

FIRST PAGE LEFT LEFT BLANK

## **Literate Data Model**

## Preliminaries

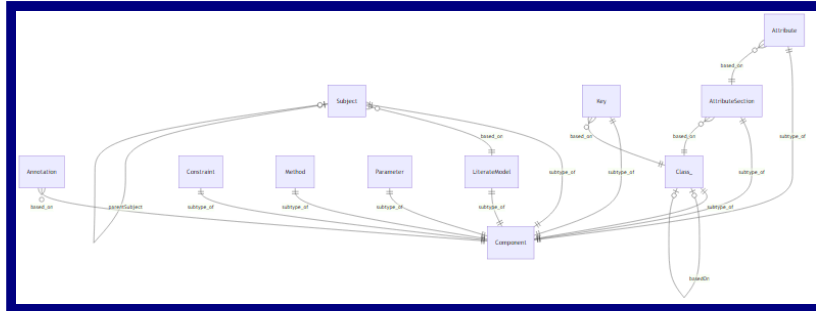
the basic structure of the model

In Literate Data Modeling, the main components of interest are typically Classes, Attributes, Models, and Subjects. However, to streamline the model and promote reusability, we introduce a supertype called Component. By defining common attributes and behaviors in the Component class, we can inherit them in the subclasses, ensuring consistency and reducing duplication throughout the model.

We present the Component class first because it is a best practice in modeling to introduce supertypes before their subtypes. This approach allows readers to understand the general concepts and shared properties before delving into the specifics of each specialized component.

<b>Component</b> An element or building block of the literate data model
Components <b>Component</b> <a href="#">Annotation</a> <a href="#">LiterateModel</a> , <a href="#">Subject</a> , <a href="#">Class</a> , <a href="#">Key</a> , <a href="#">AttributeSection</a> , <a href="#">Attribute</a> , <a href="#">Constraint</a> , <a href="#">Method</a> , <a href="#">Parameter</a>
the name of the component, not in camel case ( <a href="#">String</a> value O_O ) This is a warning with emoji
The name of the component ( <a href="#">CamelName</a> value O_O )
( <a href="#">QualifiedCamel</a> value O_O )
a short form of the component's name, used for cross references and improved readability. ( <a href="#">CamelName</a> value O_O ) "LDm" is the short form of "Literate Data Model". name - how do you say name in english? x.name == y the abbreviated name should be shorter than the actual name len(abbreviatedName) < len(name) Why have an abbreviation longer than the name? Warning Does this annotation find it's way to the Constraint? YES! It's fixed!
A brief, one-line definition or description of the component, suitable for use in a descriptive table of contents. _ ( <a href="#">OneLiner</a> value O_O )
A more detailed explanation or discussion of the component _ ( <a href="#">RichText</a> value O_O )
Indicates whether this component is an embellishment added during post-parsing processing _ ( <a href="#">Boolean</a> value O_O ) false This attribute is set to true for components that are automatically generated or added during the fleshing out, review, or rendering processes, such as implied attributes or suggested model elements. It helps distinguish embellishments from the core model elements defined in the original LDM source.





<b>AnnotationType</b>	
a kind of note, or aside, used to call attention to additional information about some Component.	
Each LDM declares a set of Annotation Types, with defined labels, emojis, and clearly documented purposes. These are <i>recognized</i> or <i>registered</i> Annotation Types.	
AnnotationTypes	
AnnotationTypes	
<a href="#">LiterateModel</a>	
an emoji	( <a href="#">Emoji</a> value O_O )
an emoji	( <a href="#">String</a> value O_O )
the Unicode for the emoji	( <a href="#">String</a> value O_O )
A short label to indicate the purpose of the annotation _	( <a href="#">LowerCamel</a> value O_O )
the plural form of the label	( <a href="#">UpperCamel</a> value O_O )
based on label	
the intended reason for the annotation.	( <a href="#">OneLiner</a> value O_O )
created for AnnotationType	
A link back to the LiterateModel on which this AnnotationType depends.	( <a href="#">LiterateModel</a> value M_1 )
inverse attribute for Annotation.annotationType from which this was implied.	( <a href="#">Annotation</a> value M_1 )
<a href="#">Annotation.annotationType</a>	

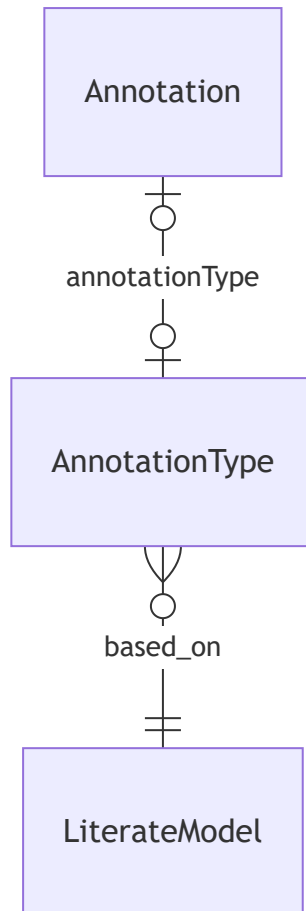
Mermaid ER Diagram for AnnotationType - Inert

erDiagram

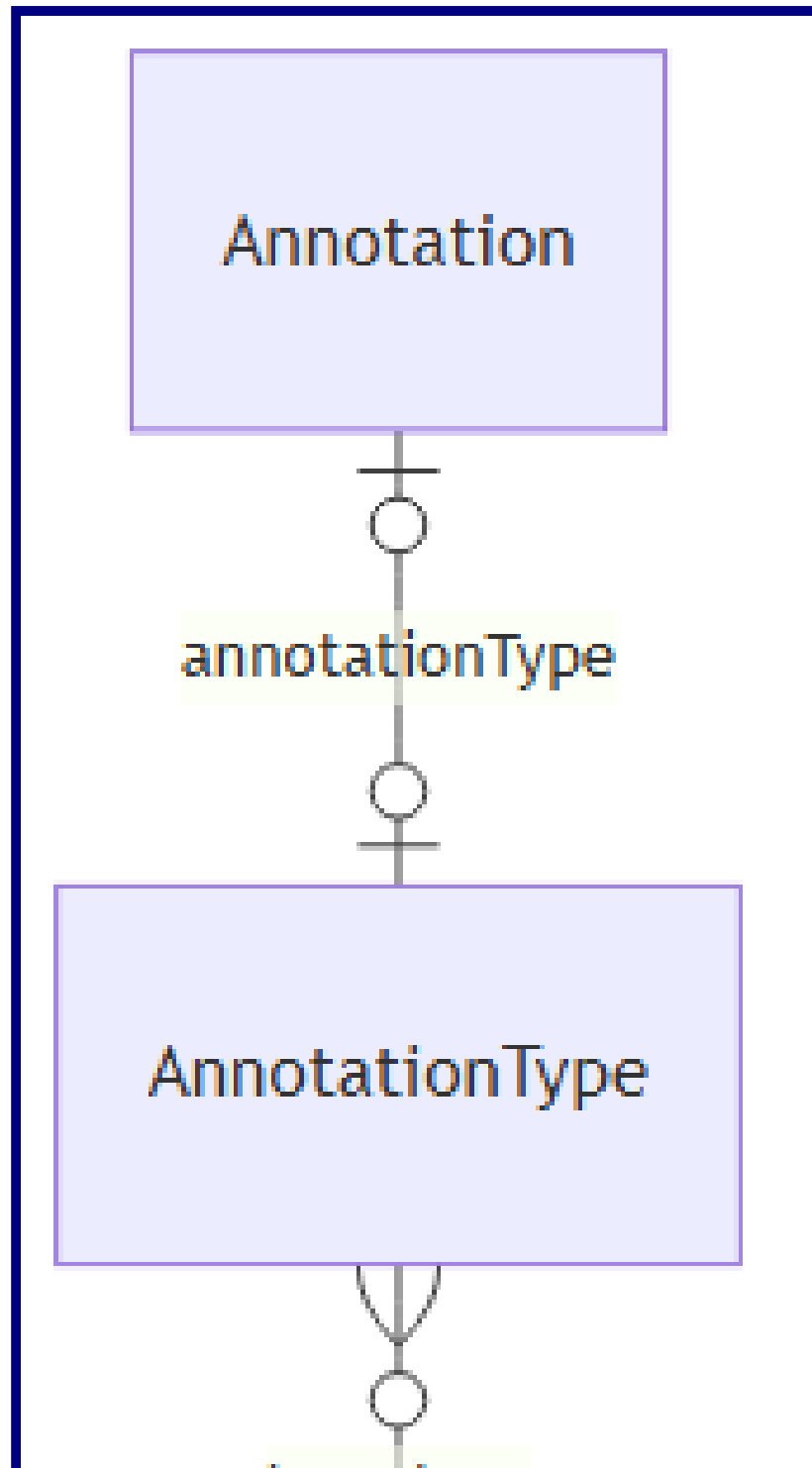
AnnotationType }o--|| LiterateModel : based\_on  
Annotation |o--o| AnnotationType : annotationType

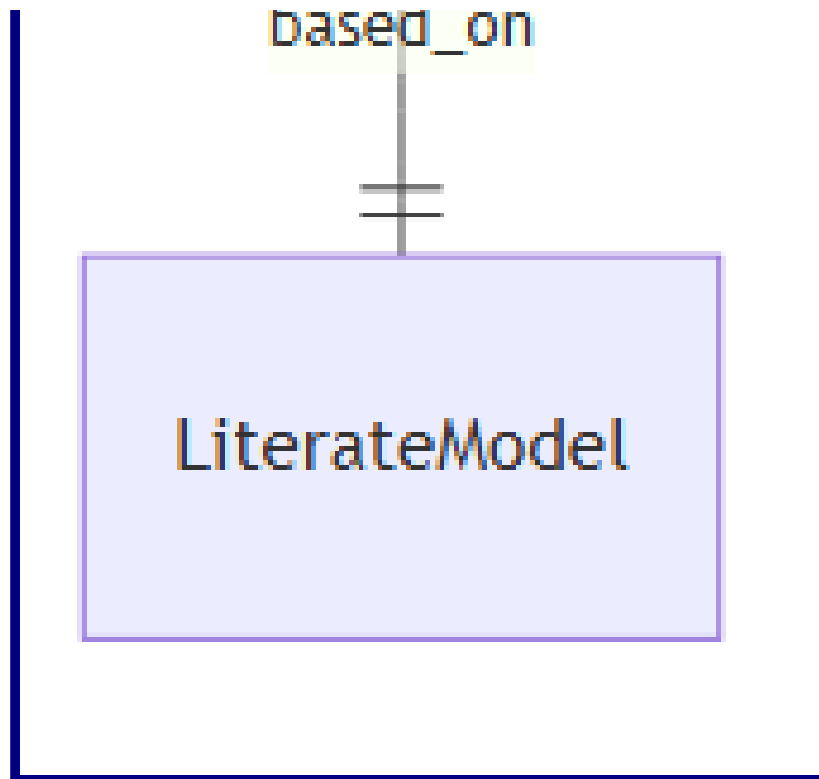


*Mermaid ER Diagram for AnnotationType - Live!*



*Mermaid ER Diagram for AnnotationType - PNG for mermaid*





**Annotation**  
A note or comment associated with a model element

Annotations  
Annotations  
[Component](#)

( *Optional* [AnnotationType](#) *value* O\_O )

An Annotation is considered to *recognized* if the label is associated with an Annotation Type. otherwise it is *ad hoc* .

