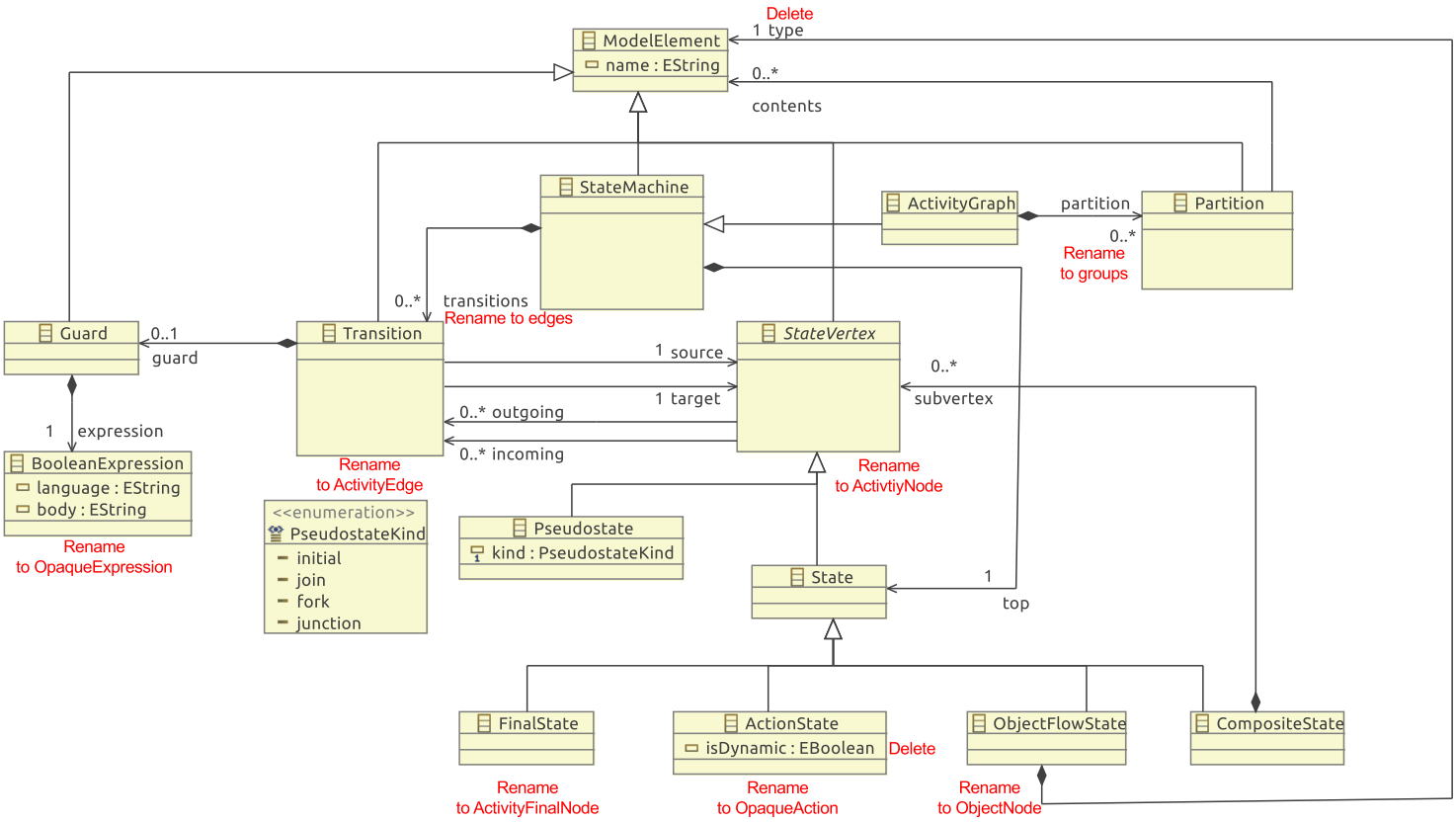
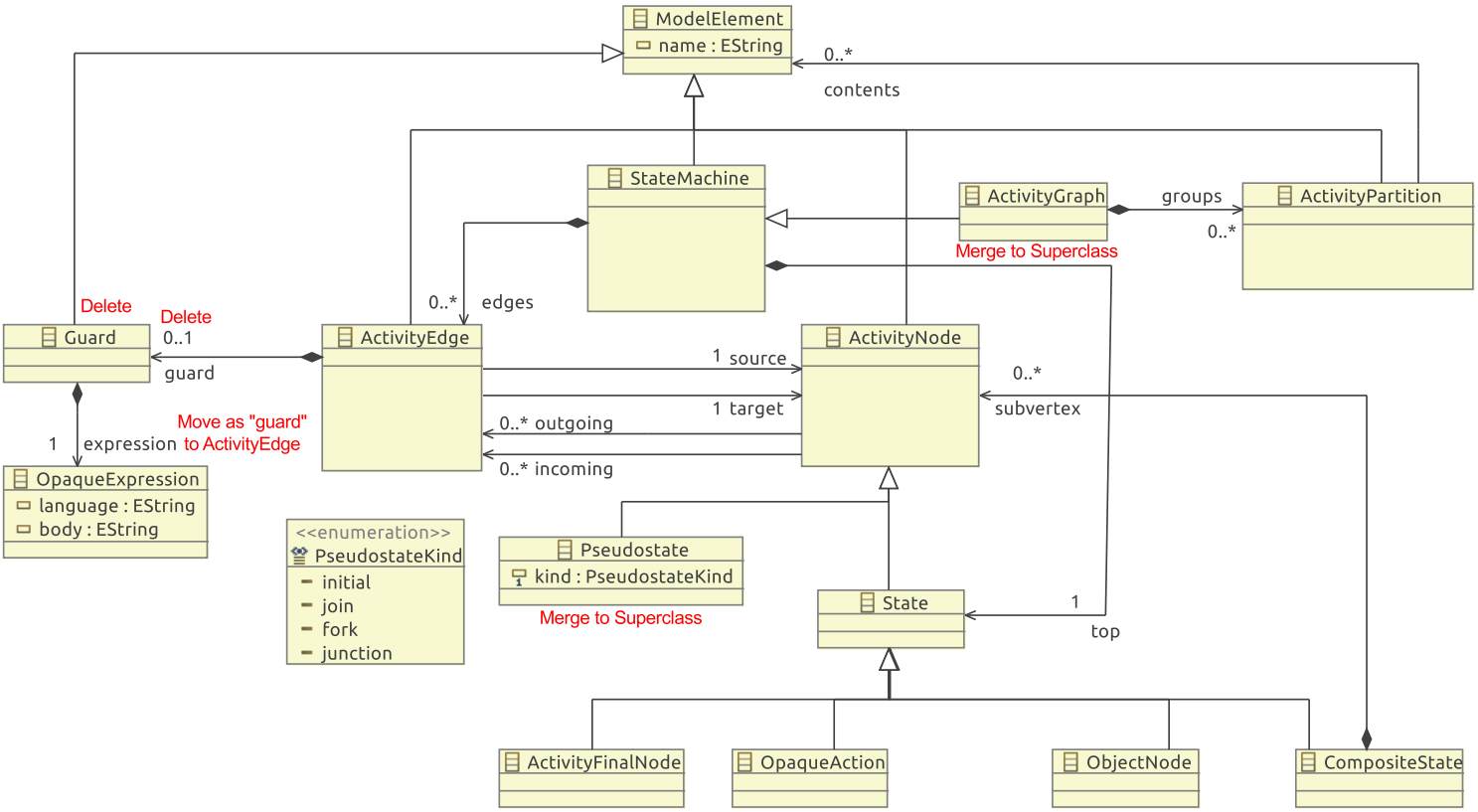
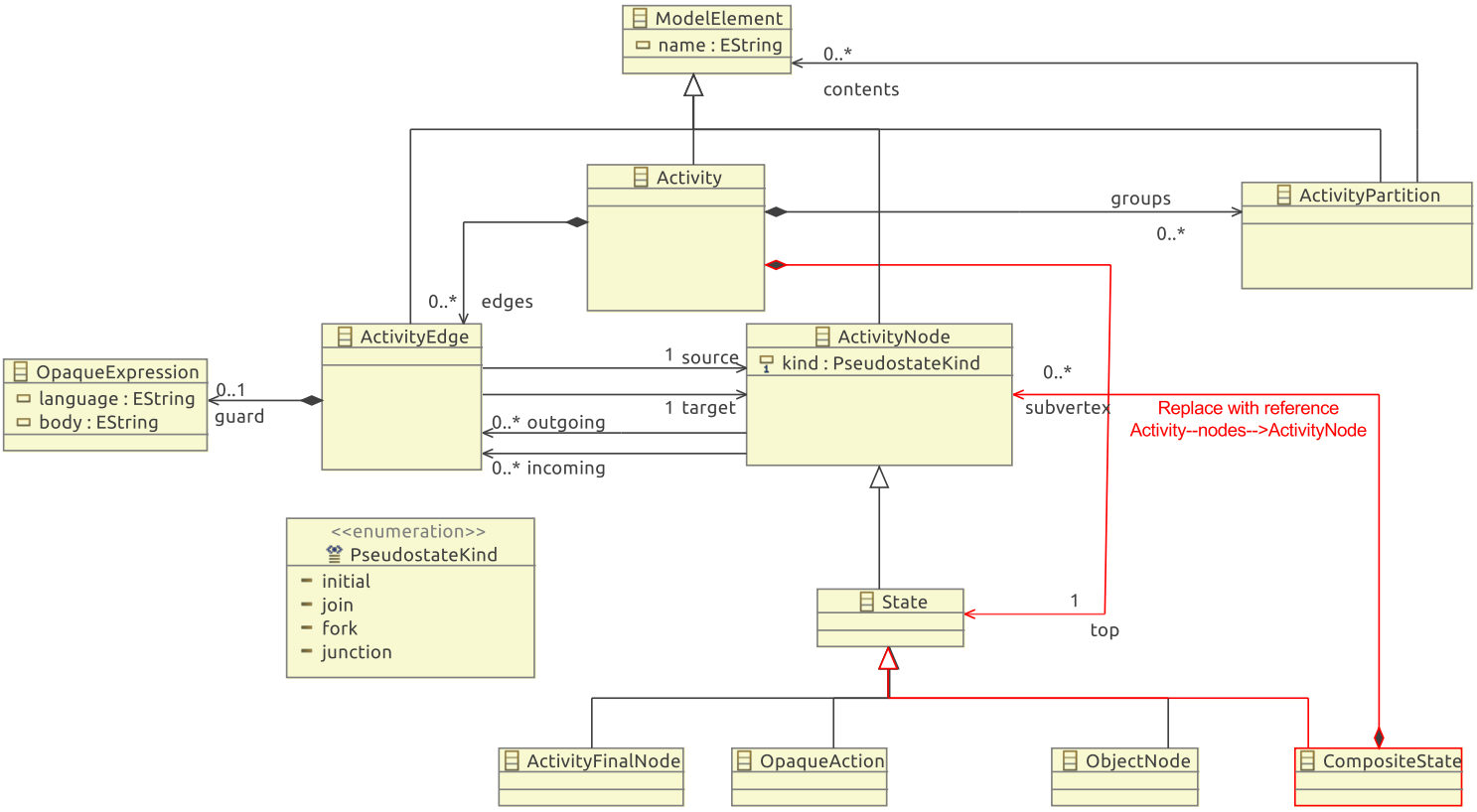
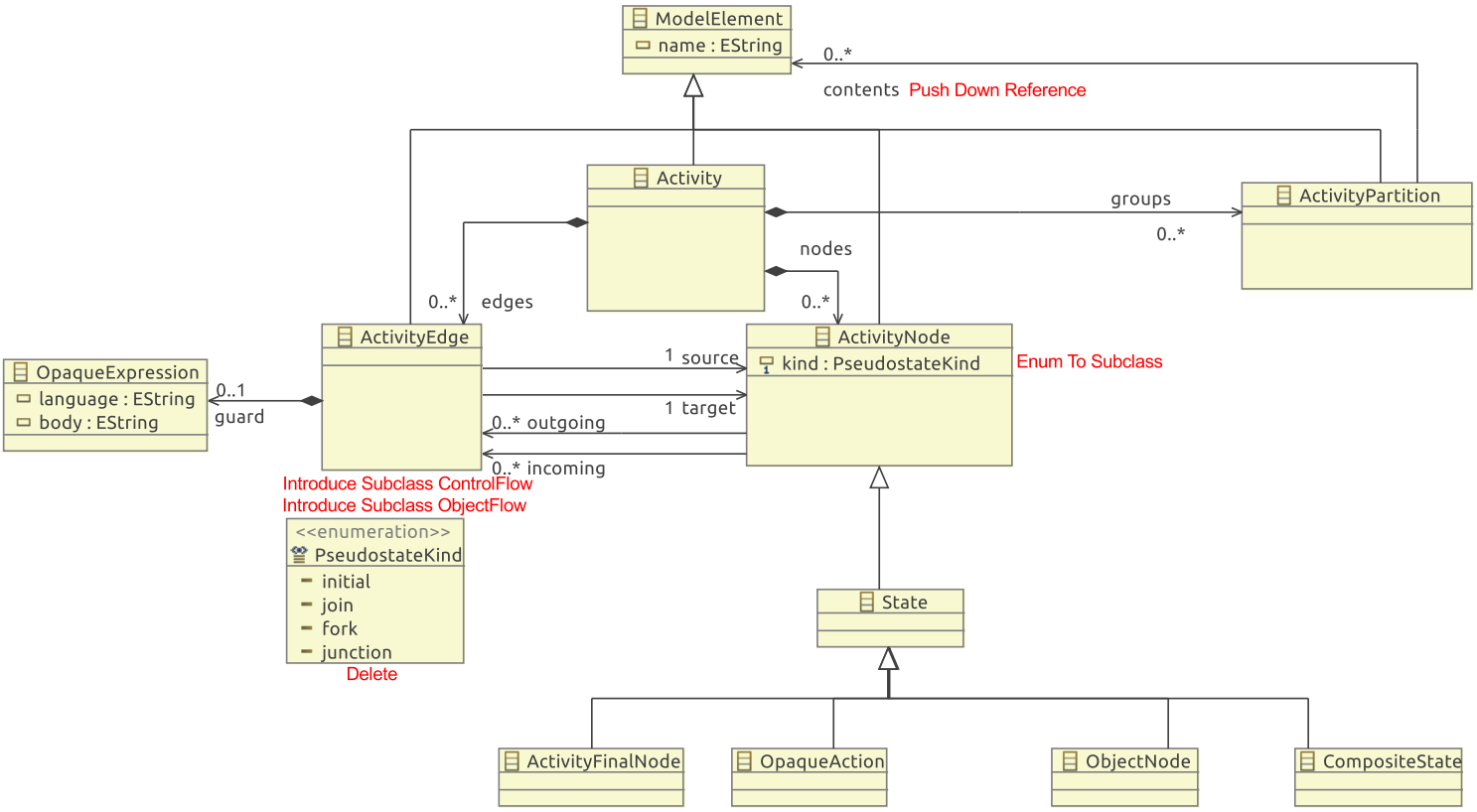
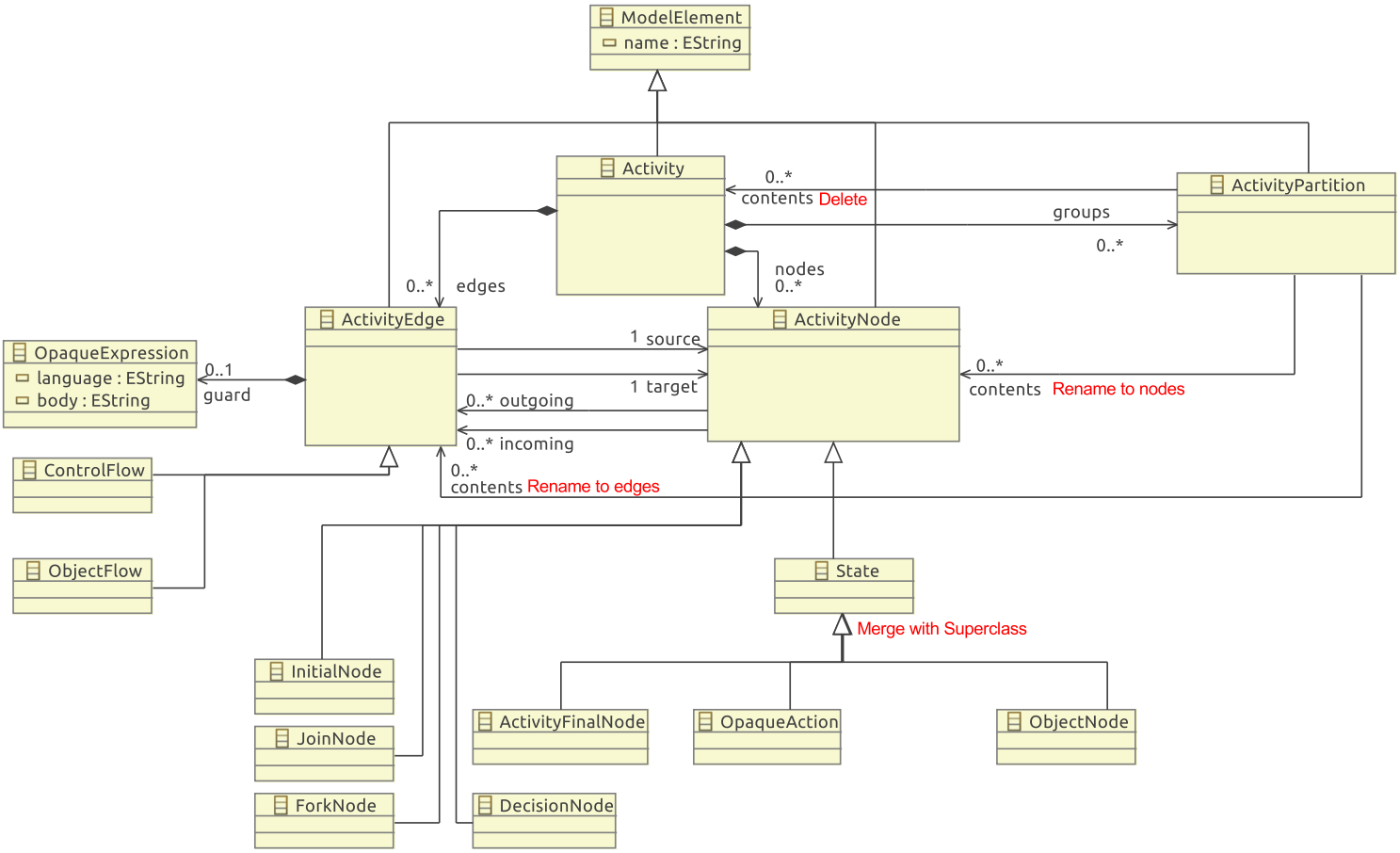
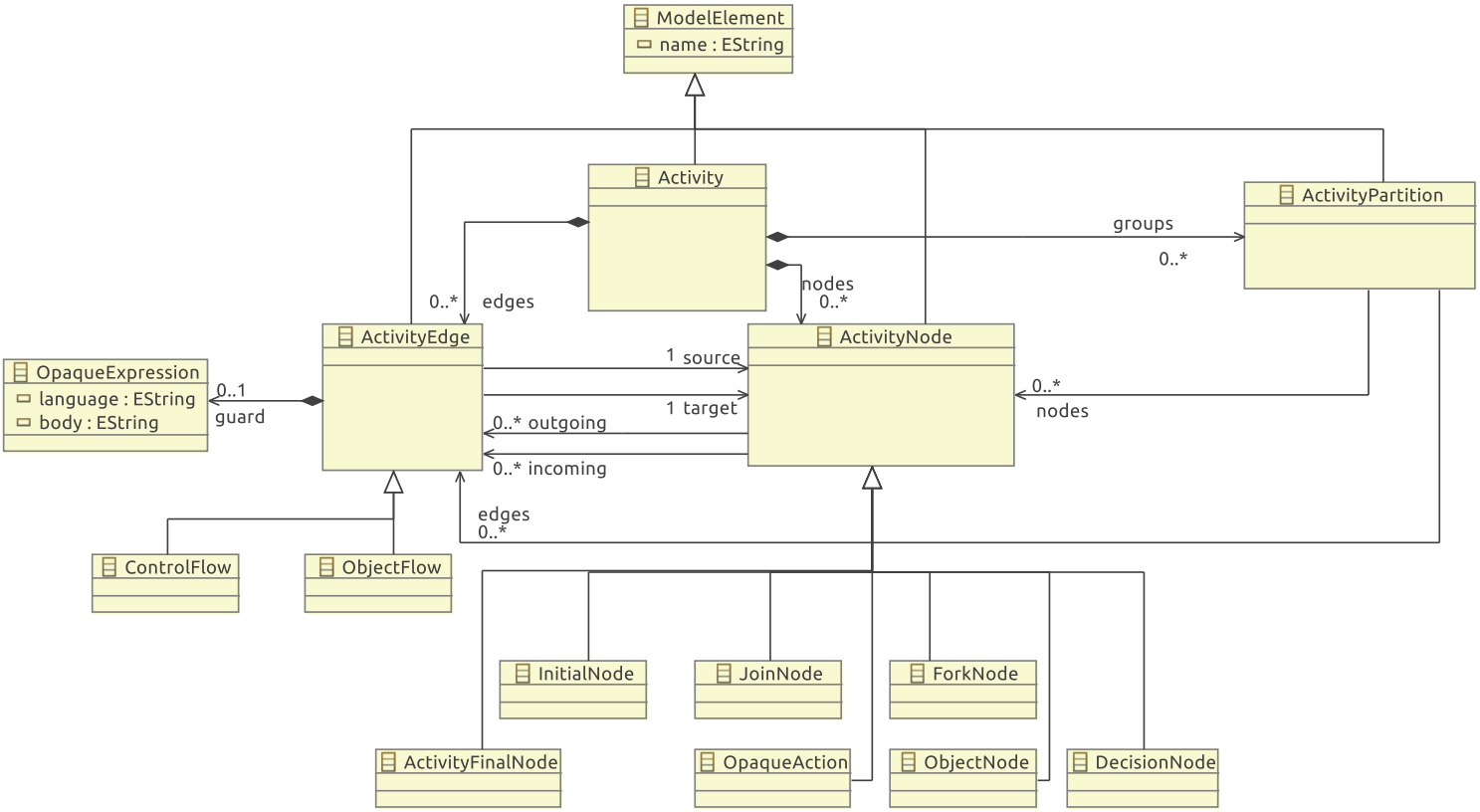

ModelElement
name : EString
Delete
1 type
0..*
contents
StateMachine
ActivityGraph
partition
Partition
0..*
Rename
to groups
0..*
transitions
Rename to edges
Guard
0..1
guard
Transition
1 source
StateVertex
0..*
subvertex
1 target
0..* outgoing
0..* incoming
1
expression
