

Action Data Flow Diagrams

Leon Starr

November 1, 2021

mint.sm-meta.action.tn.1

Version 0.1.1



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MODEL INTEGRATION, LLC

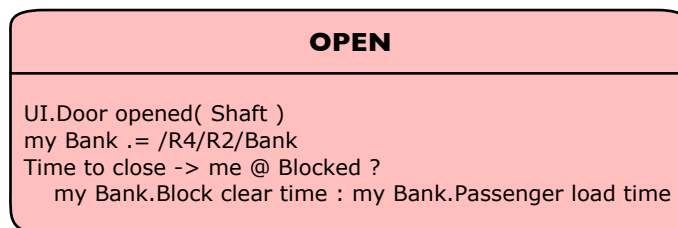
Change Log

Version	Date	Changes	Modified by
0.1.0	Nov 1, 2021	Copy notes in from tablet made in August/Oct 2021	Leon Starr
			Leon Starr

There are four places in Shlaer-Mellor where an Activity may be defined.

Each Activity type specifies a set of zero or more input parameter:type pairs

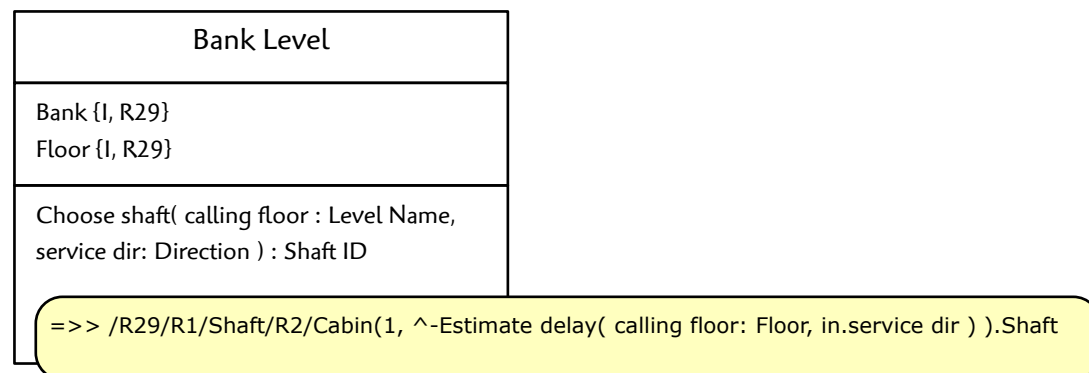
State Activity



Only synchronous Activities may specify a set of zero or more output parameter:type pairs

State Activities and Asynchronous External Entity Operations may not specify outputs

Class Method



Domain Operation

Arrived at floor(cabin : Shaft ID)