Should be a Value Type

[AnnotationType.inverseOfAnnotationType](#)

A short label to indicate the purpose of the annotation \_ ( [CamelName](#) *value* O\_O )

But any short label is valid.

from annotationType

( *Optional* [Emoji](#) *value* O\_O )

from annotation type

The content or body of the annotation	( <u>RichText</u> value O_O )
Indicates whether this annotation is an embellishment added during post-parsing processing _	( <u>Boolean</u> value O_O )
false This attribute is set to true for annotations that are automatically generated or added during the fleshing out, review, or rendering processes, such as suggestions, issues, or diagnostic messages. It helps distinguish embellishment annotations from the annotations defined in the original LDM source.	
created for Annotation	
A link back to the Component on which this Annotation depends.	( <u>Component</u> value M_1 )

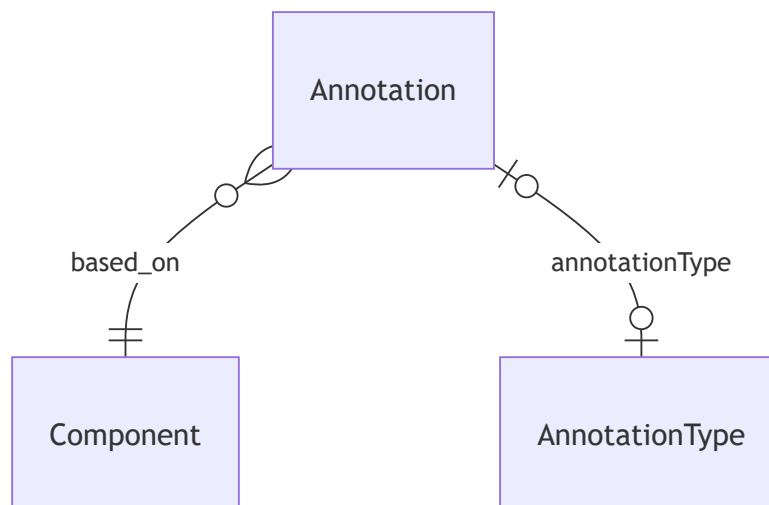
Mermaid ER Diagram for Annotation - Inert

### erDiagram

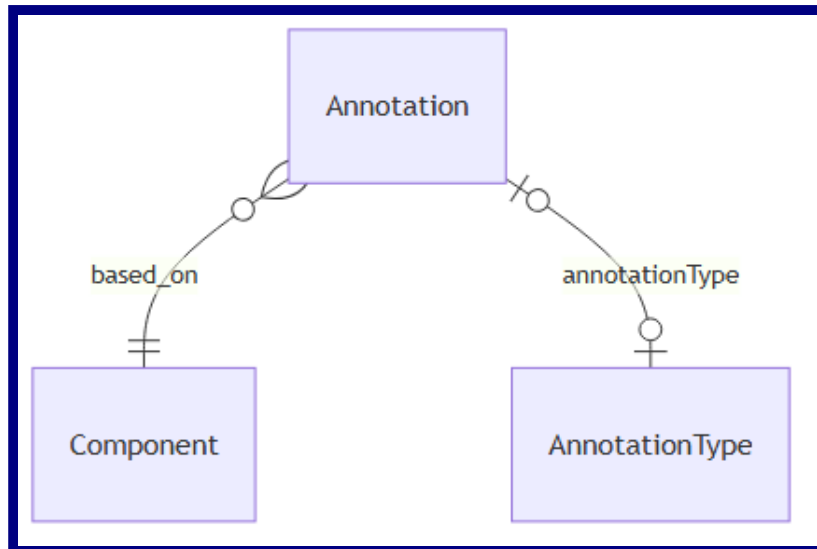
**Annotation }o--|| Component : based\_on**

**Annotation |o--o| AnnotationType : annotationType**

Mermaid ER Diagram for Annotation - Live!



Mermaid ER Diagram for Annotation - PNG for mermaid



## The Model and its Subjects

## LiterateModel

A representation of a domain's entities, attributes, and relationships, along with explanatory text and examples

LiterateModels

[AnnotationType](#), [Subject](#), [SubjectArea](#)

[Component](#)

( [UpperCamel](#) value O\_O )

[Component.name](#)

list of all classes in the model, as ordered in the definition of the model.

( [List of Classes](#) value O\_O )

[Class.inverseOfAllSubjects](#)

gathering s.allSubjects over s in subjectAreas

Subject names must be unique across the model.

list of all classes in the model, as ordered in the definition of the model.

( [List of Classes](#) value O\_O )

[Class.inverseOfAllClasses](#)

gathering s.allClasses over s in allSubjects.

Class names must be unique across the model.

( [List of AnnotationTypes](#) value O\_O )

the recommended language for expressing derivation, defaults, and constraints

( [CodingLanguage](#) value O\_O )

OCL

ges

( [Optional List of CodingLanguages](#) value O\_O )

the recommended language for expressing derivation, defaults, and constraints

( [TemplateLanguage](#) value O\_O )

Handlebars

pages

( [Optional List of TemplateLanguages](#) value O\_O )

A list of functions that require sophisticated AI-powered implementation \*

( [List of String](#) value O\_O )

[aiEnglishPlural()]

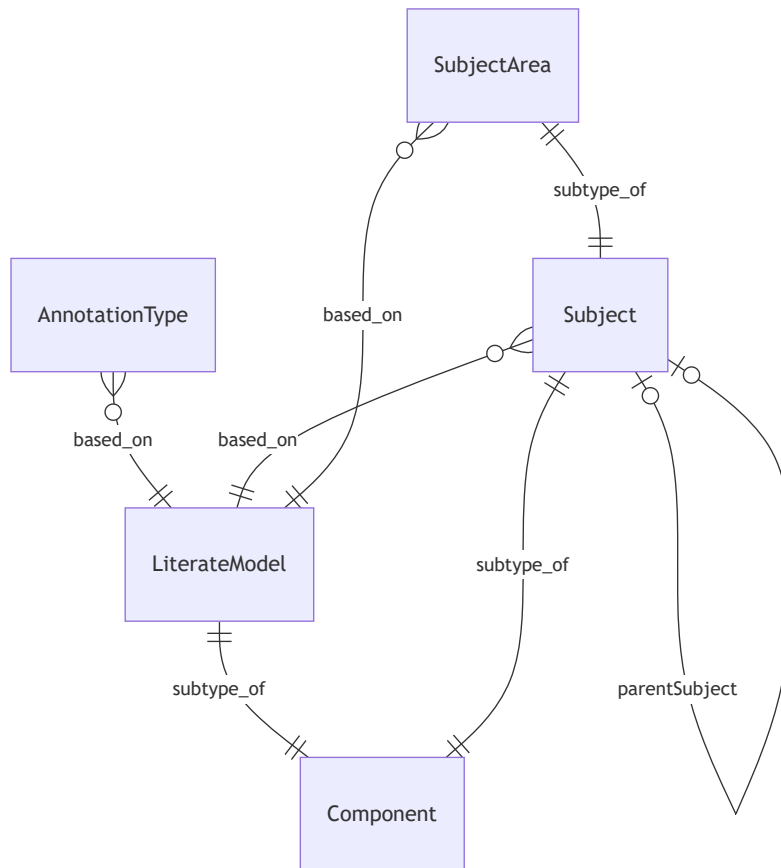
|

*Mermaid ER Diagram for LiterateModel - Inert*

**erDiagram**

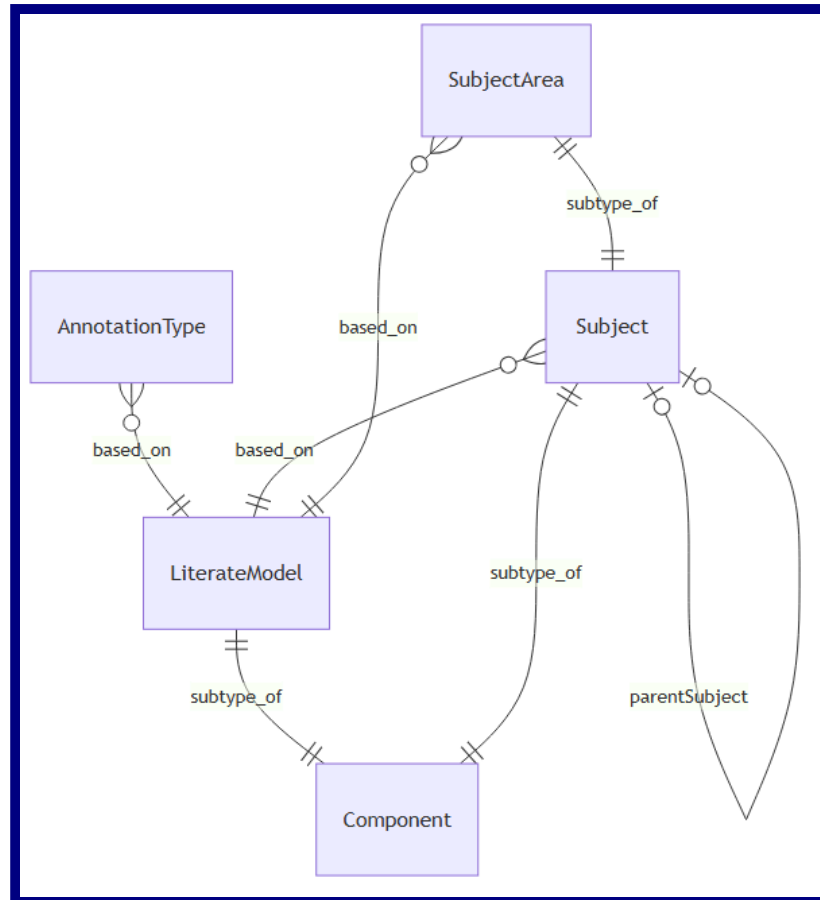
```
AnnotationType }o--|| LiterateModel : based_on
LiterateModel ||--|| Component : subtype_of
Subject ||--|| Component : subtype_of
Subject }o--|| LiterateModel : based_on
Subject |o--o| Subject : parentSubject
SubjectArea ||--|| Subject : subtype_of
SubjectArea }o--|| LiterateModel : based_on
```

*Mermaid ER Diagram for LiterateModel - Live!*



*Mermaid ER Diagram for LiterateModel - PNG for mermaid*





<b>Subject</b> A specific topic or theme within the model
--

Subjects are the chapters an sections of the model.

- A subject need not contain any Classes if it's just expository.

Subjects  
[LiterateModel](#)  
[Component](#)  
[SubjectArea](#)

( <a href="#">UpperCamel</a> value O_O )
<a href="#">Component.name</a>

The parent subject, if any, under which this subject is nested _ ( <i>Optional</i> <a href="#">Subject</a> value O_O )
<a href="#">Subject.inverseOfParentSubject</a>

The major classes related to this subject, in the order in which they should be presented _ ( <i>List of</i> <a href="#">Classes</a> value O_O )
define chapter, section, subsection as levels? <a href="#">Class.inverseOfClasses</a>

Any child subjects nested under this subject, in the order in which they should be presented _ ( <i>List of</i> <a href="#">Subjects</a> value O_O )
---

**DSL** : the Classes within a Subject are always displayed before the childSubjects.

[Subject.parentSubject](#)

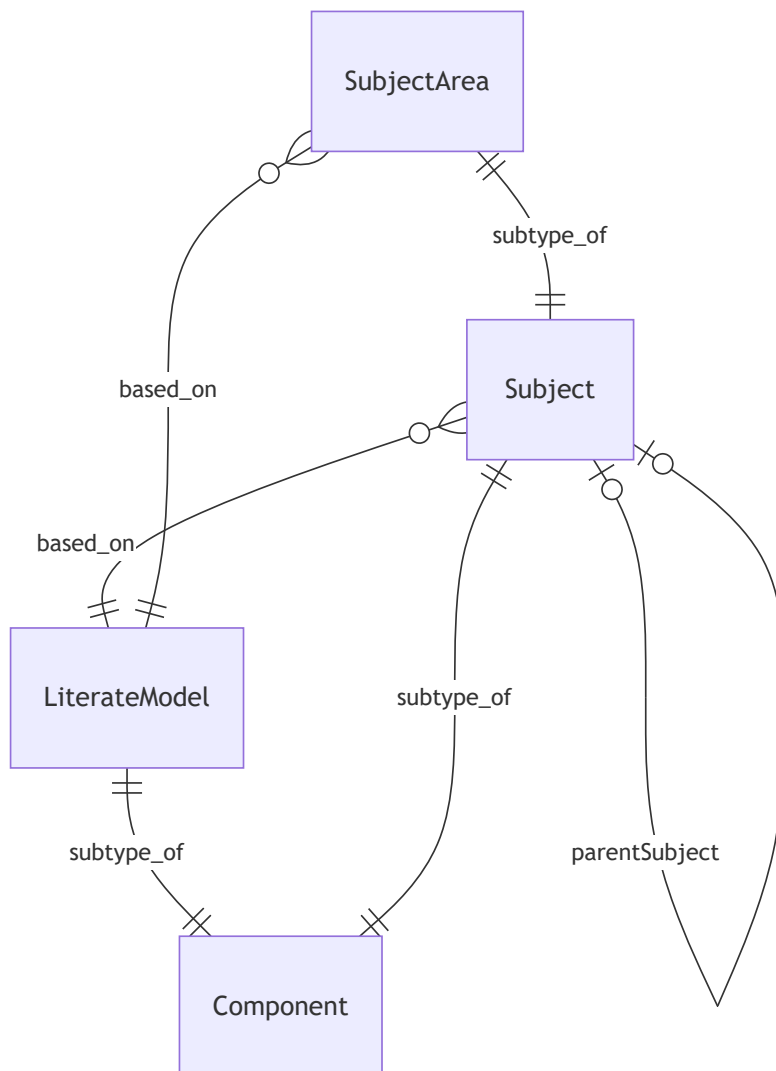
created for Subject
A link back to the LiterateModel on which this Subject depends. ( <a href="#">LiterateModel</a> value M_1 )
Inverse attribute for Subject.parentSubject from which this was implied. ( <a href="#">Subject</a> value M_1 )
<a href="#">Subject.parentSubject</a>

