelMgr`

- The component must yield 2 system interfaces and it has to use 3 more business interfaces
- It does not tell how these interfaces will be used during the component implementation activity

# Component Specification IV



**Figure:** Component Specification Diagram of ReservationSystem

- All the component implementations have to use the same objects that each one of its interfaces are offering
- The `frozen` constraint: the component-object will have the same objects all its life-time long

# Constraints between interfaces

To complete the specifications of the components

- How the interfaces *provided* by one component relate to each other?
- How the interfaces *required* in one component relate to each other?



# Provided Interfaces

## Constraints that apply over these interfaces

It must be made clear that types with the same name and yielded by 2 or more interfaces refer to the same concept

```
1 context ReservationSystem
2 --constraints between provided interfaces
3 IMakeReservation::hotel = ITakeUpReservation::hotel
4 IMakeReservation::reservation = ITakeUpReservation::reservation
5 IMakeReservation::customer = ITakeUpReservation::customer
```

Instances of an IIM type such as `IMakeReservation` are *logically* equal (= ) that instances of `ITakeUpReservation` (IIM type as well)

# Provided and required interfaces

## Constraints among all the interfaces

- Implementations of *provided* interfaces obtain all the information they need from *business components*, i.e., these interfaces do not implement common types
- Neither do we need to specify message protocols established between a *provided* interface and a *required* interface
- We only need to describe those OCL constraints that make the information models of all the interfaces match

```
1 context ReservationSystem
2 --constraints between provided and required interfaces
3 IMakeReservation::hotel = IHotelMgt::hotel
4 IMakeReservation::reservation = IHotelMgt::reservation
5 IMakeReservation::customer = ICustomerMgt::customer
```

# Interface factorization

## Motivation

Each interface has to have a different information model, but sometimes they only differ from each other by small changes, and thus a lot of redundance happens in the complete specification

## Steps

- To include new *abstract* interfaces that act as *super types* of other interfaces that share information between them
- The abstract interface holds all the common elements and operations of several IIMs
- Definition of abstract interfaces could be useful when the *use case models* –of which the interfaces originate– share a set of *actors*

# Interface factorization II

## Exercise

1) Factorize the common information elements of interfaces: `IMakeReservation` and `ITakeUpReservation` and put them in a new interface: `IReservationSystem`. Then, the interfaces `IMakeReservation` and `ITakeUpReservation` inherit from `IReservationSystem`

2) Construct the class diagrams of the interfaces `IReservationSystem` and rebuild the `IMakeReservation` interface model

# Fundamental references



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