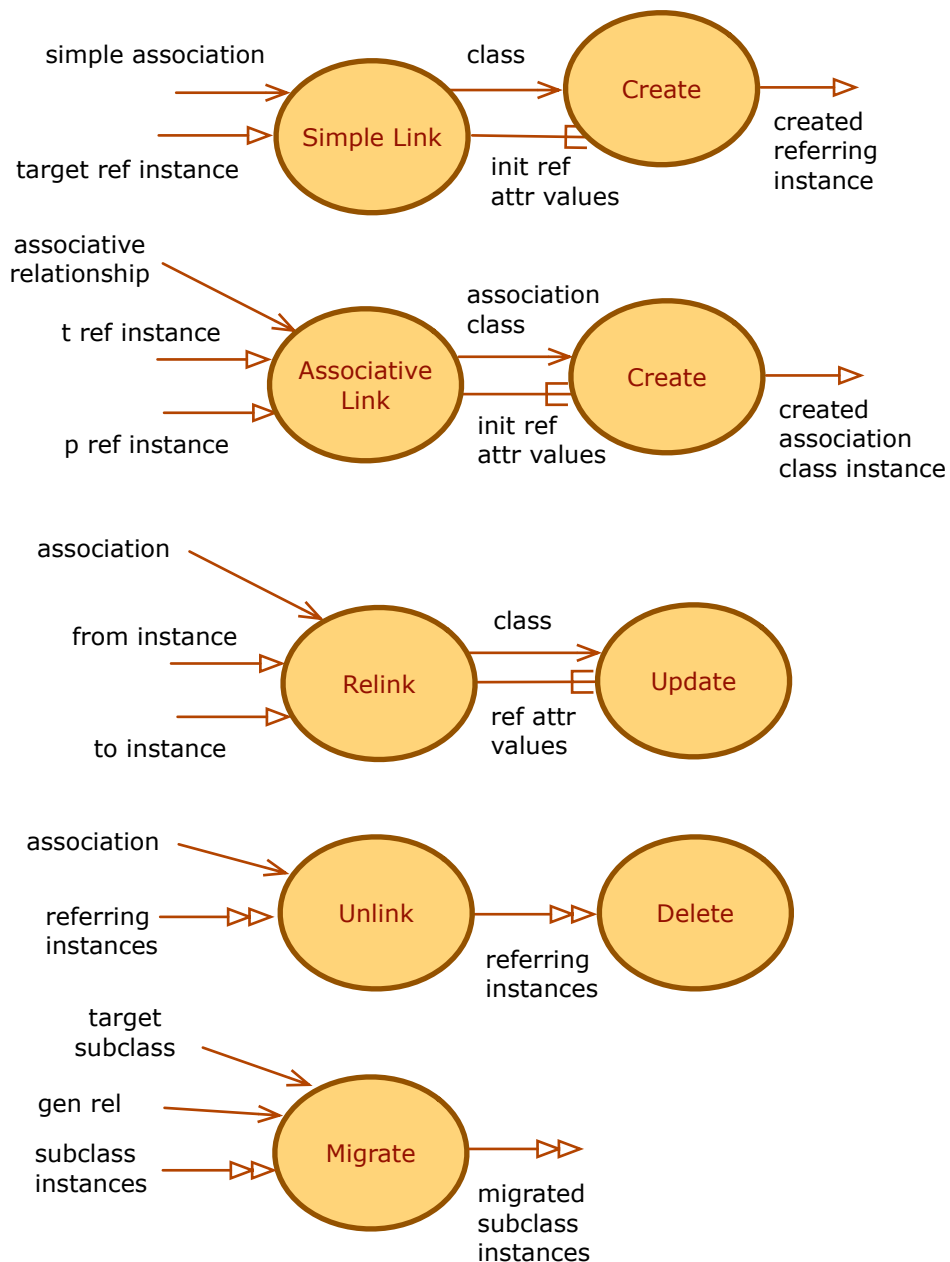
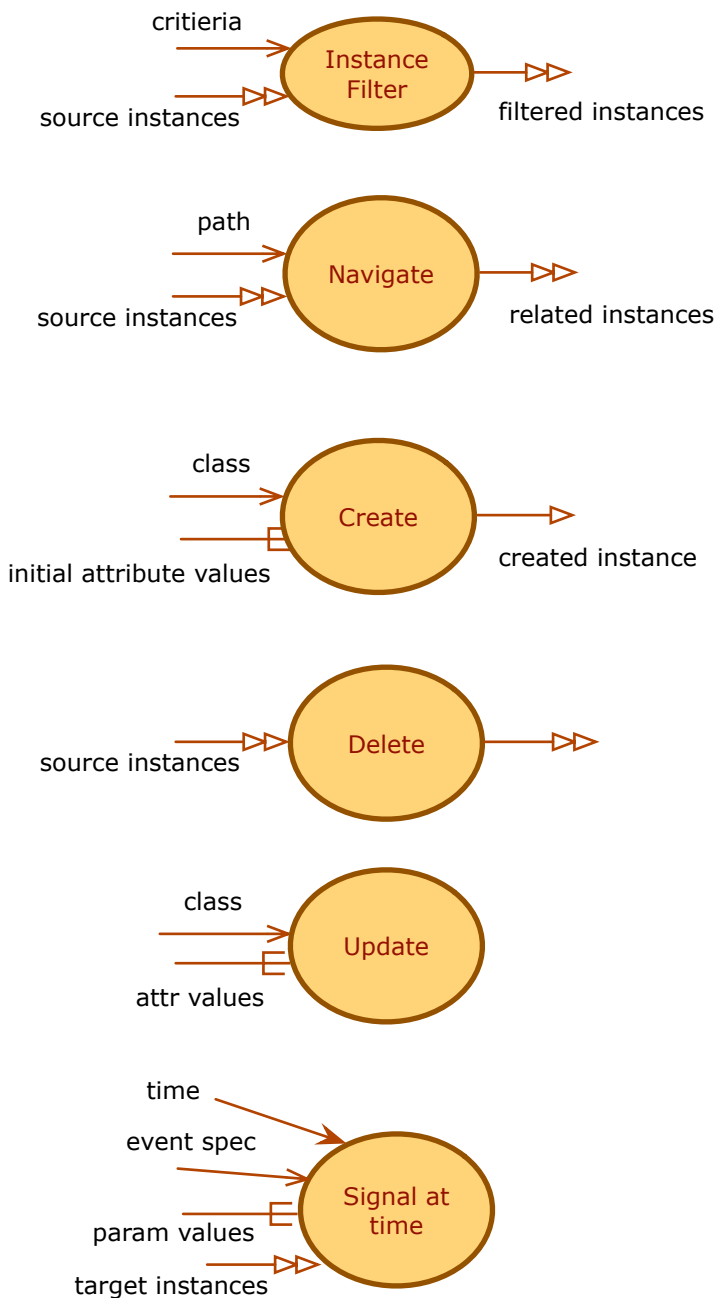
Arrived at floor -> Cabin(Shaft : in.cabin)

