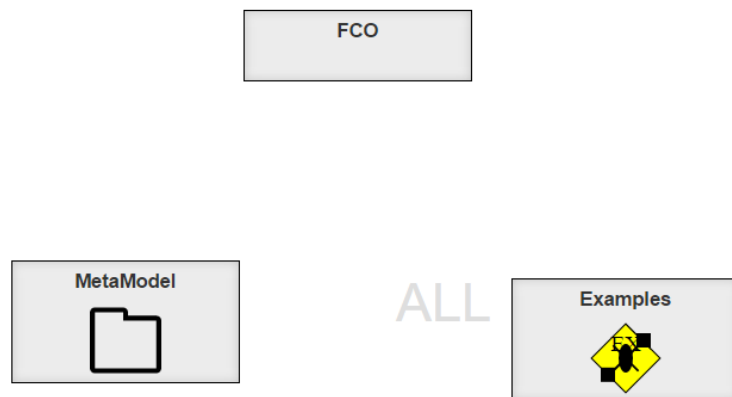# Railway system Network

Ruobing Wu

Railway system is a complex network in real world, I picked some aspects of the railway network: Station, terminal, trains, city and the connection between all of them. This is roughly described what the real railway network is.
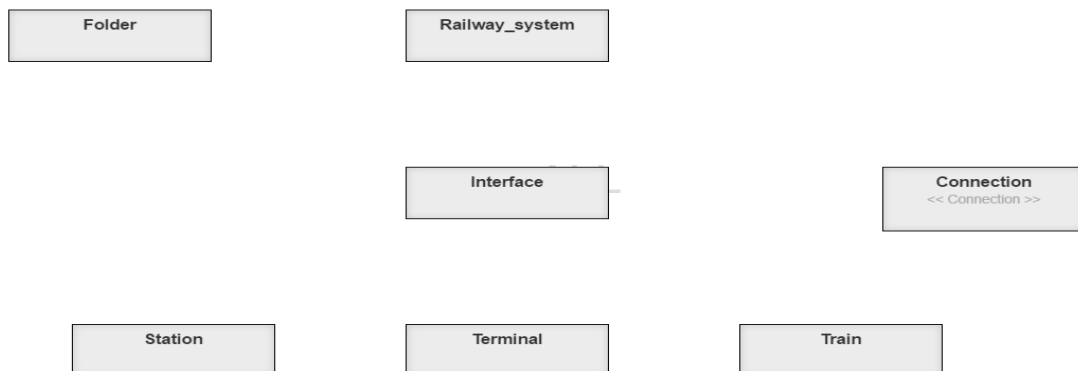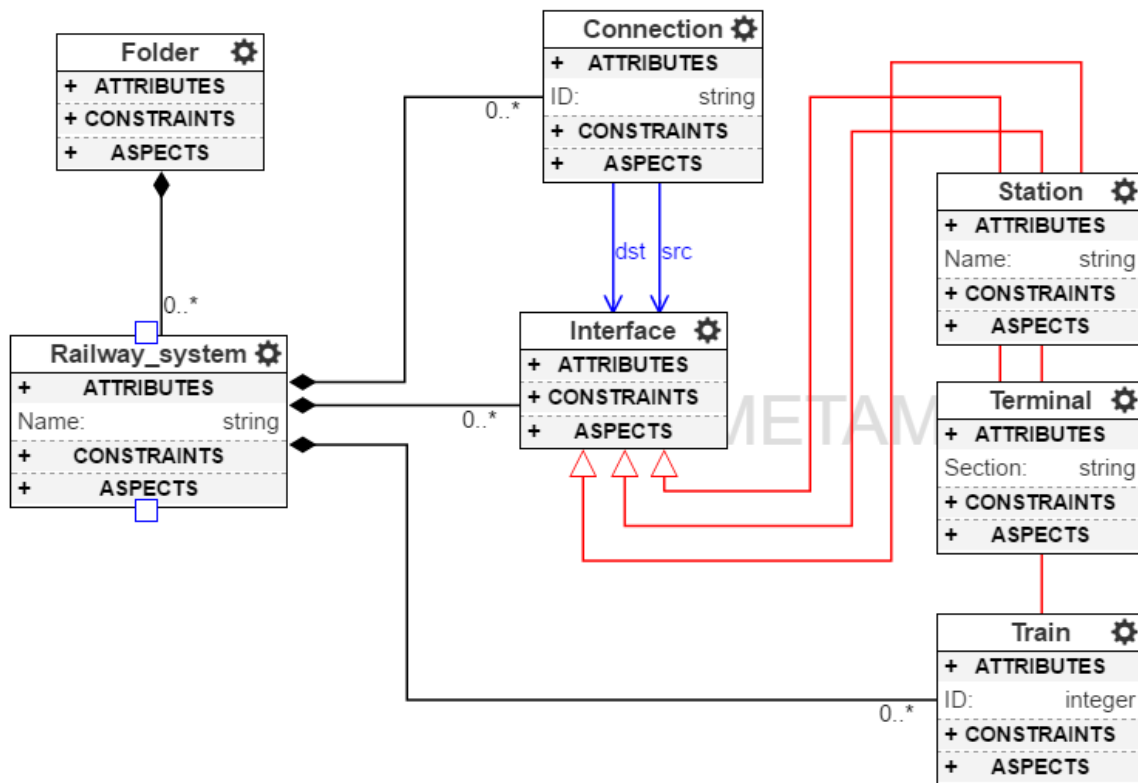
The Root:

Root

+
−
1x

FCO

MetaModel

ALL

Examples

Root repository contains FCO, MetaModel and Examples.

The MetaModel composition:

MetaModel

+
−
1x

Folder

Railway_system

Interface
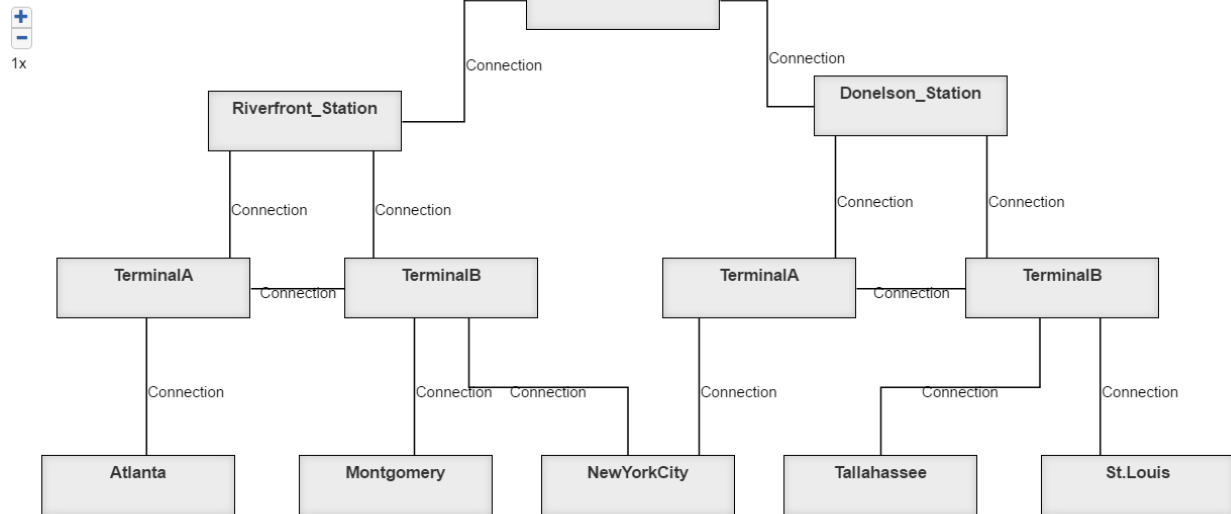
Connection
<< Connection >>

Station

Terminal

Train

Meta Model:

This is my meta model of the railway network. The railway system contains of an interface which is composed of three parts: stations, terminals and trains. These three elements are the most important parts in the railway system. And I established the connection between these three elements, this means each station are connected with some other stations according to the system, and we can walk to the terminal in the stations.

Example:

I used the Nashville railway system as an example. I assume that there are only 2 stations in Nashville, which are Riverfront and Deneison, and each station contains 2 terminals. Then if we want to travel to other cities, we should get on the trains from terminal, and then travel to another city. Each terminal could be serveral stations' departure, also serveral stations' destination.