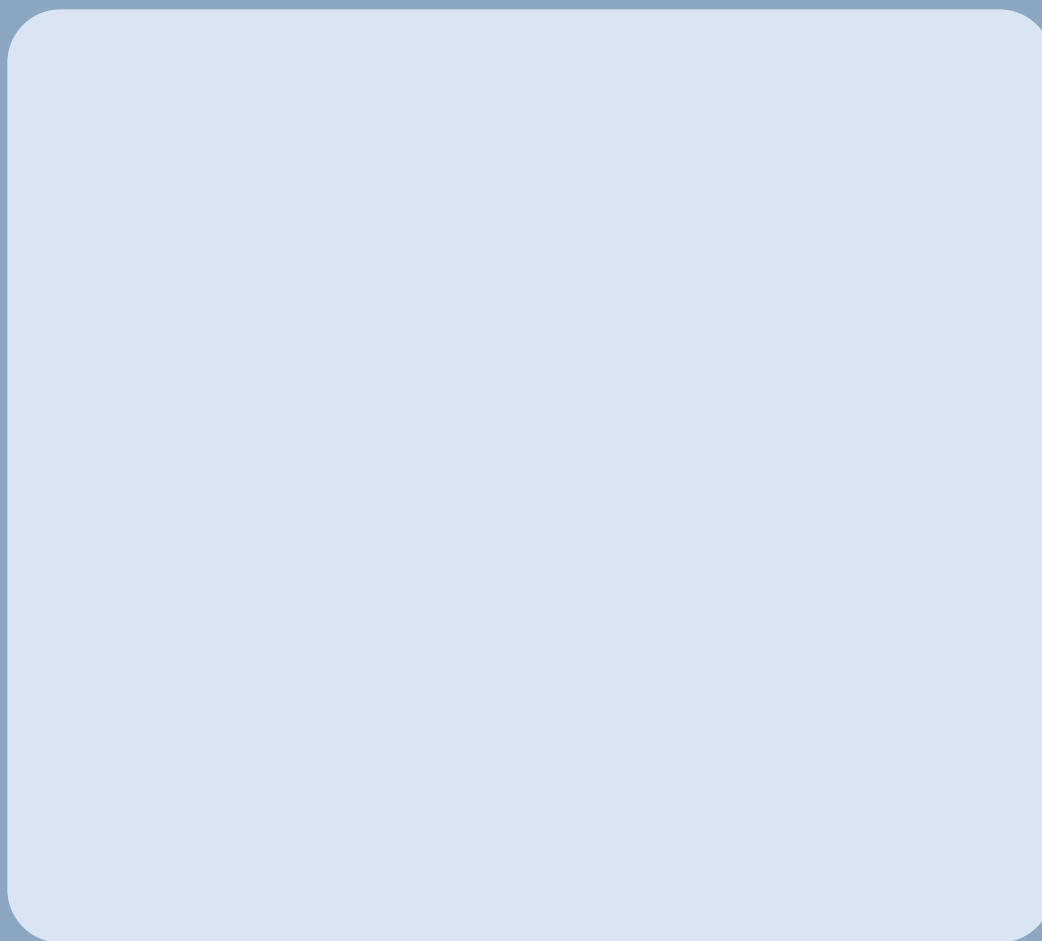


UML for the C programming language.



Contents	
2	Executive summary
3	Functional design
4	Functional design with C
6	Functional design with C++
11	Validating the model
11	Generalizing the model
12	Ensuring the model is correct
12	Concluding remarks

Object-based designs are even simpler because they don't use the full richness of UML; specifically, they disallow the use of generalization and polymorphism. This results in designs that more directly and obviously map to the C language features but don't take advantage of all the conceptual tools available within UML.

Executive summary

Unified Modeling Language (UML) has been highly successful in the modeling of software-intensive systems, including systems-oriented models and realtime

For these models and, this is a challenge for realtime development, and d.