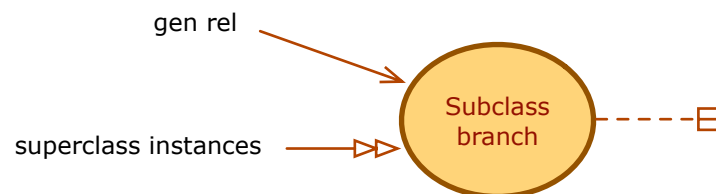
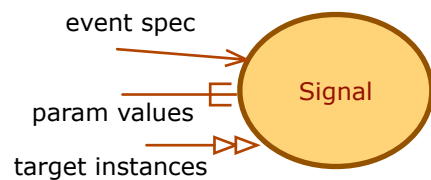
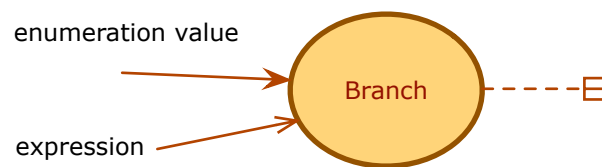
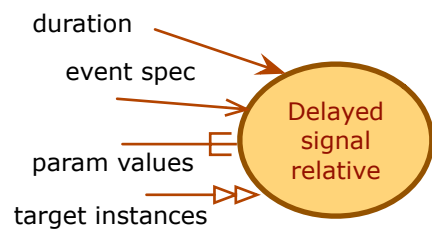
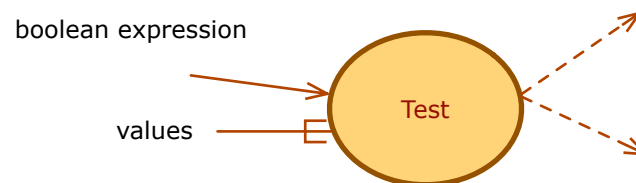
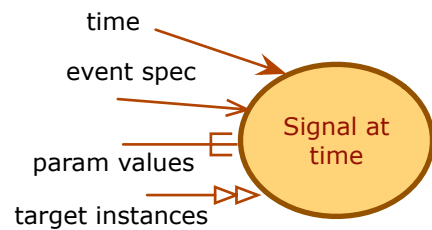
External Entity Operation

(asynchronous or synchronous)

UI.Cabin arrived(shaft: Shaft ID, direction: Direction)