*Mermaid ER Diagram for Subject - Inert*

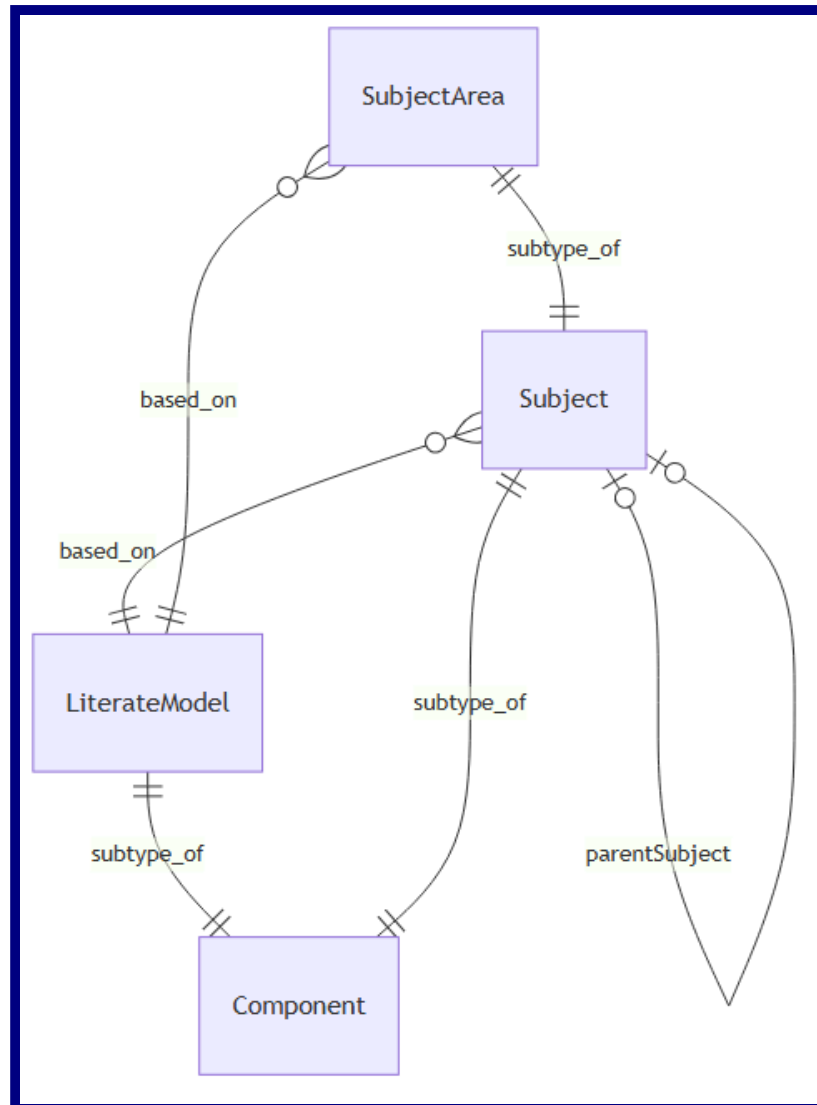
## erDiagram

**LiterateModel ||--|| Component : subtype\_of**  
**Subject ||--|| Component : subtype\_of**  
**Subject }o--|| LiterateModel : based\_on**  
**Subject |o--o| Subject : parentSubject**  
**SubjectArea ||--|| Subject : subtype\_of**  
**SubjectArea }o--|| LiterateModel : based\_on**

*Mermaid ER Diagram for Subject - Live!*



Mermaid ER Diagram for Subject - PNG for mermaid



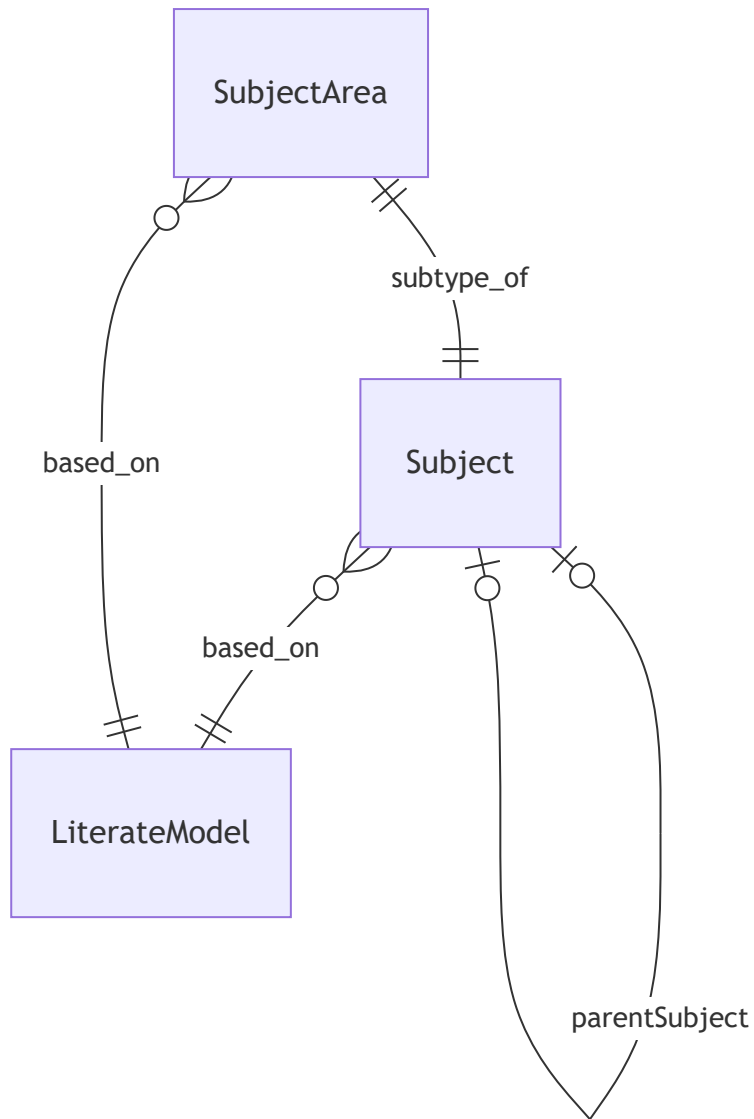
<b>SubjectArea</b> A main topic or area of focus within the model, containing related subjects and classes  parentSubject is absent SubjectAreas <a href="#">LiterateModel</a> <a href="#">Subject</a>
created for SubjectArea
A link back to the LiterateModel on which this SubjectArea depends. ( <a href="#">LiterateModel</a> value <i>M_1</i> )

*Mermaid ER Diagram for SubjectArea - Inert*

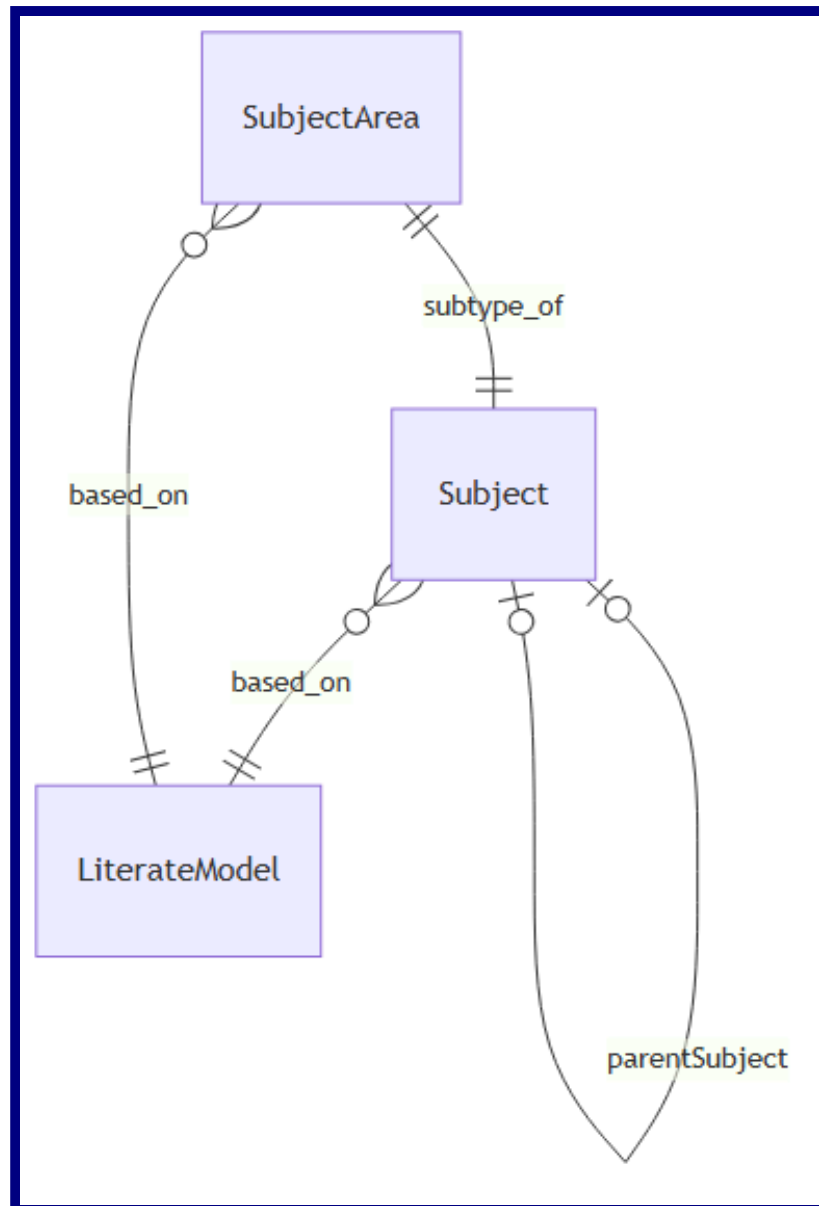
#### **erDiagram**

**Subject }o--|| LiterateModel : based\_on**  
**Subject |o--o| Subject : parentSubject**  
**SubjectArea ||--|| Subject : subtype\_of**  
**SubjectArea }o--|| LiterateModel : based\_on**

*Mermaid ER Diagram for SubjectArea - Live!*



Mermaid ER Diagram for SubjectArea - PNG for mermaid



<b>Classes</b>
----------------



## Class

A key entity or object type in the model, often corresponding to a real-world concept

Classes

[Subtyping](#), [Key](#), [AttributeSection](#), [ClassConstraint](#)

[Component](#)

[ReferenceType](#)

Within each Class, attribute names must be unique.

the normal English plural form of the name of the Class

( [UpperCamel](#) value O\_O )

Might be Books for the Book class or other regular plurals.

- But also might be People for Person.

When inputting a model, you will rarely need to specify the plural form. The input program will just look it up.

the regular plural, formed by adding "s" or "es".

the Class or Classes on which this class is dependent

( [Set of Class](#) value O\_O )

This is solely based on **Existence Dependency**. A true dependent entity cannot logically exist without the related parent entity. For instance, an Order Item cannot exist without an Order. If removing the parent entity logically implies removing the dependent entity, then it is a dependent entity.

that basedOn and dependentOf are being used synonymously in this metamodel.

[Class.inverseOfBasedOn](#)

The parent class or classes from which this class inherits attributes

( [List of Classes](#) value O\_O )

[Class.inverseOfSupertypes](#)

the criteria, or dimensions, by which the class can be divided into subtypes

( [List of Subtypings](#) value O\_O )

in a library model, the `Book` class could have subtypings based on genre (e.g., Fiction, Non-fiction), format (e.g., Hardcover, Paperback), or subject (e.g., Science, History).

[Subtyping.inverseOfSubtypings](#)

Any subtypes or specializations of this class based on its subtypings.

