## Reaction name: SName reactant: SpeciesReference[0..\*] product: SpeciesReference[0..\*] kineticLaw : KineticLaw {minOccurs="0"} reversible: boolean {use="optional" default="true"} fast: boolean {use="optional" default="false"}

## **SpeciesReference** species: SName stoichiometry: positiveInteger {use="optional" default="1"}

## KineticLaw formula: string parameter: Parameter[0..\*]

substanceUnits: SName {use="optional"}

denominator : positiveInteger {use="optional" default="1"} timeUnits: SName {use="optional"}