# **Property Sheet Simplification II**

This document is a continuation of a previous proposal for simplification of the **Properties View** content in the UML Light context, covering the remaining diagram types State Machine Diagram and Activity Diagram. As before, the focus is primarily on the **UML** tab, the first tab presented for each element and also the default. For anything not presented on this tab, there is always the Advanced tab that presents all attributes and the Model Explorer for management of owned elements.

# **State Machine Concepts**

## **State Machine**

Unsupported properties to be hidden:

- isActive as for Class (from which this is inherited)
- isReentrant
- use case only classes are supported as subjects in UML Light

Oddly, this property sheet does not present the standard Behavior constraints (precondition, postcondition, body condition) that are show in the UML tab for Interaction. The same Constraints tab as proposed for the Interaction should be shown for StateMachine also, or else it should be omitted for Interaction.

StateMa	chine2				
UML	Name	StateMachine2			
Comments	Label				
Profile	ls abstract	🔿 true 🔹 false	Is active-	🔵 true 🛛 false	
Advanced	-ls reentrant-	O true ◯ false			
	Visibility	public			<b>T</b>
	Specification	<undefined></undefined>			🕂 💉
	Use case				+ 🗙 🖊

State Machine

#### Region

No changes (only the name is currently shown, plus the localized label).

It may be worth eliding the region entirely in both the **Model Explorer** view (using its facet customization capability) and in the diagram (presenting the state machine properties when the region is selected) as the definition of multiple regions, and especially composite states, is not supported in UML Light.

## **Initial Pseudostate**

No changes (the kind attribute is read-only and useful).

## **Choice Pseudostate**

No changes (the kind attribute is read-only and useful).

#### **Junction Pseudostate**

No changes (the kind attribute is read-only and useful).

#### State, FinalState

Unsupported properties to be hidden:

- submachine connection points and state machine decomposition are not supported in UML Light
- deferrable triggers
- state invariant the New Child menu is required to exclude Constraint on state machine elements, including State, so it doesn't make sense to present this here
- entry/exit/do activities the New Child menu is required to exclude Behavior types on state machine elements, including State, so it doesn't make sense to present these here

Excluding the activities implies that the Xtext-based editor for states should also be disabled, as this allows for a textual specification of these elements.

State5						
UML	Name	State5				
Comments	Label					
Profile	State invariant	<undefined></undefined>	🐈 🥖 💢	Entry	<undefined></undefined>	÷ 🖊 🗙
Style	otate invariant			Lindy	Condenned	
Appearance	Do activity	<undefined></undefined>	🕂 🗡	Exit	<undefined></undefined>	🛉 🥒 💥
Rulers And Grid	Submachine-	<undefined></undefined>	🐈 🥖 💢			
Advanced						
	Deferrable trigger					🛨 🗶 🖊

State

# **Transition**

Unsupported properties to be hidden:

- kind the distinction between internal and external transitions is not supported in UML Light
- triggers
- guard the **New Child** menu is required to exclude Constraint on state machine elements, including Transition , so it doesn't make sense to present this here
- effect the **New Child** menu is required to exclude Behavior types on state machine elements, including Transition, so it doesn't make sense to present these here

Excluding the guard and effect implies that the Xtext-based editor for transitions should also be disabled, as this allows for a textual specification of these elements.

$\P$ <transition></transition>		
UML	Name	
Comments	Label	
Profile	Kind	external
Style		
Appearance	Trigger-	
Advance		
Rulers And Grid		
Advanced		





# **Activity Concepts**

## Activity

Unsupported properties to be hidden:

- isActive as for Class (from which this is inherited)
- isReentrant
- isSingleExecution
- precondition, postcondition as for Interaction should be moved to a Constraints tab of their own, or else just omitted as decided in that case
- owned parameter not supported for creation in UML Light • variable — not supported for creation in UML Light

Excluding the activities implies that the Xtext-based editor for states should also be disabled, as this allows for a textual specification of these elements.

🐵 dolt									
UML	Name	dolt							
Comments	Label								
Profile Advanced	Is abstract	⊖ true	false				is active	🔵 true 🛛 false	
Auvanceu	Is read only	⊖ true	false				Is reentrant."	🔘 true 🗌 false	
	Is single execution	Otrue	false						
	Visibility	public				۳	Specification	<undefined></undefined>	🚽 📈 💥
	Precondition				+ 🗶 🖉		Pesteondition		+ 🗙 🖉
	-Owned-parameter-			<b>()</b>	+ 🗙 🖉		Variable		÷ 🗶 🖉
						-			

Activity

#### InitialNode, ForkNode

No changes.