BooleanExpression
language : EString
body : EString
Rename
to OpaqueExpression
Rename
to ActivityEdge
Rename
to ActivtiyNode
<<enumeration>>
PseudostateKind
initial
join
fork
junction
Pseudostate
kind : PseudostateKind
State
1
top
FinalState
ActionState
isDynamic : EBoolean
Delete
ObjectFlowState
CompositeState
Rename
to ActivityFinalNode
Rename
to OpaqueAction
Rename
to ObjectNode


ModelElement
name : EString
0..*
contents
StateMachine
ActivityGraph
groups
ActivityPartition
0..*
Merge to Superclass
Delete
Delete
Guard
0..1
guard
0..*
edges
ActivityEdge
1 source
ActivityNode
0..*
subvertex
1 target
0..* outgoing
0..* incoming
Move as "guard"
to ActivityEdge
1
expression
OpaqueExpression
language : EString
body : EString
<<enumeration>>
PseudostateKind
initial
join
fork
junction
Pseudostate
kind : PseudostateKind
Merge to Superclass
State
1
top
ActivityFinalNode
OpaqueAction
ObjectNode
CompositeState


ModelElement
name : EString
0..*
contents
Activity
groups
0..*
ActivityPartition
0..*
edges
ActivityEdge
1 source
ActivityNode
kind : PseudostateKind
