

High-Level Constraint Language

Element

Artefact

Specification
language

Grammar

Abstract language

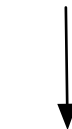
Abstract language

Implementation
language

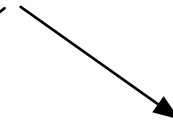
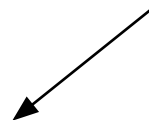
Compiling rules

Example

camera **requires** hrScreen



$V1 \gg V2$



Boolean constraints

Integer constraints

$V1 \Rightarrow V2$

$V2 \leq V1$