	( <i>List of <u>Classes</u> value O_O</i> )
For instance, using the <code>Book</code> example, the subtypes could include <code>FictionBook</code> , <code>Non-fictionBook</code> , <code>HardcoverBook</code> , <code>PaperbackBook</code> , <code>ScienceBook</code> , and <code>HistoryBook</code> . <a href="#">Class.inverseOfSubtypes</a>	
The attributes or properties of the class, in the order in which they should be presented _ ( <i>List of <u>Attributes</u> value O_O</i> )	
<a href="#">Attribute.inverseOfAttributes</a>	
additional attributes or properties of the class, grouped for clarity and elaboration. _ ( <i>List of <u>AttributeSections</u> value O_O</i> )	
<a href="#">AttributeSection.inverseOfAttributeSections</a>	
Any constraints, rules, or validations specific to this class _ ( <i>List of <u>Constraints</u> value O_O</i> )	
Constraints may be expressed on either the <code>Class</code> or the <code>Attribute</code> . Always?	
Any behaviors or operations associated with this class _ ( <i>List of <u>Methods</u> value O_O</i> )	
<a href="#">Method.inverseOfMethods</a>	
the <code>Classes</code> which are basedOn this <code>Class</code> ( <i>Optional Set of <u>Classes</u> value O_O</i> )	
<a href="#">Class.basedOn</a>	
( <i>Optional Set of <u>UniqueKeys</u> value O_O</i> )	
<a href="#">UniqueKey.basedOn</a>	
Inverse attribute for <code>LiterateModel.allSubjects</code> from which this was implied. ( <i><u>LiterateModel</u> value M_1</i> )	
<a href="#">LiterateModel.allSubjects</a>	
Inverse attribute for <code>LiterateModel.allClasses</code> from which this was implied. ( <i><u>LiterateModel</u> value M_1</i> )	
<a href="#">LiterateModel.allClasses</a>	
Inverse attribute for <code>Subject.classes</code> from which this was implied. ( <i><u>Subject</u> value M_1</i> )	

[Subject.classes](#)

Inverse attribute for Class.basedOn from which this was implied.

( [Class](#) value M\_1 )

[Class.basedOn](#)

Inverse attribute for Class.supertypes from which this was implied.

( [Class](#) value M\_1 )

[Class.supertypes](#)

Inverse attribute for Class.subtypes from which this was implied.

( [Class](#) value M\_1 )

[Class.subtypes](#)

Inverse attribute for Subtyping.classes from which this was implied.

( [Subtyping](#) value M\_1 )

[Subtyping.classes](#)

Inverse attribute for SimpleDataTypeSubtpeOfDataType.coreClass from which this was implied.

( [SimpleDataTypeSubtpeOfDataType](#) value M\_1 )

[SimpleDataTypeSubtpeOfDataType.coreClass](#)

*Mermaid ER Diagram for Class\_ - Inert*

**erDiagram**

**Class\_ ||--|| Component : subtype\_of**

**Class\_ }o--o| Class\_ : basedOn**

**Subtyping }o--|| Class\_ : based\_on**

**ReferenceType ||--|| Class\_ : subtype\_of**

**Key ||--|| Component : subtype\_of**

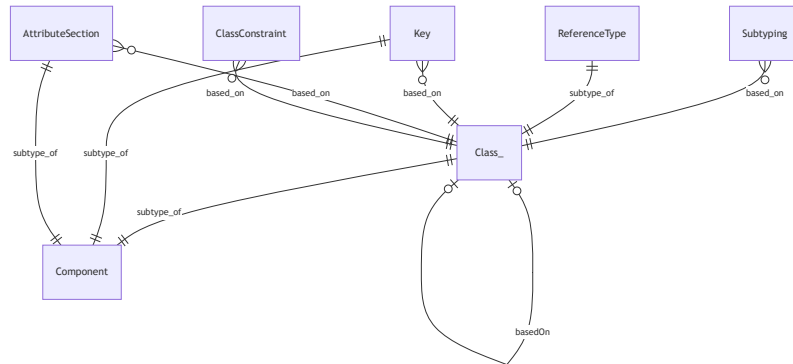
**Key }o--|| Class\_ : based\_on**

**AttributeSection ||--|| Component : subtype\_of**

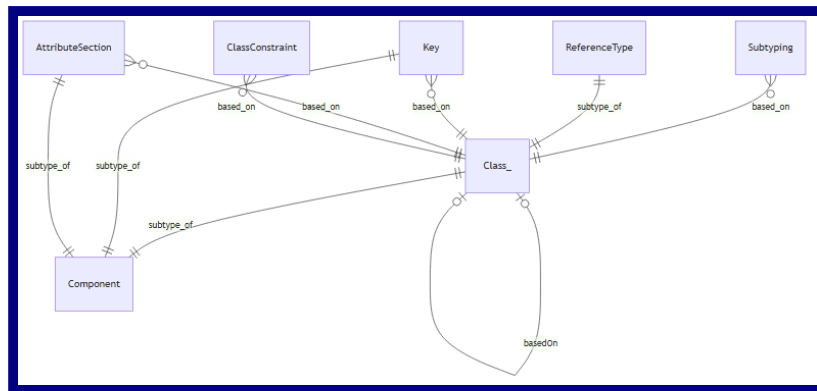
**AttributeSection }o--|| Class\_ : based\_on**

**ClassConstraint }o--|| Class\_ : based\_on**

*Mermaid ER Diagram for Class\_ - Live!*



Mermaid ER Diagram for Class\_ - PNG for mermaid



<b>Subtyping</b> a way in which subtypes of a Class may be classified
--

Subtypings  
**Subtypings**  
[Class](#)

( <a href="#">LowerCamel</a> value O_O )
--

( <a href="#">Boolean</a> value O_O )
---------------------------------------

true

( <a href="#">Boolean</a> value O_O )
---------------------------------------

true

( <a href="#">List of Classes</a> value O_O )
---

**DSL** : Shown in the DSL as

- Subtypes: byBrand - Brand1, Brand2,... (non exclusive, exhaustive)
- on the super class. And as
- Subtype of: SuperClass byBrand
- on the subclass.

every class can have an unnamed subtyping.  
[Class.inverseOfClasses](#)

created for Subtyping
-----------------------

Inverse attribute for Class.subtypings from which this was implied. ( <a href="#">Class</a> value M_1 )
--

[Class.subtypings](#)

A link back to the Class on which this Subtyping depends. ( <a href="#">Class</a> value M_1 )
--

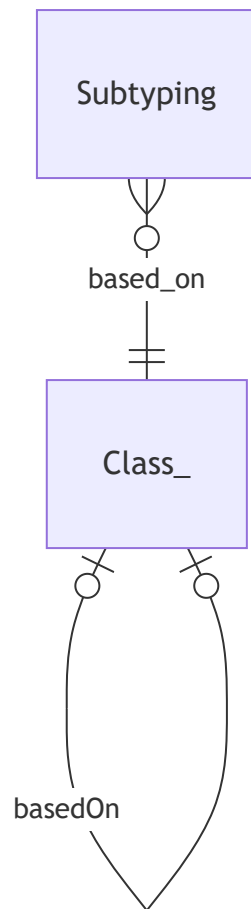
*Mermaid ER Diagram for Subtyping - Inert*

**erDiagram**

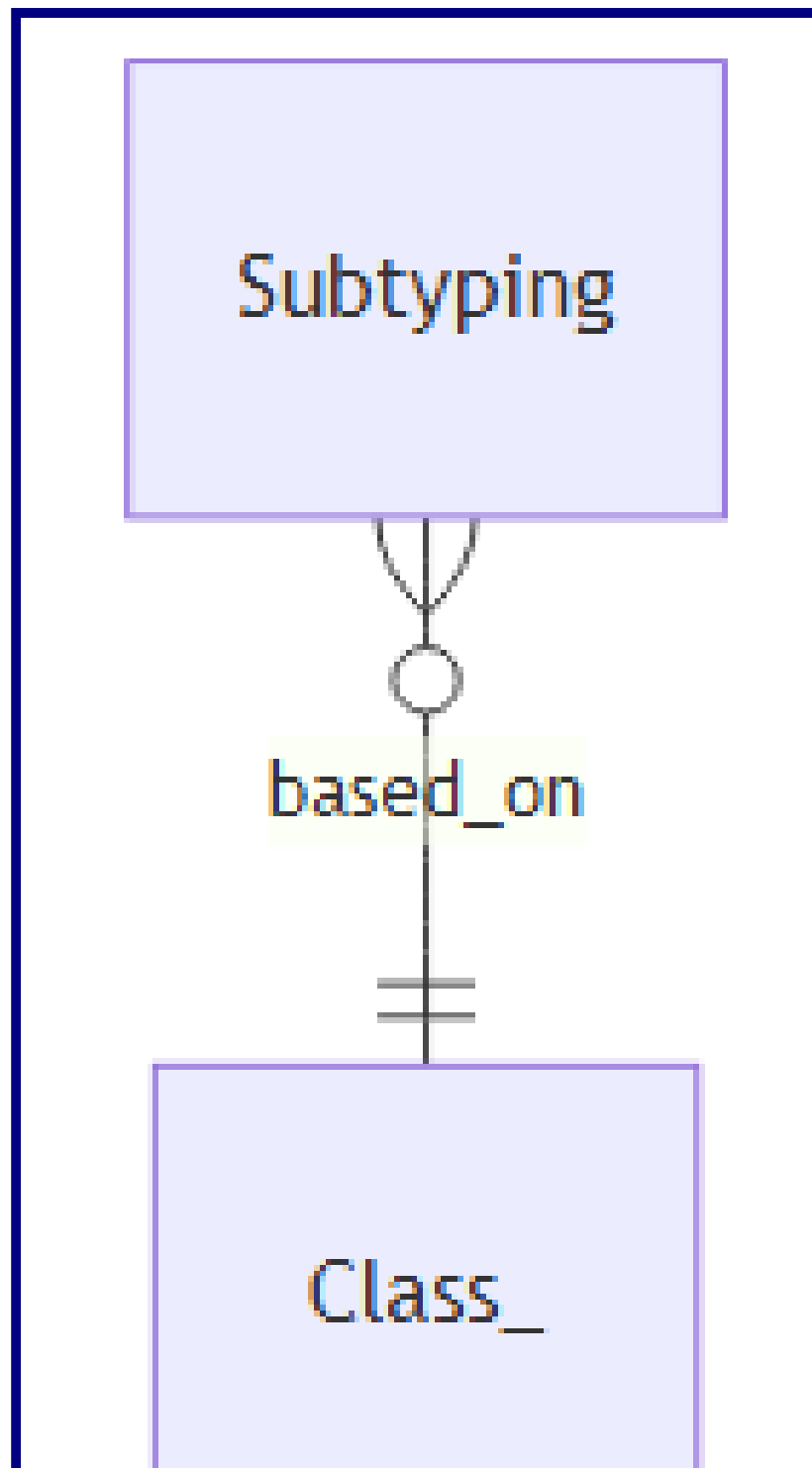
**Class\_ |o--o| Class\_ : basedOn**

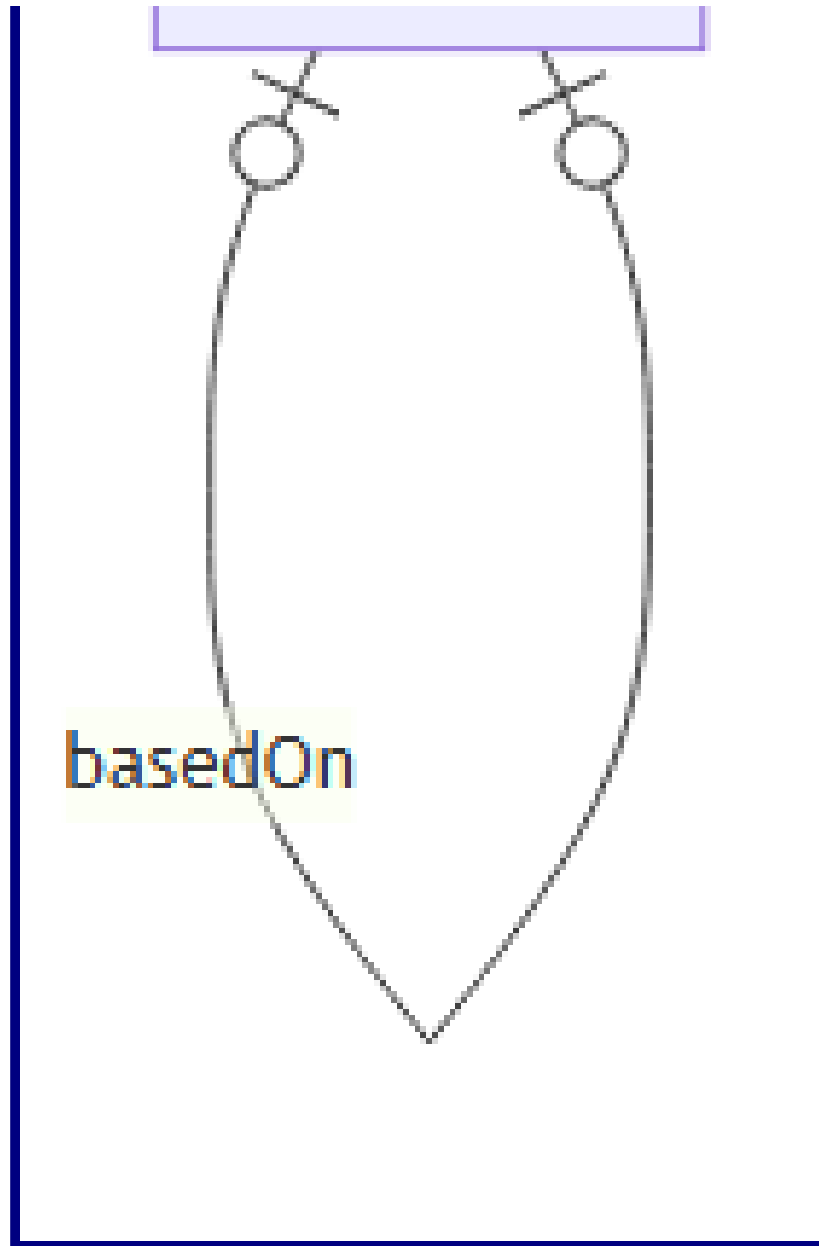
**Subtyping }o--|| Class\_ : based\_on**