0..*
subvertex
Replace with reference
Activity--nodes-->ActivityNode
OpaqueExpression
language : EString
body : EString
0..1
guard
1 target
0..* outgoing
0..* incoming
<<enumeration>>
PseudostateKind
initial
join
fork
junction
State
1
top
ActivityFinalNode
OpaqueAction
ObjectNode
CompositeState


ModelElement
name : EString
0..*
contents
Push Down Reference
Activity
groups
0..*
ActivityPartition
nodes
0..*
0..*
edges
ActivityEdge
1 source
ActivityNode
kind : PseudostateKind
Enum To Subclass
OpaqueExpression
language : EString
body : EString
0..1
guard
1 target
0..* outgoing
0..* incoming
Introduce Subclass ControlFlow
Introduce Subclass ObjectFlow
<<enumeration>>
PseudostateKind
initial
join
fork
junction
Delete
State
ActivityFinalNode
OpaqueAction
ObjectNode
CompositeState


ModelElement
name : EString
Activity
0..*
contents Delete
ActivityPartition
groups
0..*
nodes
0..*
0..*
edges
ActivityEdge
ActivityNode
OpaqueExpression
language : EString
body : EString
0..1
guard
1 source
1 target
0..* outgoing
0..* incoming
0..*
contents
Rename to nodes
ControlFlow
0..*
contents Rename to edges
ObjectFlow
State
Merge with Superclass
InitialNode
JoinNode
ForkNode
ActivityFinalNode
OpaqueAction
ObjectNode
DecisionNode


ModelElement
name : EString
Activity
ActivityPartition
groups
0..*
nodes
0..*
0..*
edges
ActivityEdge
ActivityNode
OpaqueExpression
language : EString
body : EString
0..1
guard
1 source
1 target
0..* outgoing
0..* incoming
0..*
nodes
edges
0..*
ControlFlow
ObjectFlow
InitialNode
JoinNode
ForkNode
ActivityFinalNode
OpaqueAction
ObjectNode
DecisionNode