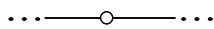


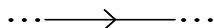
Path with Start Point with Precondition CS and End Point with Postcondition CE



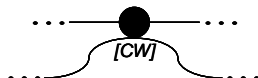
Responsibility



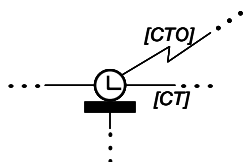
Empty Point



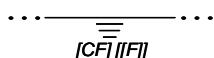
Direction Arrow



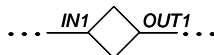
Waiting Place with Condition and Asynchronous Trigger



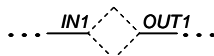
Timer with Timeout Path, Conditions, and Synchronous Release



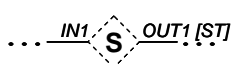
Failure Point with Failure Condition CF and Failure F



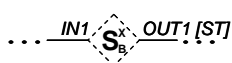
Static Stub with In-Path ID and Out-Path ID



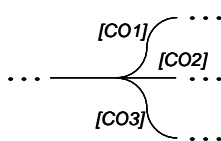
Dynamic Stub with In-Path ID and Out-Path ID



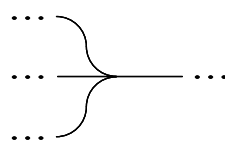
Synchronizing Stub with In-Path ID, Out-Path ID, and Synchronization Threshold



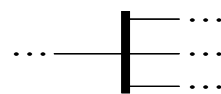
Blocking Stub with In-Path ID, Out-Path ID, Synchronization Threshold, and Replication Indicator



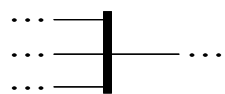
Or-Fork with Conditions



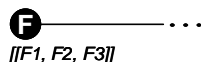
Or-Join



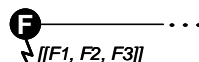
And-Fork



And-Join

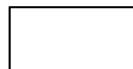


Failure Start Point with Failure List

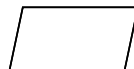


Abort Start Point with Failure List

Components:



Team



Process



Object



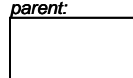
Agent



Actor



Protected Component



Context-dependent Component