*Mermaid ER Diagram for Subtyping - Live!*



*Mermaid ER Diagram for Subtyping - PNG for mermaid*





#### ReferenceType

A class that is presumed to be used as a reference, rather than a value

ReferenceTypes  
ReferenceTypes  
[Class](#)



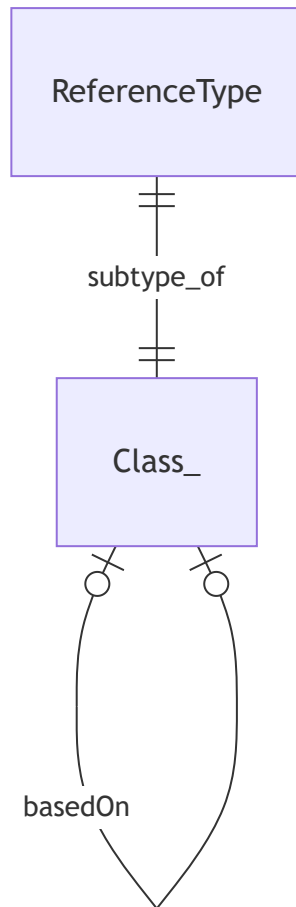
*Mermaid ER Diagram for ReferenceType - Inert*

**erDiagram**

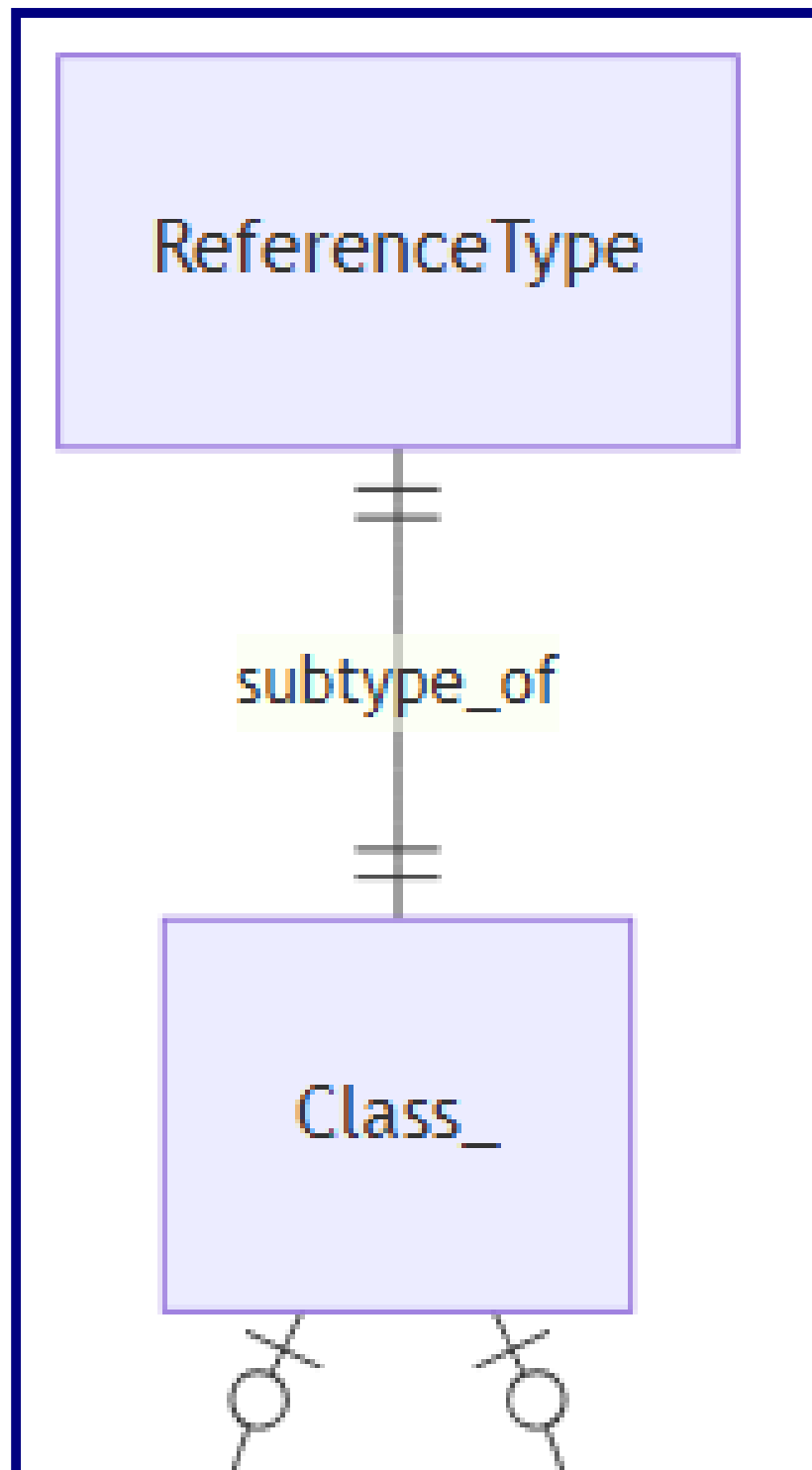
**Class\_ ||o--o| Class\_ : basedOn**

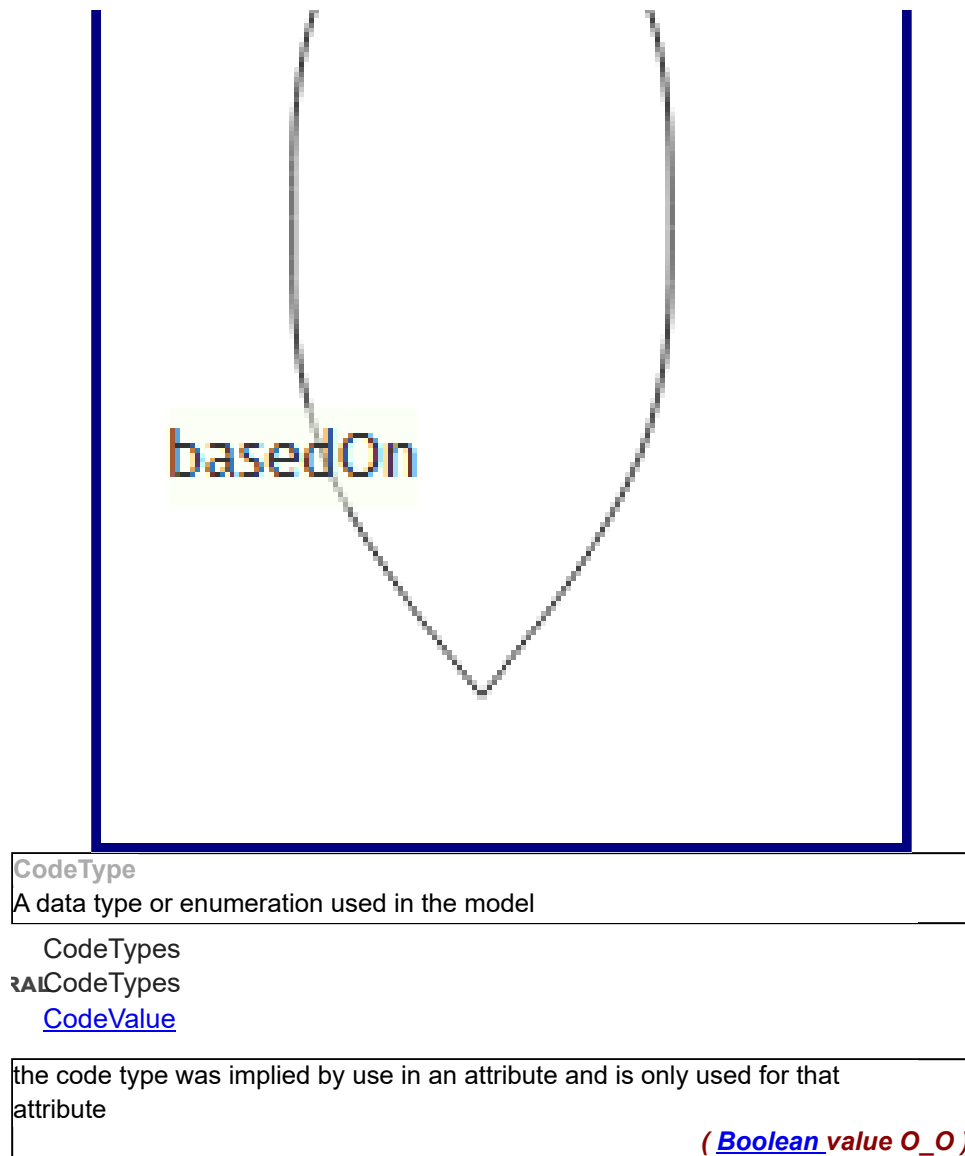
**ReferenceType ||--|| Class\_ : subtype\_of**

