

SoaML Organisation Model

Community services Architecture

Figure 1 shows a *community* ServicesArchitecture. Here, we describe the overall structure of a system with 3 participants: a dealer, a manufacturer, and a shipper. The model defines the relations and the necessary interactions between the participants: the dealer denotes the entity that buys an item from the manufacturer, who represents the seller. This is done via the Purchasing Service. The shipper performs the shipment service from the manufacturer to the dealer, and provides a service for enquiring the shipment status.

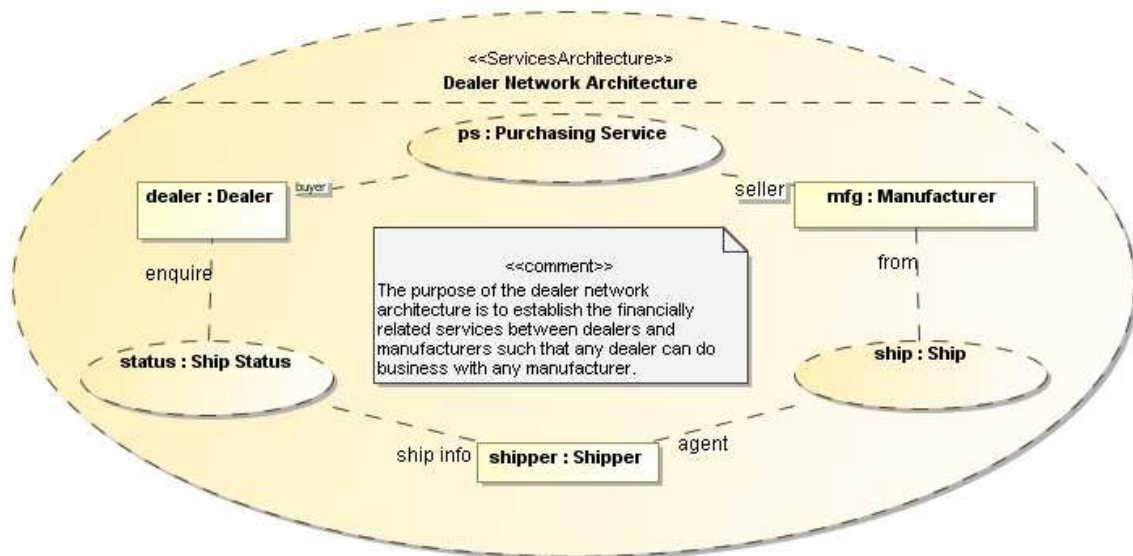


Figure 1: Example SoaML Community Services Architecture

SoaML Participant Architecture

A **<<ParticipantArchitecture>>** specifies the architecture for a particular Participant. Within a participant, where there is a concept of “management” exists, a participant architecture illustrates how sub-participants and external collaborators work together and would often be accompanied by a business process.. As shown in Figure 2, Participants are classifiers defined both by the roles they play in services architectures (the participant role) and the “contract” requirements of entities playing those roles. Each participant type may “play a role” in any number of services architecture, as well as fulfil the requirements of each.

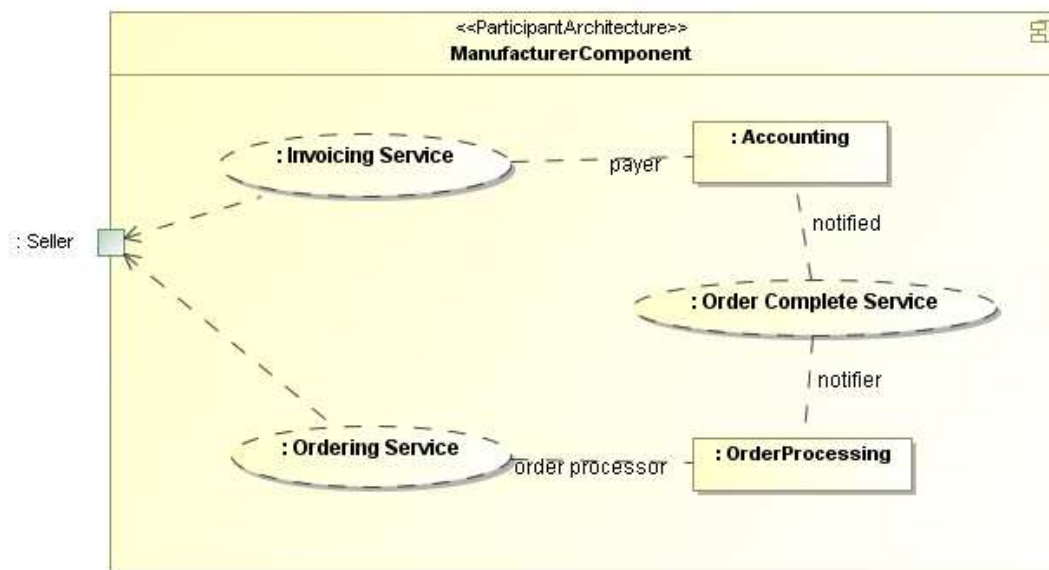


Figure 2: Example Services architecture for a participant

Figure 2 above illustrates the participant services organisation for a “Manufacturer”. It indicates that this architecture consists of a number of other participants interacting through service contracts.