// Tell UI that a cabin has arrived





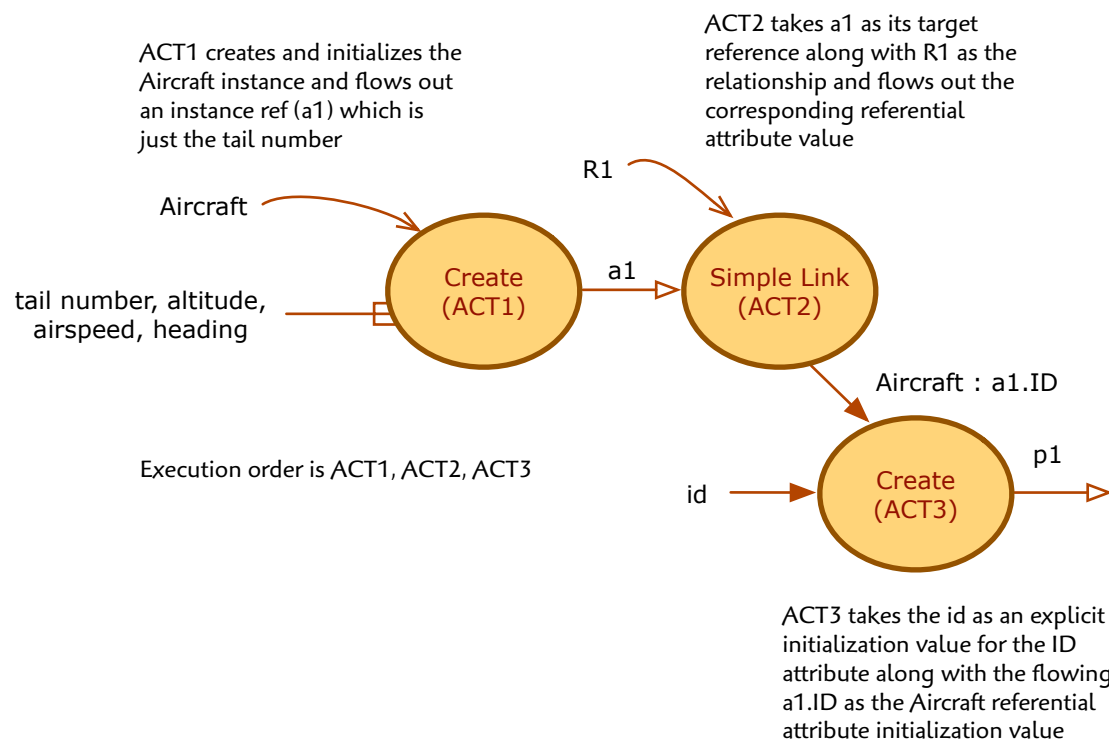
Let's examine how the following Scall statement is broken down into metamodel components (in the Link Action Subsystem)

```
*Aircraft( tail number, altitude, airspeed, heading ) &R1 *Pilot( id )
```

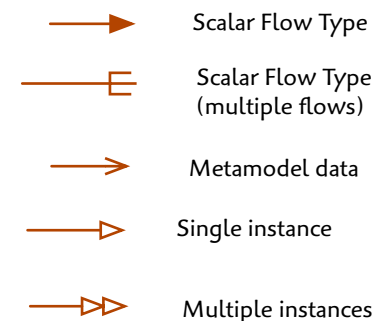
We'll assume that the parameter values and names match in the attribute initialization expressions

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Now we take our action building blocks and assemble them to specify the two creations and link ensuring that all attributes, including the referential attribute, are initialized correctly.



Aircraft	Pilot
ID : Tail Number {I}	ID : Pilot ID {I}
Altitude : MSL	Aircraft {R1}
Airspeed : Airspeed	
Heading : Compass	