Realtime and

present the system and the only tricky features of UML into C information simple: s to "member" e structs erated by er functions; and

Highlights

UML can be used to develop systems with features

The FunctionalC subset of UML is a subset of functional systems

The last approach, functional-based modeling, is the focus of this paper. There are many reasons developers may want to avail themselves of the power of UML to represent the different aspects of their systems (e.g., functional, behavioral,

features completely,

without requiring its

concepts of files, and attributes.

critical designs are Considerations in

or extends UML FunctionalC profile uses used systems. The Table 1.

	File diagram	State diagram	Shows the state machine for files and how their included functions and actions are executed as events (whether synchronous or asynchronous) are received
	Source code diagram	<none>	Shows the generated source code as editable text
Behavior	Message diagram	Sequence diagram	Shows sequences of calls and events sent among a set of files, including passed parameter values
	State diagram	State diagram	Shows the state machine for files and how their included functions and actions are executed as events (whether synchronous or asynchronous) are received
	Flowchart	Activity diagram	Details the flow of control for a function or use case

Table 1: FunctionalC profile diagrams.

Functional development within UML

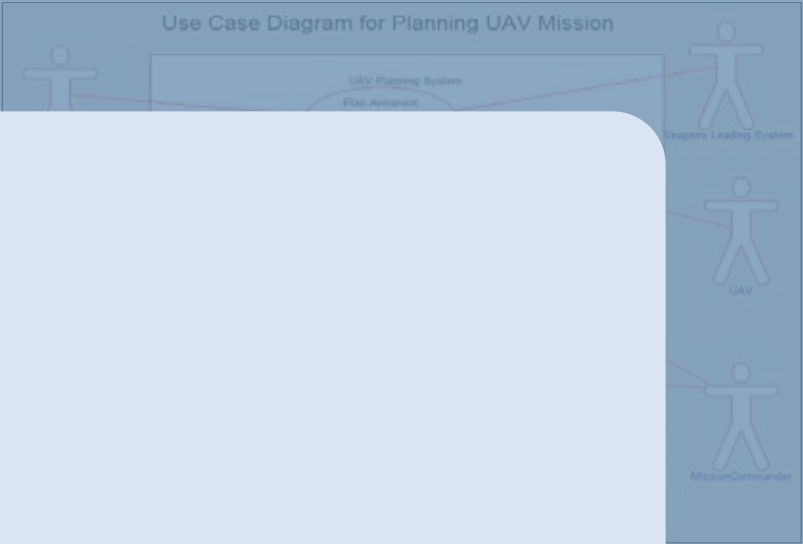
developers are used
file is added to
n much the same
O) programming.

The structural profile represents .c as one element coupling in your diagram. This is a simplification, but can just be used as a level of abstraction, and functions in the program and generate, and physics. In addition, you can run the program on the host PC by using the behavior and

typical C program

same model, and files can be converted to objects, if desired. This enables developers who wish to migrate to an OO approach to do it at their own pace and doesn't force an all-or-nothing switch.

Highlights



Use case
way to o
system?

ments (called use
This is the same
ge a system's
functions,
ng source or

A file dia
a file's c
to other
build dia
relation.

Highlights

A call graph
relation.
and vari
diagram
messag

The call graph shows the relations among functions and variables.