*Mermaid ER Diagram for ReferenceType - Live!*



*Mermaid ER Diagram for ReferenceType - PNG for mermaid*

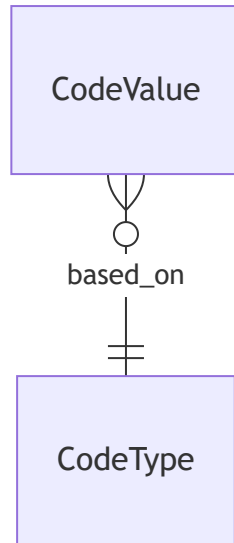




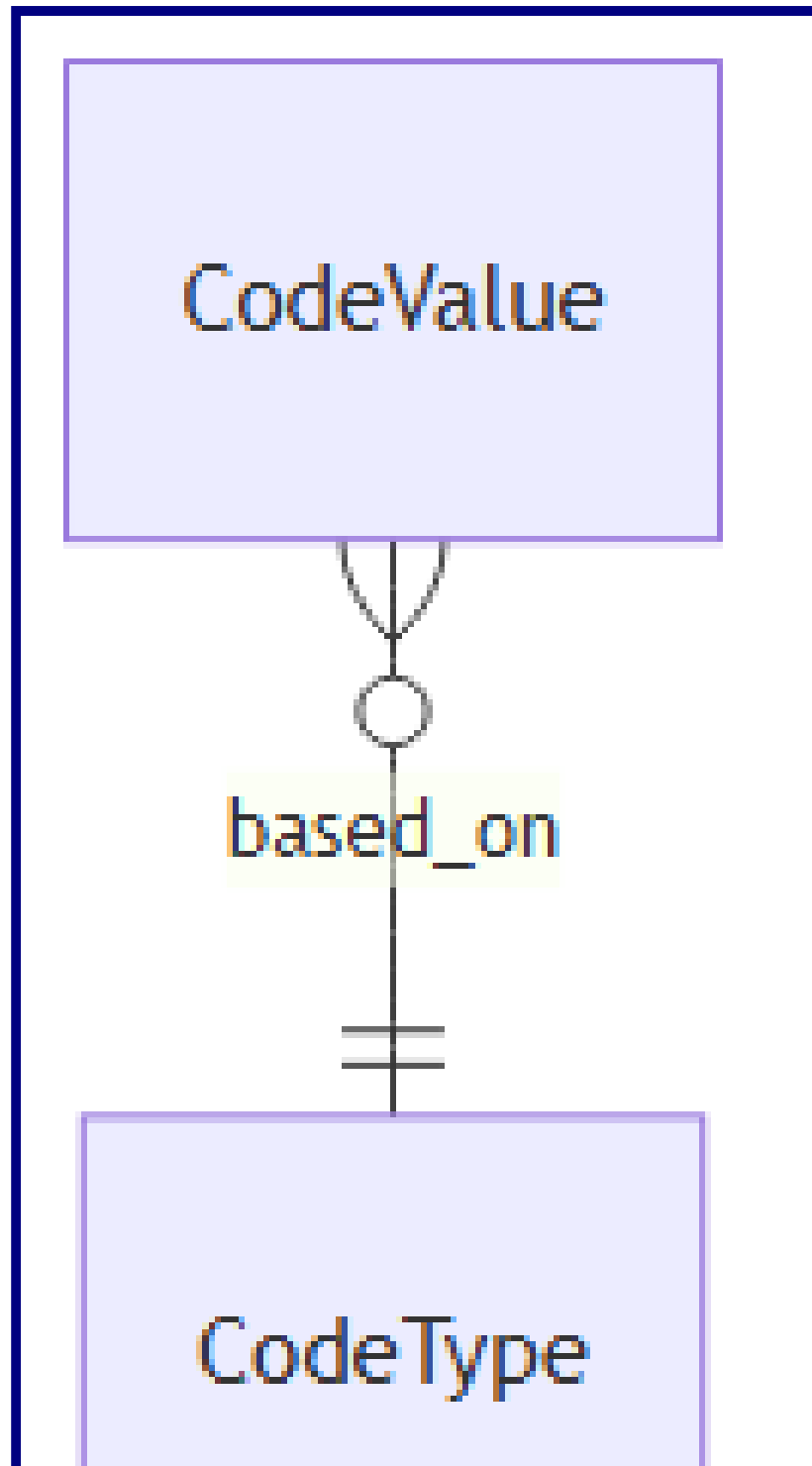
Mermaid ER Diagram for CodeType - Inert

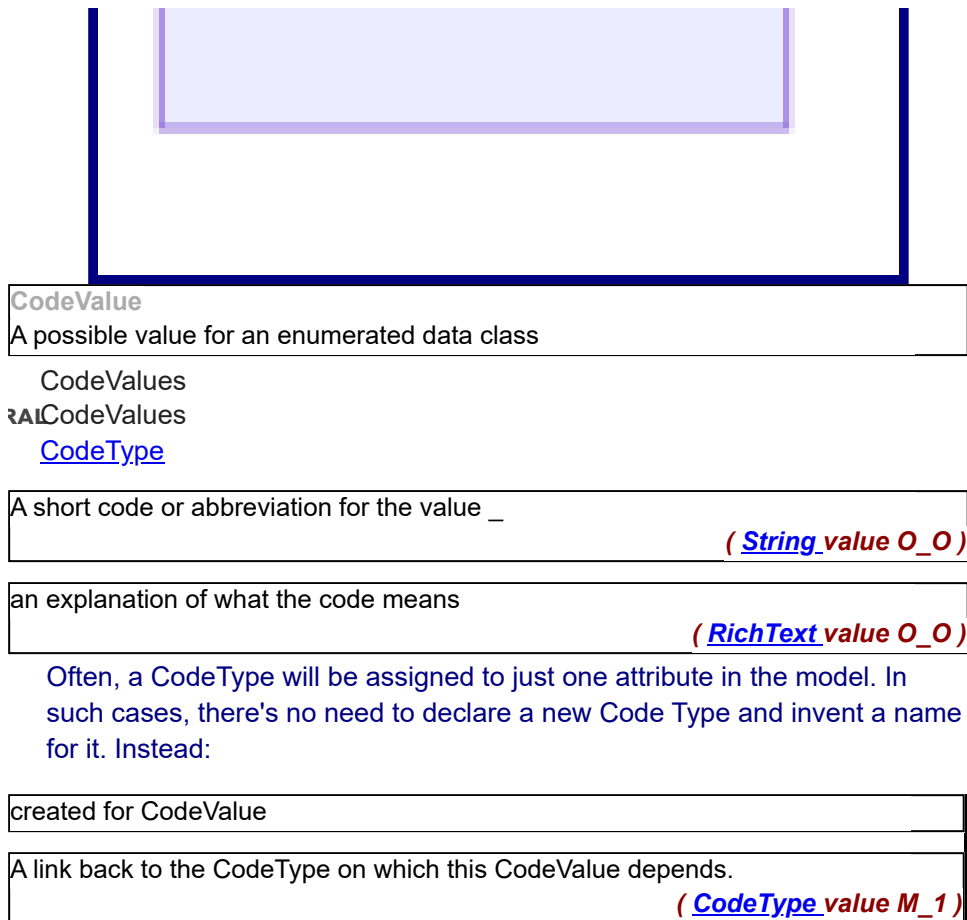
**erDiagram**  
**CodeValue }o--|| CodeType : based\_on**

Mermaid ER Diagram for CodeType - Live!



*Mermaid ER Diagram for CodeType - PNG for mermaid*





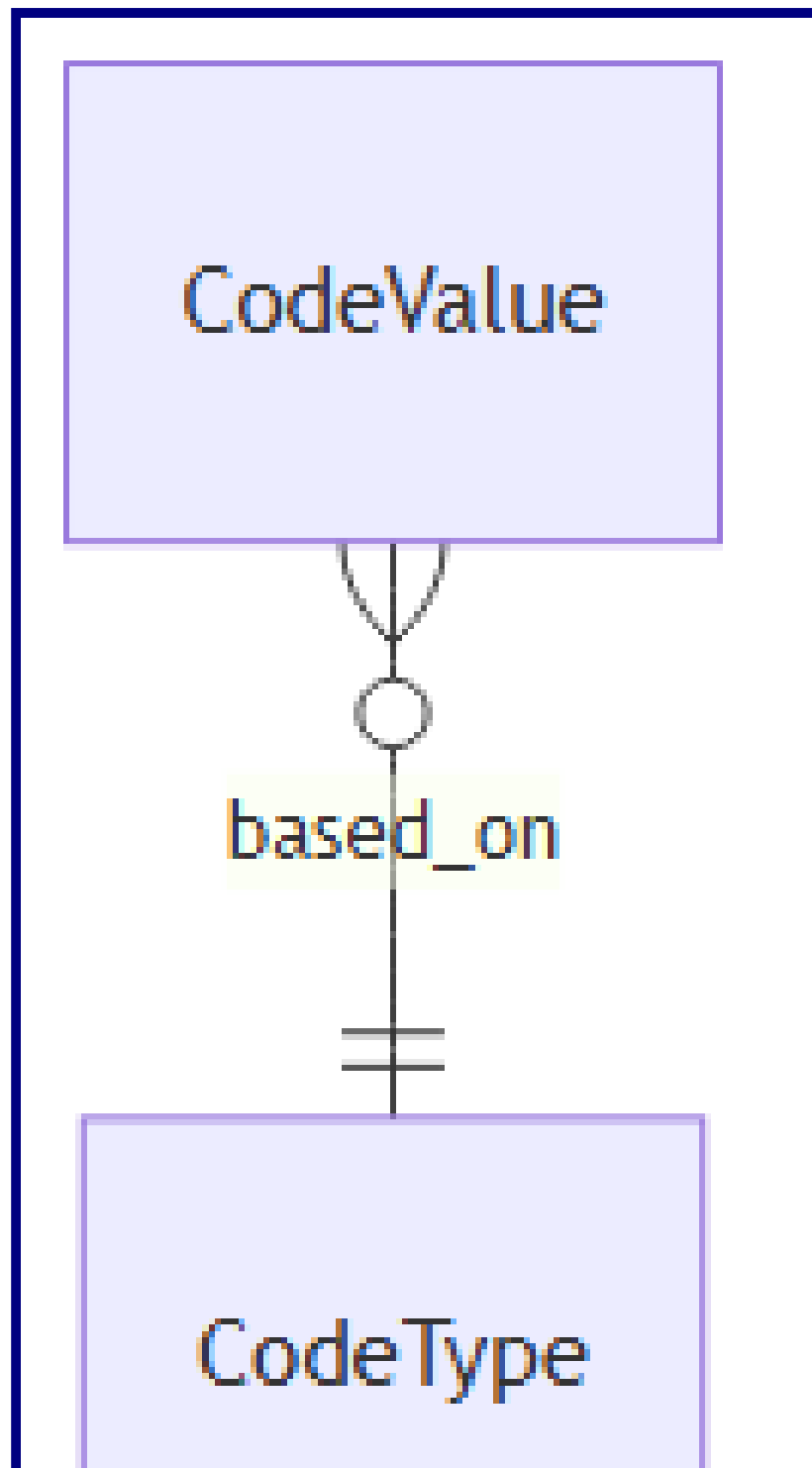
*Mermaid ER Diagram for CodeValue - Inert*

## erDiagram

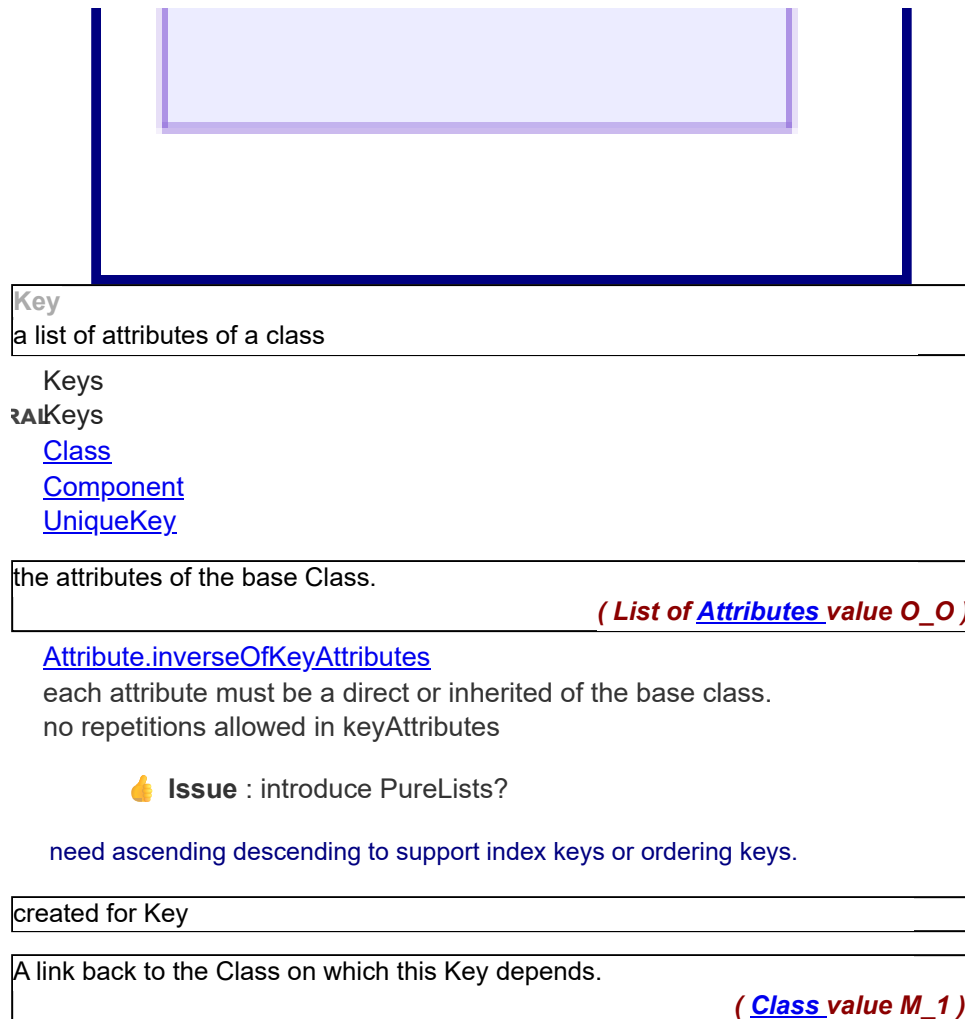
**CodeValue }o--|| CodeType : based\_on**

*Mermaid ER Diagram for CodeValue - Live!*

*Mermaid ER Diagram for CodeValue - PNG for mermaid*







*Mermaid ER Diagram for Key - Inert*

### erDiagram

```

Class_ ||--|| Component : subtype_of
Class_ |o--o| Class_ : basedOn
Key ||--|| Component : subtype_of
Key }o--|| Class_ : based_on
UniqueKey ||--|| Key : subtype_of