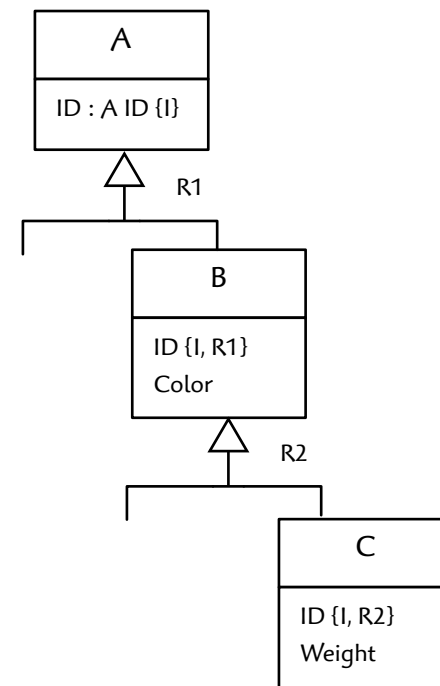
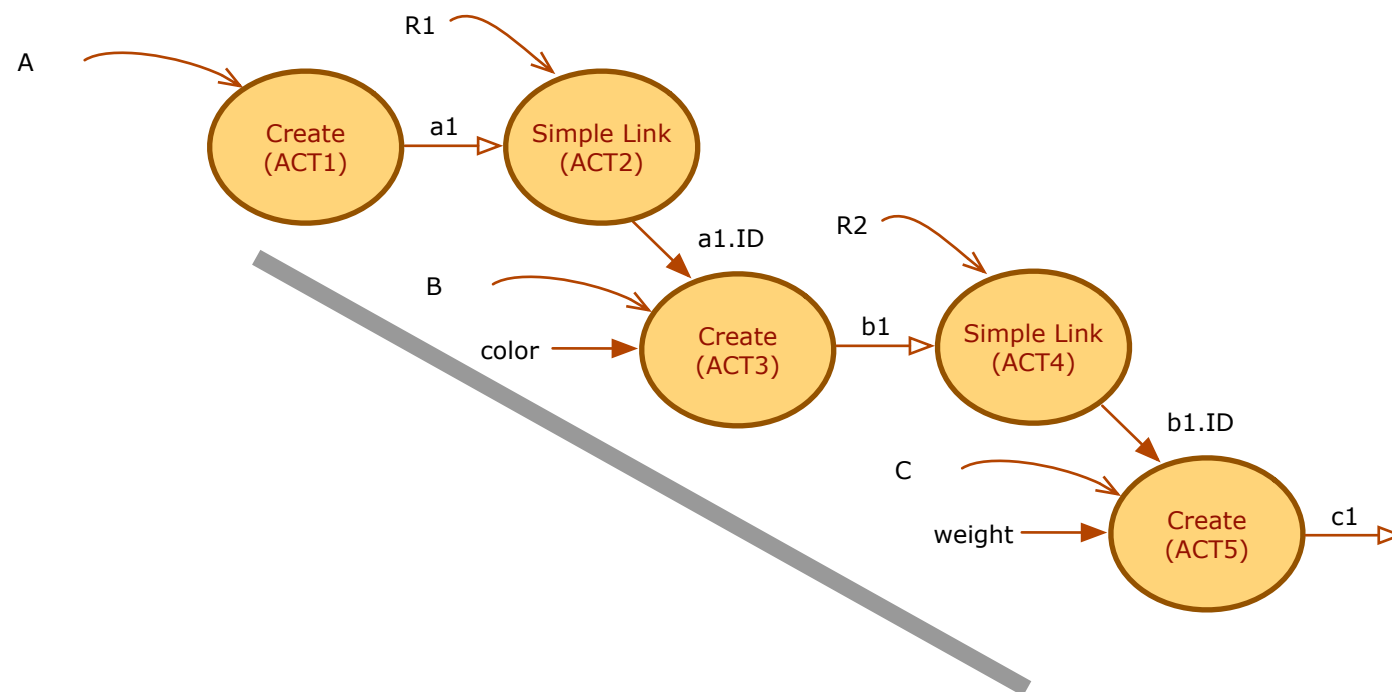
Here we create an object in a generalization

`*C(weight) &R2 *B(color) &R1 *A`

When creating an instance in a composition of generalization relationships, the highest superclass must be instantiated with one subclass instance at each level below

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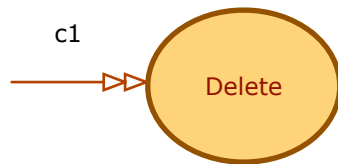
Regardless of ordering in the action language, we always build from the top down so that we have our referential attribute values as input to the downstream create action



Here we delete a subclass

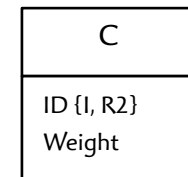
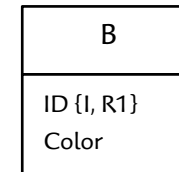
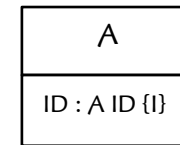
!*c1

The action language will delete the instance of C and, since it is part of a generalization, remove all related superclasses as well



When deleting a subclass instance, the delete primitive will work its way up to all related superclasses (and up from any corresponding subclasses, if in a compound generalization)

Since the Delete Action does not output any instance flow, we can't chain them together to illustrate a separate delete on each generalization instance. Instead, we assume that all this goes on within the Delete Action.