#### FlowFinalNode, ActivityFinalNode, MergeNode

Unsupported properties to be hidden:

visibility — not interesting in a UML Light context and not shown on other nodes

FlowFinalNode3							
UML	Name	FlowFinalNode3					
Comments	Label						
Profile	Visibility	public					
Advanced	100200						

#### **DecisionNode**

FlowFinalNode

Unsupported properties to be hidden:

- visibility not interesting in a UML Light context and not shown on other nodes
- decisionInput the New Child menu is required to exclude Behavior types on activity elements,
- including DecisionNode, so it doesn't make sense to present this here • decisionInputFlow — the diagram is required to exclude ObjectFlow, so it doesn't make sense to present
- this here

A DecisionNode4							
UML	Name	DecisionNode4					
Comments	Label						
Profile	Visibility	public	T				
Advanced	Decision input	<undefined></undefined>	+ / ×				
	Decision input flow	<undefined></undefined>	👍 🥖 🗙				

DecisionNode

#### JoinNode

Unsupported properties to be hidden:

 joinSpec — the New Child menu is required to exclude ValueSpecification types on activity elements, including JoinNode, so it doesn't make sense to present this here

<b>3</b> JoinNod	e6		
UML	Name	JoinNode6	
Comments	Label		
Profile	Is combine duplicate	● true	
Advanced			
	Join spec-	<undefined></undefined>	÷ 🖊 🗶

JoinNode

## **OpaqueAction**

Unsupported properties to be hidden:

- visibility not interesting in a UML Light context and not shown on other nodes
- local precondition/postcondition the **New Child** menu is required to exclude Constraint types on activity elements, including OpagueAction, so it doesn't make sense to present these here. Or, they could be moved to a **Constraints** tab as for Interaction and other behaviors

— Opaque/	Action8				
UML	Name	OpaqueAction8	Label		
Comments				Language 🕜 🐥 🖪	
Profile					
Advanced	-Visibility-	public <b>T</b>			
	Please select a langu	ana firat			
	Please select a langu	age first.		Local postcondition	🕂 🗶 🖉
	Local precondition	🕂 🗶 🖉			



# **CallOperationAction**

Unsupported properties to be hidden:

- visibility not interesting in a UML Light context and not shown on other nodes
- onPort encapsulated classifiers and components are not supported in UML Light
- local precondition/postcondition the **New Child** menu is required to exclude Constraint types on activity elements, including CallOperationAction, so it doesn't make sense to present these here. Or, they could be moved to a **Constraints** tab as for Interaction and other behaviors

CallOper	rationAction9						
UML	Name	CallOperationAction9					
Comments	Label						
Profile Advanced	ls synchronous <del>Visibility</del>	• true false					T
	-On-port	<undefined></undefined>		••• 🛉 💉 🗙	Operation	<undefined></undefined>	••• 🖶 🖊
	Target	<undefined></undefined>		+			
	Argument			X 🖉	Local postcondition		🛨 🗶 🖉
	Local precondition-		+	×	Result		Ŷ & 🕈 🗙 🖊
CallOpe	erationActio	n					

# **CallBehaviorAction**

Unsupported properties to be hidden:

- visibility not interesting in a UML Light context and not shown on other nodes
- onPort encapsulated classifiers and components are not supported in UML Light
- local precondition/postcondition the **New Child** menu is required to exclude Constraint types on activity elements, including CallBehaviorAction, so it doesn't make sense to present these here. Or, they could be moved to a **Constraints** tab as for Interaction and other behaviors

CallBeha	viorAction10					
UML	Name	CallBehaviorAction10				
Comments Profile Advanced	Label Is synchronous	Otrue ◯ false				
	Visibility	public			[	T
	Behavior Argument	<undefined></undefined>		On port-	<undefined></undefined>	
	Local precondition-		★ ×	Result		Image: Contract of the second secon

CallBehaviorAction

#### AcceptEventAction

Note that it is not clear that this element should be supported at all in the diagram.