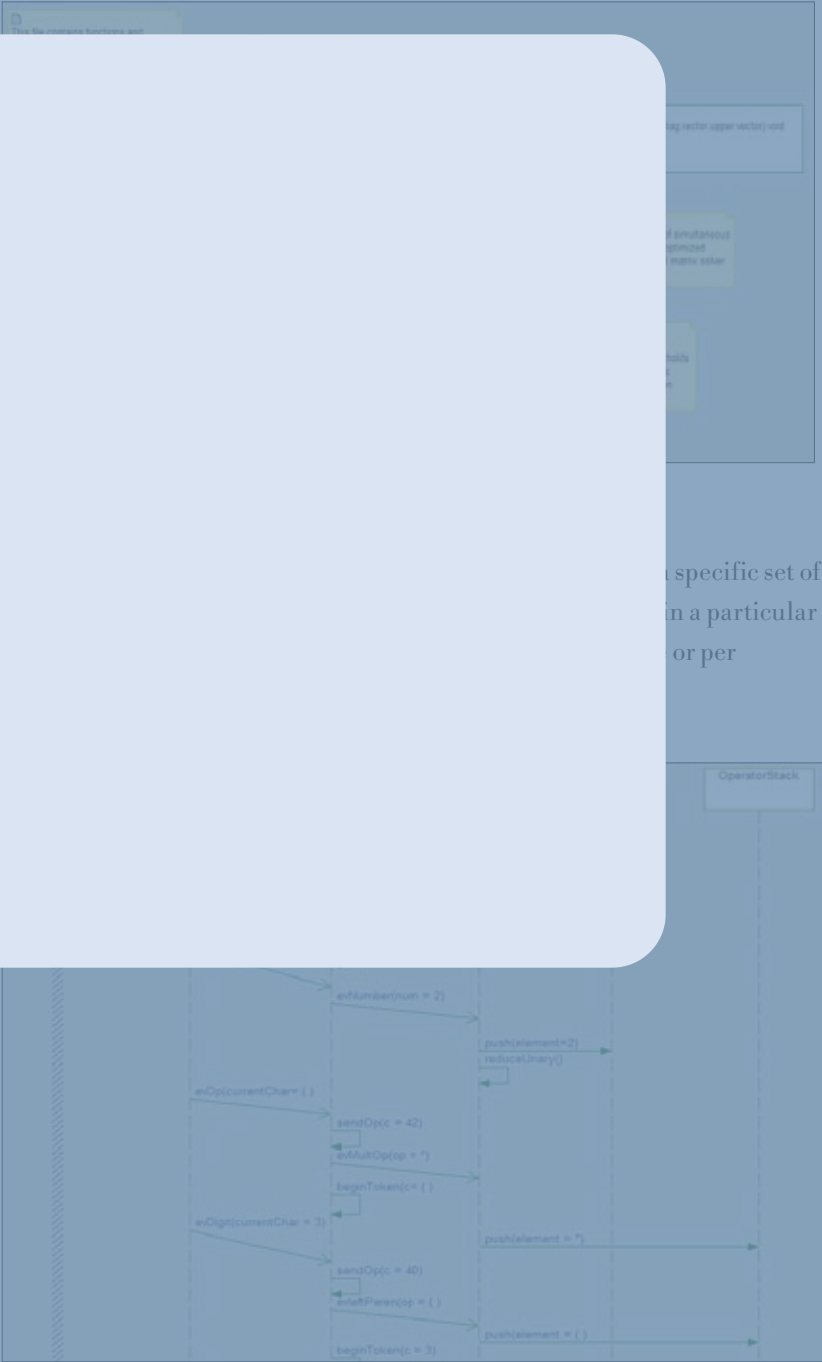
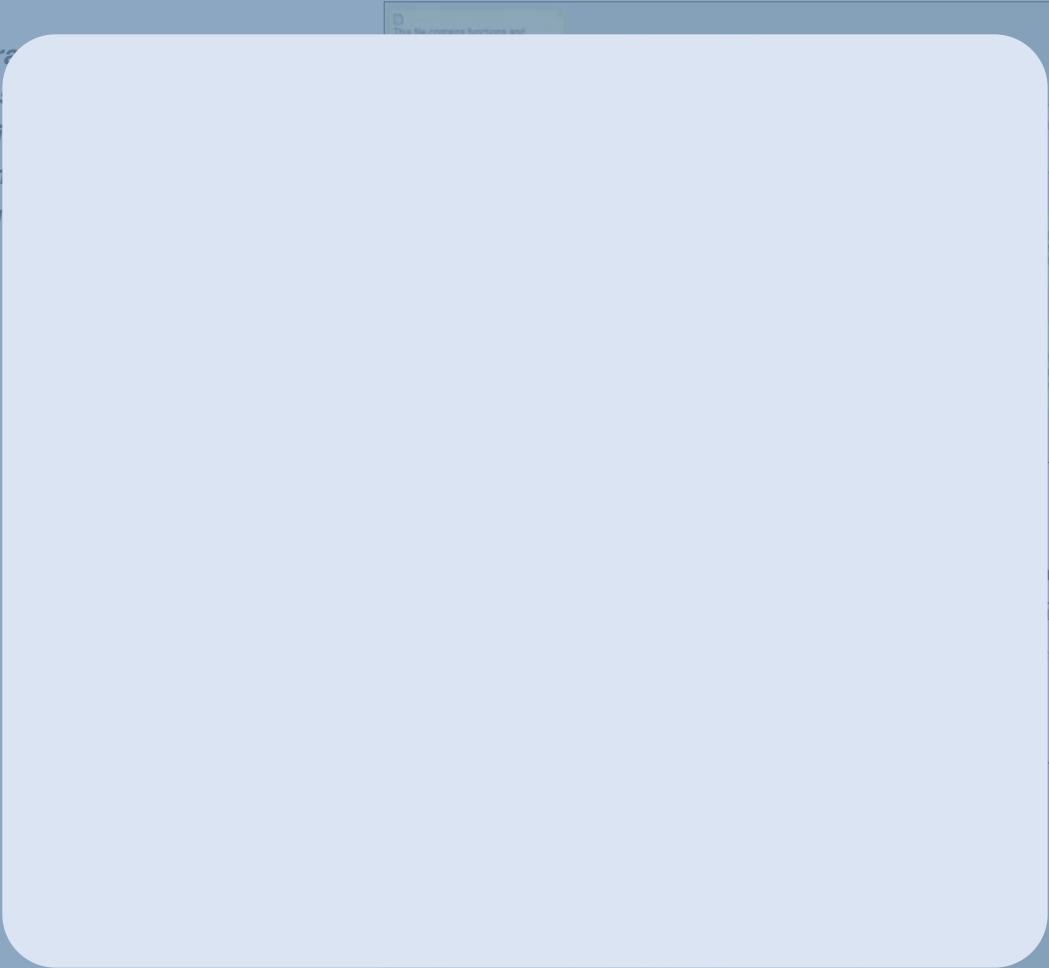