Here we migrate a subclass instance

```
atcOn >> Off Duty Controller( Time logged off : Date.Now hms )
```

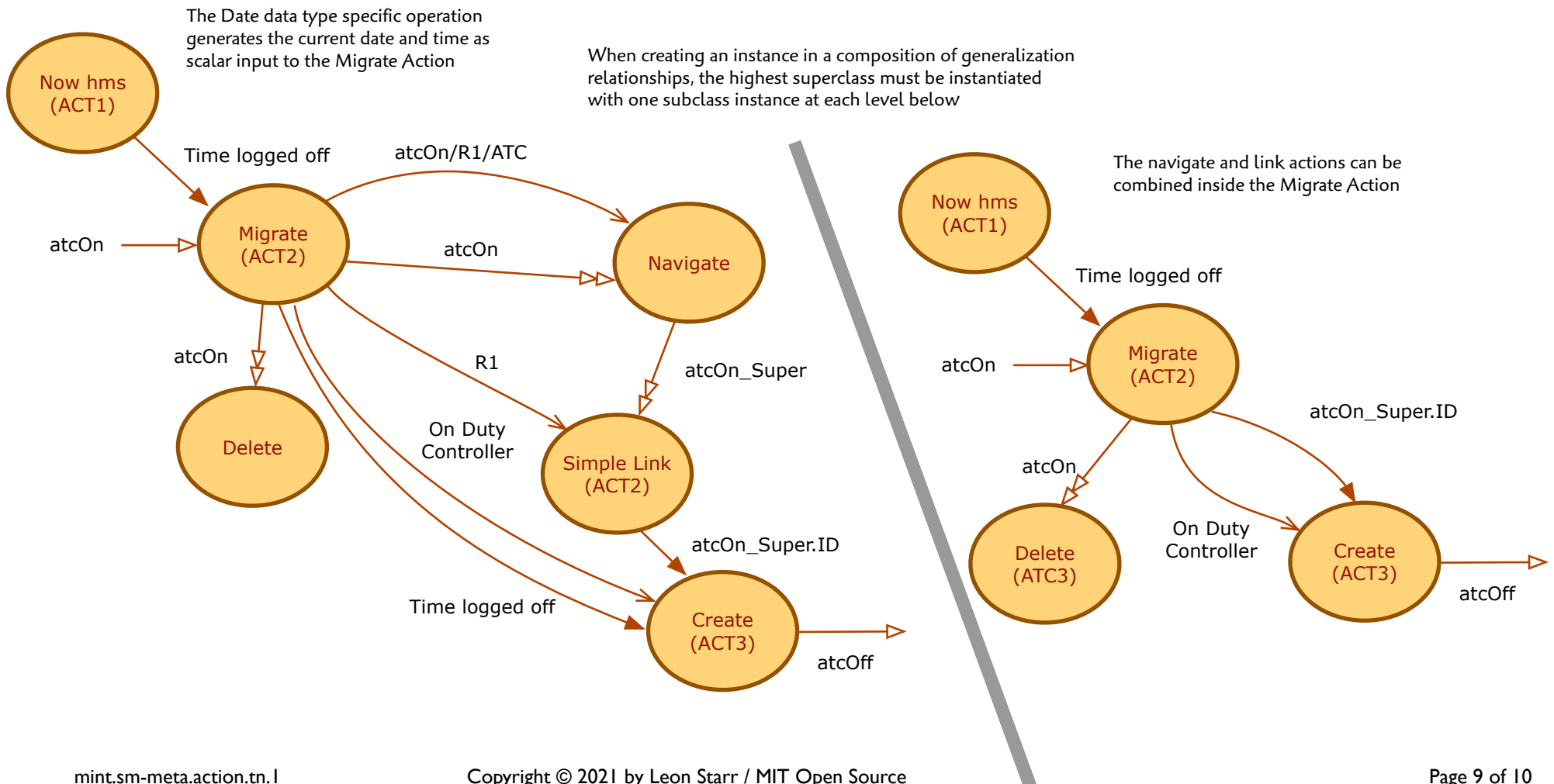
Here we delete the original subclass instance and create a new one initialized with the correct referential attribute and explicit attribute initialization.

ATC
ID : Employee ID {I}

Nov 23, 2021 / v0.1.1

On Duty Controller
ID {I, R1}

Off Duty Controller
ID {I, R1}
Time logged off : Date



Here we migrate a subclass instance

```
atcOn >> Off Duty Controller( Time logged off : Date.Now hms )
>> Onsite Controller( Donuts eaten : donuts )
```

Here we migrate to a Composition Generalization and need to specify two subclasses for creation