```

*Mermaid ER Diagram for Key - Live!*

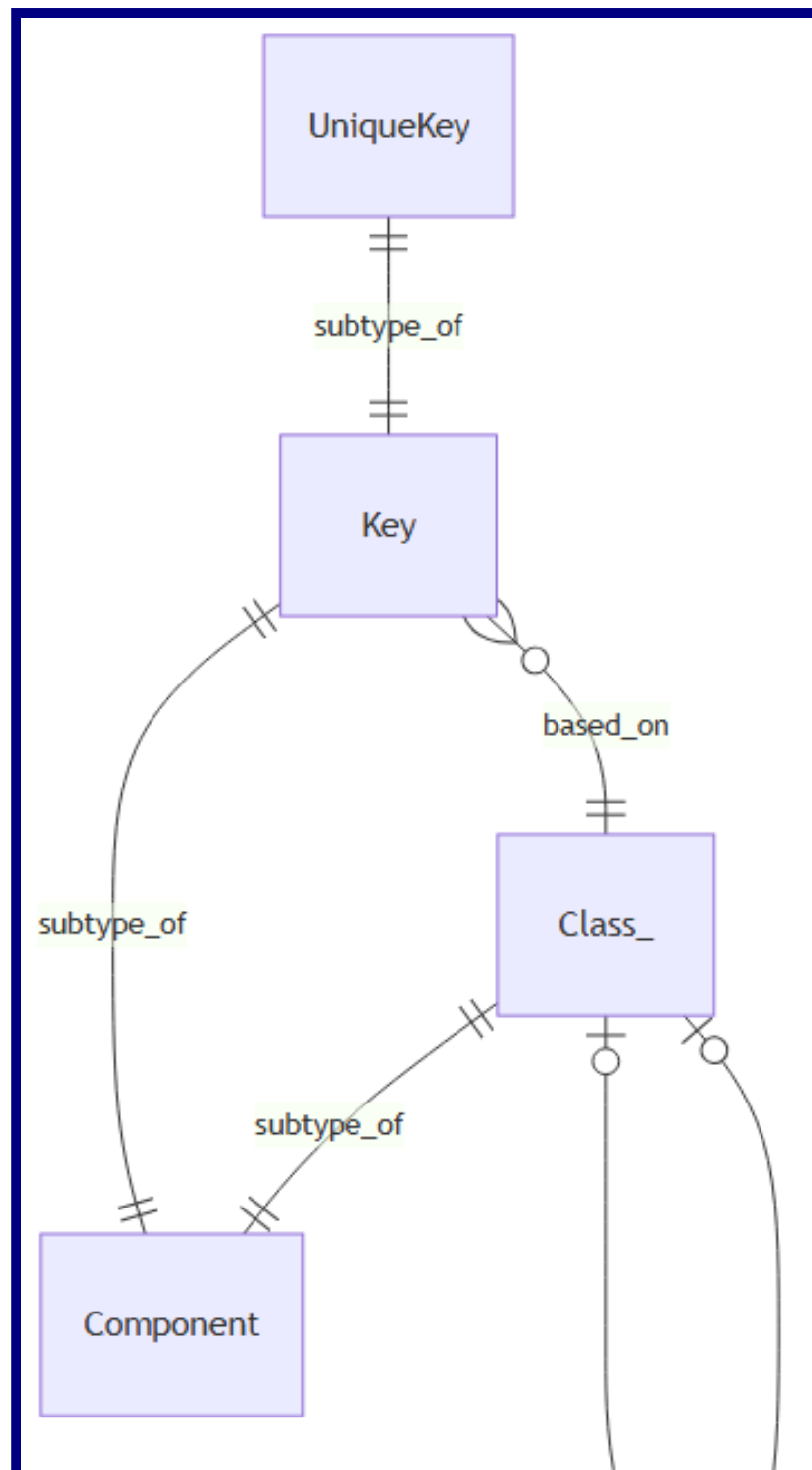
```

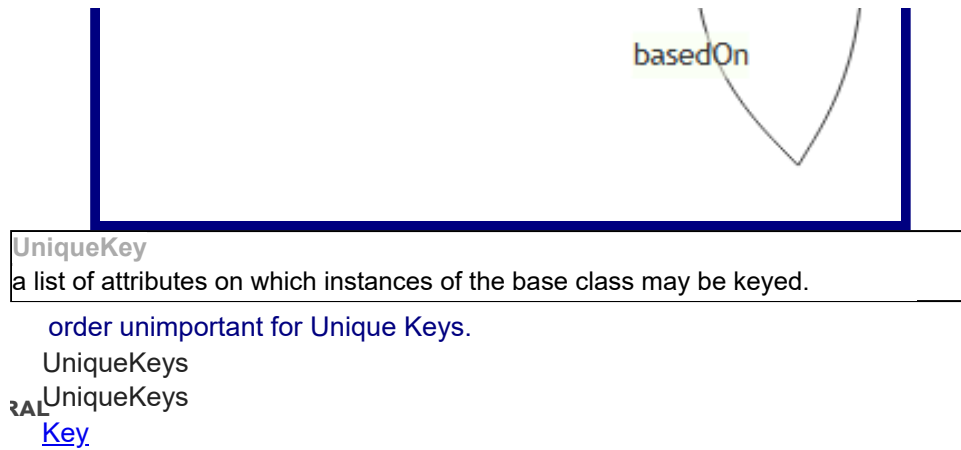
erDiagram
Class_ ||--|| Component : subtype_of
Class_ |o--o| Class_ : basedOn
Key ||--|| Component : subtype_of
Key }o--|| Class_ : based_on

```

Class\_ : based\_on UniqueKey ||--|| Key : subtype\_of

*Mermaid ER Diagram for Key - PNG for mermaid*





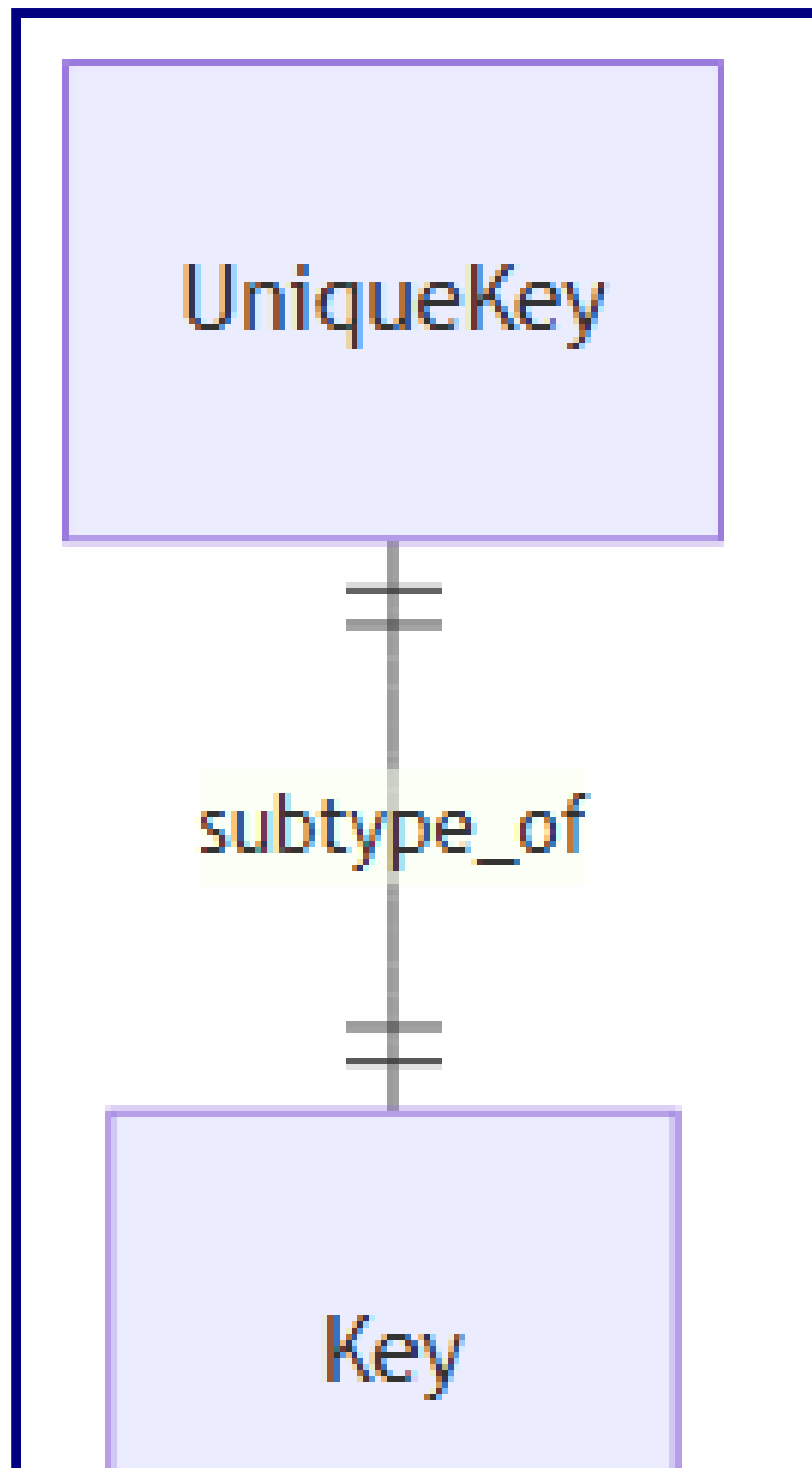
*Mermaid ER Diagram for UniqueKey - Inert*

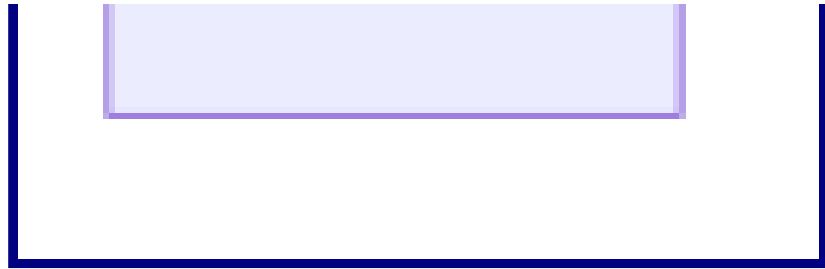
**erDiagram**  
**UniqueKey ||--|| Key : subtype\_of**

*Mermaid ER Diagram for UniqueKey - Live!*

erDiagram UniqueKey ||--|| Key : subtype\_of

*Mermaid ER Diagram for UniqueKey - PNG for mermaid*





Attributes
------------

<b>AttributeSection</b>
a group of attributes for a class that merit a shared explanation.
AttributeSections AttributeSections <a href="#">Class</a> <a href="#">Attribute</a> <a href="#">Component</a>
whether the attributes in this section, taken together, are optional. <div>( <a href="#">Boolean</a> value <b>O_O</b> )</div>
If the Attribute Section is required, then each Attribute within the section is optional or required, depending on how it is marked. <ul style="list-style-type: none"> <li>•</li> <li>• But if the Attribute Section is optional each attribute in the section is only required if any attribute in the section is present.</li> </ul>
created for AttributeSection
inverse attribute for Class.attributeSections from which this was implied. <div>( <a href="#">Class</a> value <b>M_1</b> )</div>
<a href="#">Class.attributeSections</a>
A link back to the Class on which this AttributeSection depends. <div>( <a href="#">Class</a> value <b>M_1</b> )</div>

*Mermaid ER Diagram for AttributeSection - Inert*

#### erDiagram

```

Class_ ||--|| Component : subtype_of
Class_ }o--o| Class_ : basedOn
AttributeSection ||--|| Component : subtype_of
AttributeSection }o--|| Class_ : based_on
Attribute ||--|| Component : subtype_of
Attribute }o--|| AttributeSection : based_on