Unsupported properties to be hidden:

- visibility not interesting in a UML Light context and not shown on other nodes
- local precondition/postcondition the **New Child** menu is required to exclude Constraint types on activity elements, including AcceptEventAction, so it doesn't make sense to present these here. Or, they could be moved to a **Constraints** tab as for Interaction and other behaviors

AcceptE	ventAction11		
UML	Name	AcceptEventAction11	
Comments	Label		
Profile	Is unmarshall	🔿 true 🔘 false	
Advanced	Visibility	public	T
	Local-postcondition	🛨 🔀 🖉 Local precondition	F 🗙 🖊
	Result	😚 😣 🗭 🗶 🖉 Trigger 🖣	F 🗙 🖊

AcceptEventAction

#### **InputPin**

Unsupported properties to be hidden:

- visibility
- isControl
- isControlType
- selection the New Child menu is required to exclude Behavior types on activity elements, including InputPin, so it doesn't make sense to present this here
- upperBound this is redundant with the multiplicity Property
- inState

As for multiplicities in the class diagram, the editor switching button should be suppressed to prefer simply textual multiplicity specifications over exposure of the value-specification models of the bounds.

in>					
Name					
Label					
Is control-	◯ true <b>○</b> false		Is control type	🔿 true 🛛 false	
Is ordered	🔵 true 🛛 false		ls unique	🔘 true 🗌 false	
Ordering	FIFO	T	Selection-	<undefined></undefined>	🕂 🗡 🗶
-Visibility-	public	T	Туре	<undefined></undefined>	🕂 🗡 🗶
Multiplicity	1	•	Upper-bound-	<u></u> 1	+ / ×
<del>in state</del>					÷ 🗙 🖊
	Label Is control- Is ordered Ordering Visibility- Multiplicity	Name   Label   Is control-   Is ordered   True   false   Ordering   FIFO   Visibility-   public   Multiplicity   1	Name   Label   Is control-   Is ordered   True   Is ordering   FIFO   Visibility-   Dublic   Multiplicity   1	Name     Label     Is control     Is ordered     true   false     Is ordering     FIFO     Visibility     Dublic     Type     Multiplicity	Name     Label     Is control     Is ordered     true   false     Is ordered     true   false     Ordering     FIFO     visibility     public     Type     Visibility     1

InputPin

#### **OutputPin**

Unsupported properties to be hidden:

- visibility
- isControl
- isControlType
- selection the **New Child** menu is required to exclude Behavior types on activity elements, including OutputPin, so it doesn't make sense to present this here
- upperBound this is redundant with the multiplicity Property
- inState

As for multiplicities in the class diagram, the editor switching button should be suppressed to prefer simply textual multiplicity specifications over exposure of the value-specification models of the bounds.

■→ <output< th=""><th>Pin&gt;</th><th></th><th></th><th></th><th></th></output<>	Pin>				
UML	Name				
Comments	Label				
Profile	Is control	🔿 true 🔘 false	Is control type	🔿 true 🛛 false	
Advanced	Is ordered	🔿 true 🛛 false	Is unique	true false	
	Ordering	FIFO	Selection~	<undefined></undefined>	••• 🕂 💉
	Visibility	public	Туре	<undefined></undefined>	🕂 🖊 💥
	Multiplicity	1	Upper bound	<u>10</u> 1	÷ 🖊 🗙
	In-state-				+ 🗶 🖊

OutputPin

## ValuePin

Unsupported properties to be hidden:

- visibility
- isControl
- isControlType
- selection the New Child menu is required to exclude Behavior types on activity elements, including OutputPin, so it doesn't make sense to present this here
- upperBound this is redundant with the multiplicity Property
- inState

As for multiplicities in the class diagram, the editor switching button should be suppressed to prefer simply textual multiplicity specifications over exposure of the value-specification models of the bounds.

🕺 <value p<="" th=""><th>Pin&gt;</th><th></th><th></th><th></th><th></th><th></th></value>	Pin>					
UML	Name					
Comments	Label					
Profile	Is control	🔿 true 🛛 false		Is control type	🔵 true 🔹 false	
Advanced	Is ordered	🔿 true 🛛 false		ls unique	🔘 true 🗌 false	
	Ordering	FIFO	¥	Visibility-	public	۲
	Multiplicity	1	<b>T</b>	Selection-	<undefined></undefined>	🕂 🗡 🗙
	Туре	<undefined></undefined>	••• 🖶 🖊 🗙	Opper bound	<undefined></undefined>	÷ 🖉 🗱
	Value	<undefined></undefined>	÷ /			
	<del>In state</del>					÷ × /

ValuePin