Figure 6: Message diagram.

Highlights

A state diagram represents the set of sets achievable by a file (or use case), the events it receives and the transitions that occur as a result of those event receptions.



Highlights

A flowchart is used primarily to represent an algorithm or the detailed functional flow of control within a function.

*Flowchart
the func*



Highlights

The same
described
validate

With rea
model p
amount
generat

Validating the design using the model

In a typical design, it is never clear that the model is correct until it has been executed. Technology is available today to perform graphical back-animation

from the model with
then uses this
el concepts. This
el can be used to
ne value of the
ile is in, trace the
step through a
project and allows
and doing design
bookkeeping
with the model and
and correct them

from the model;
generated
and embedded
code can be
ammer writes,
e generated
ctions, variables,
eds to specify the

functions and actions on the state charts.



Ensuring that the model and the code are always synchronized

Conclusion

The introduction of variables into models is one of the hallmarks of model-driven development, to which they now provide a new possible tool. This is possible without changing the underlying code (IP), either by using a quality structure or by further by allowing existing processes to adopt these changes immensely. Model-based UML-based Model-driven development cycle substantially in some cases.

For more information

IBM Corporation
Software Group
Route 100

erica

are trademarks or registered trademarks of International Business Machines Corporation or other companies in other countries, or other unregistered or unmarked terms are included in this information with these symbols indicate trademarks owned by IBM Corporation as published. Such trademarks are not used or common law trademarks. See the current list of IBM trademarks at "Copyright and Trademarks" on the web at "Copyright and Trademarks".

IBM product names may be used in this document. Other names may be used for other products.

IBM products and services are used to make them more effective. IBM operates.

IBM documentation is provided for your use only. While efforts are made to ensure the accuracy and reliability of this documentation, it is not a warranty of any kind, express or implied. IBM's responsibility is based on IBM's policy, which are subject to change. IBM shall not be liable for any damages arising out of the use of, or otherwise related to, this documentation or any other documentation. Nothing contained in this documentation is intended to, nor shall have the effect of, creating any warranties or representations from IBM (or its suppliers or licensors), or altering the terms and conditions of the applicable license agreement governing the use of IBM software.