```

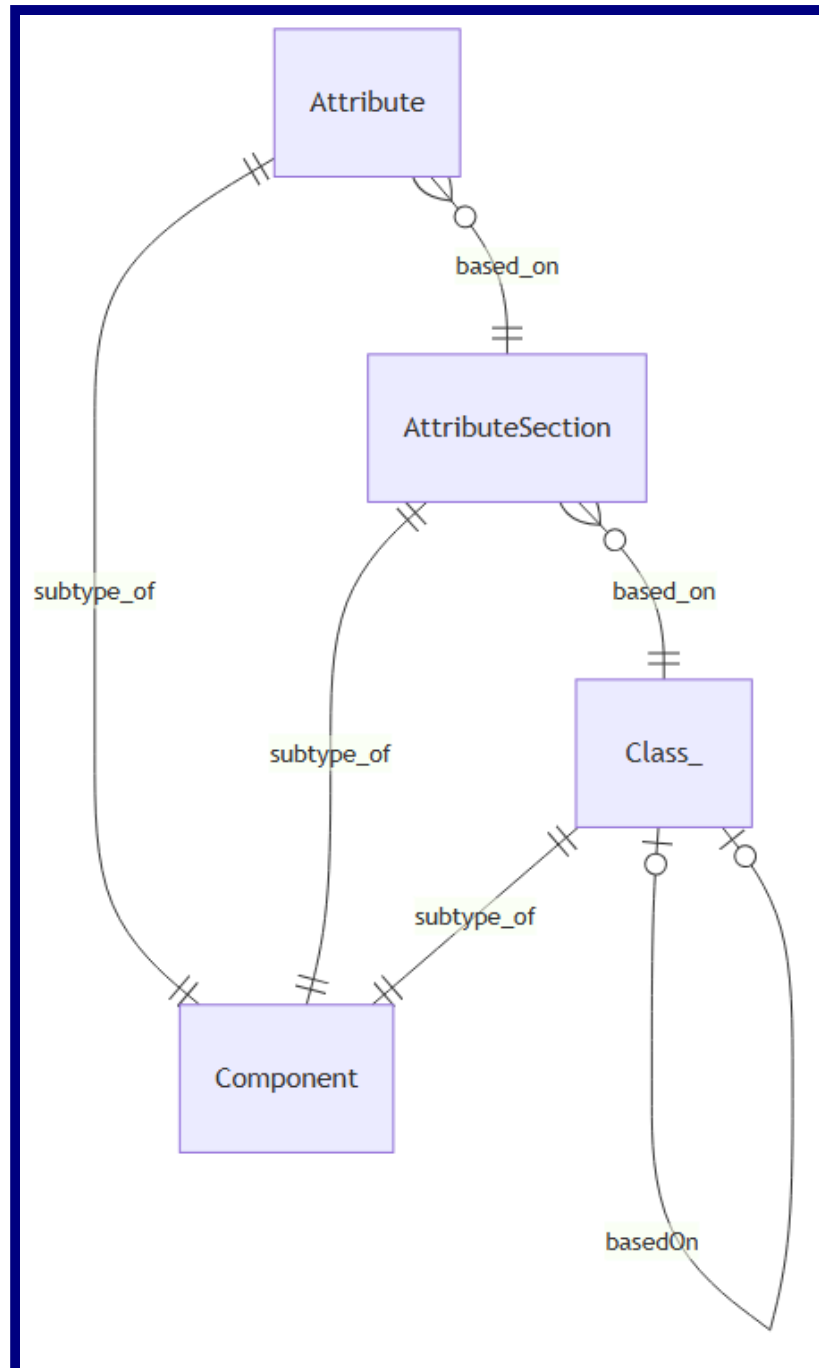
*Mermaid ER Diagram for AttributeSection - Live!*

```

erDiagram
    Class_ ||--|| Component : subtype_of
    Class_ }o--o| Class_ : basedOn
    AttributeSection ||--|| Component : subtype_of
    AttributeSection }o--|| Class_ : based_on
    Attribute ||--|| Component : subtype_of
    Attribute }o--|| AttributeSection : based_on

```

Mermaid ER Diagram for AttributeSection - PNG for mermaid





**Attribute**  
A property or characteristic of a class

Attributes

[AttributeSection](#)

[AttributeConstraint](#)

[Component](#)

( [LowerCamel](#) value O\_O )

[Component.name](#)

The kind of object to which the attribute refers. \_  
( [DataType](#) value O\_O )

But,

- - List of Editions
- - Set of Edition
- - ... and more complicated cases.

[the section below on Data Type Specifiers.](#)

Indicates whether the attribute must have a value for every instance of the class \_  
( [Boolean](#) value O\_O )

\*\*\* False

The cardinality of the relationship represented by the attribute \_  
( [Cardinality](#) value O\_O )

\*\*\* For a singular attribute, the default cardinality is N:1. If the attribute is 1:1, it must be stated explicitly. For a collective attribute, the default is 1:N. If the attribute is N:M, it must be stated explicitly.

[how this works with optionality](#)

( [Boolean](#) value O\_O )

true if the data type is a class or a simple collection of members of a class.

the class which contains, or would contain the inverse attribute ( <i>Optional</i> <a href="#">Class</a> value O_O )
from the data type. Null unless attribute is invertible.
( <i>Optional</i> <a href="#">Attribute</a> value O_O )
( <i>Optional</i> <a href="#">Attribute</a> value O_O )
The rule or formula for calculating the value, if no value is supplied Now running to a second line with the parenthetical on yet a third line ( <i>Optional</i> <a href="#">Derivation</a> value O_O )
even when an Attribute has a default derivation, there's no guarantee that every instance will have an assigned value. Example needed.
For derived attributes, the rule or formula for calculating the value _ ( <i>Optional</i> <a href="#">Derivation</a> value O_O )
on insert vs on access?
Any validation rules specific to this attribute _ ( <i>List of</i> <a href="#">Constraints</a> value O_O )
from Class.constraints
created for Attribute
Inverse attribute for Class.attributes from which this was implied. ( <a href="#">Class</a> value M_1 )
<a href="#">Class.attributes</a>
Inverse attribute for Key.keyAttributes from which this was implied. ( <a href="#">Key</a> value M_1 )
<a href="#">Key.keyAttributes</a>
A link back to the AttributeSection on which this Attribute depends. ( <a href="#">AttributeSection</a> value M_1 )

*Mermaid ER Diagram for Attribute - Inert*

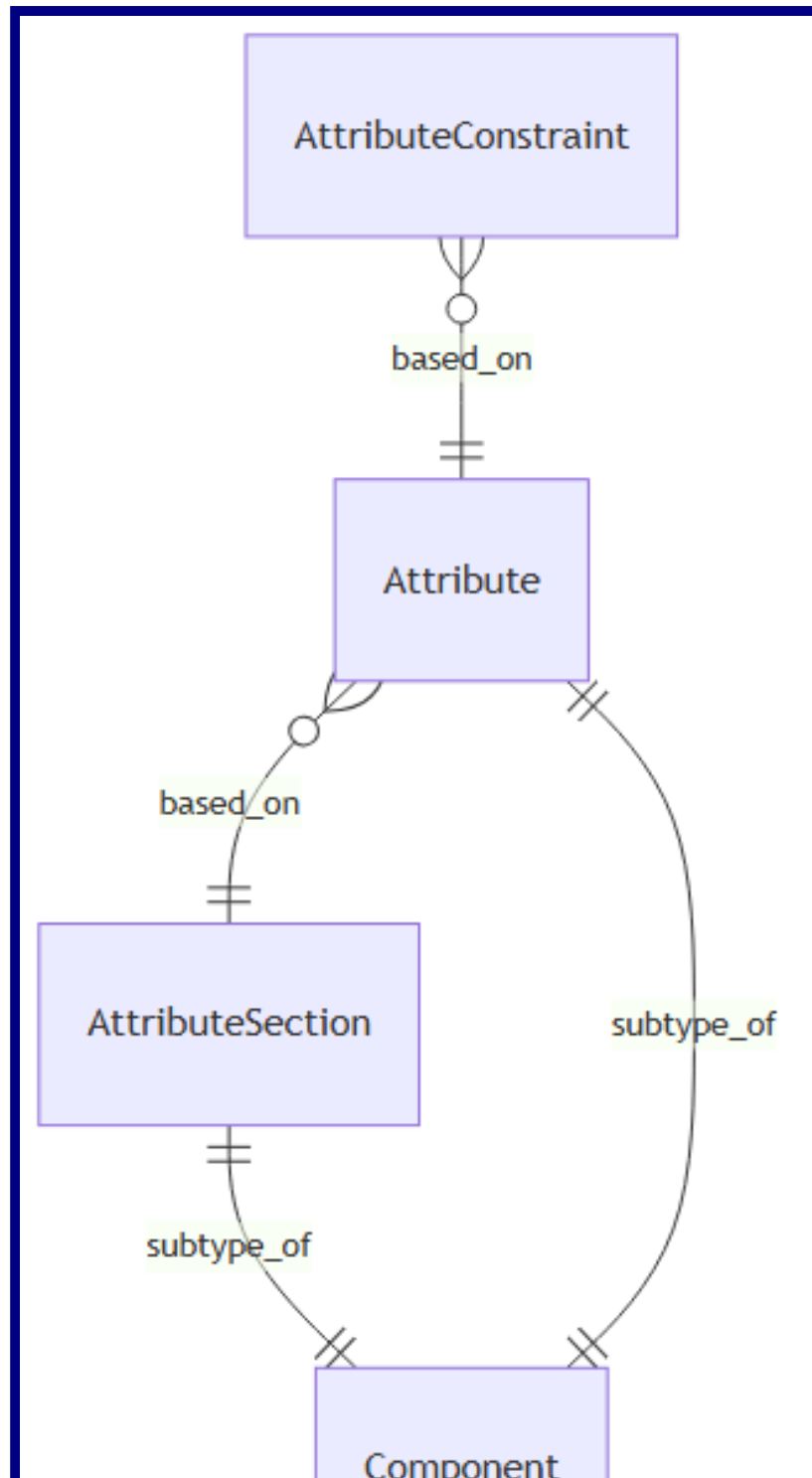
**erDiagram**

**AttributeSection ||--|| Component : subtype\_of  
Attribute ||--|| Component : subtype\_of  
Attribute }o--|| AttributeSection : based\_on  
AttributeConstraint }o--|| Attribute : based\_on**

*Mermaid ER Diagram for Attribute - Live!*

```
erDiagram
    AttributeSection ||--|| Component : subtype_of
    Attribute ||--|| Component : subtype_of
    Attribute }o--|| AttributeSection : based_on
    AttributeConstraint }o--|| Attribute : based_on
```

*Mermaid ER Diagram for Attribute - PNG for mermaid*



**Derivation**  
A rule or formula for deriving the value of an attribute  
Derivations  
An English language statement of the derivation rule \_  
( *RichText* value O\_O )  
The formal expression of the derivation in a programming language \_  
( *CodeExpression* value O\_O )  
**Constraint**  
A rule, condition, or validation that must be satisfied by the model  
Constraints  
[Component](#)  
[ClassConstraint](#) , [AttributeConstraint](#)  
An English language statement of the constraint \_  
( *RichText* value O\_O )  
The formal expression of the constraint in a programming language, for example: OCL or Python. \_  
( *CodeExpression* value O\_O )  
( *Code* value O\_O )

Warning, nothing fatal; just a caution  
Error, serious. Fix now

*Mermaid ER Diagram for Constraint - Inert*

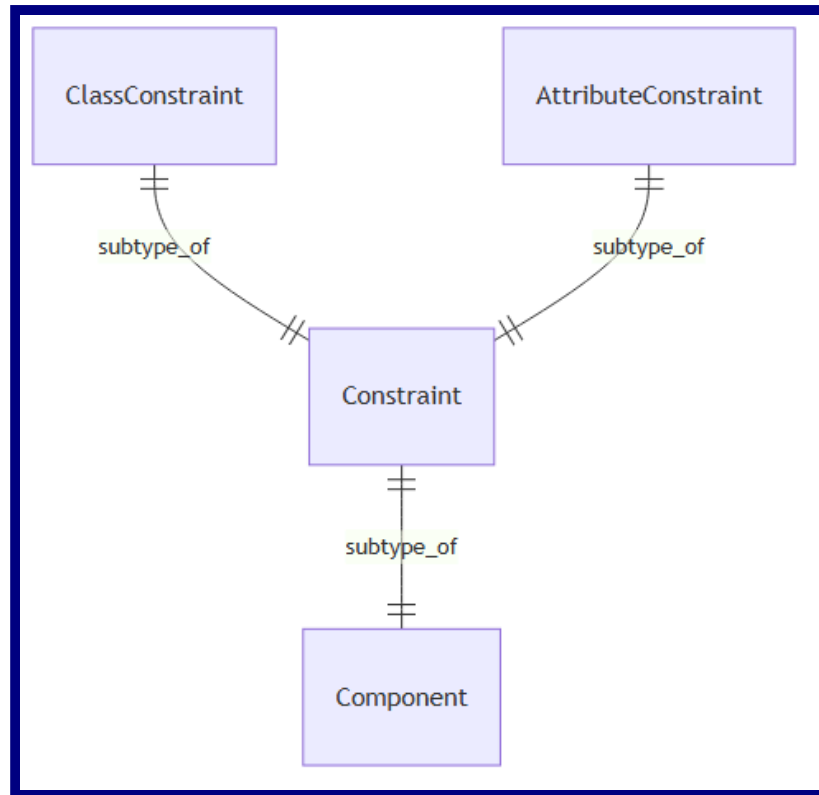
**erDiagram**

**Constraint ||--|| Component : subtype\_of**  
**ClassConstraint ||--|| Constraint : subtype\_of**  
**AttributeConstraint ||--|| Constraint : subtype\_of**

*Mermaid ER Diagram for Constraint - Live!*

erDiagram Constraint ||--|| Component : subtype\_of  
ClassConstraint ||--|| Constraint : subtype\_of  
AttributeConstraint ||--|| Constraint : subtype\_of

Mermaid ER Diagram for Constraint - PNG for mermaid



#### ClassConstraint

ClassConstraints  
 3A1ClassConstraints  
[Class](#)  
[Constraint](#)

created for ClassConstraint

A link back to the Class on which this ClassConstraint depends.

( [Class value M\\_1](#) )

Mermaid ER Diagram for ClassConstraint - Inert

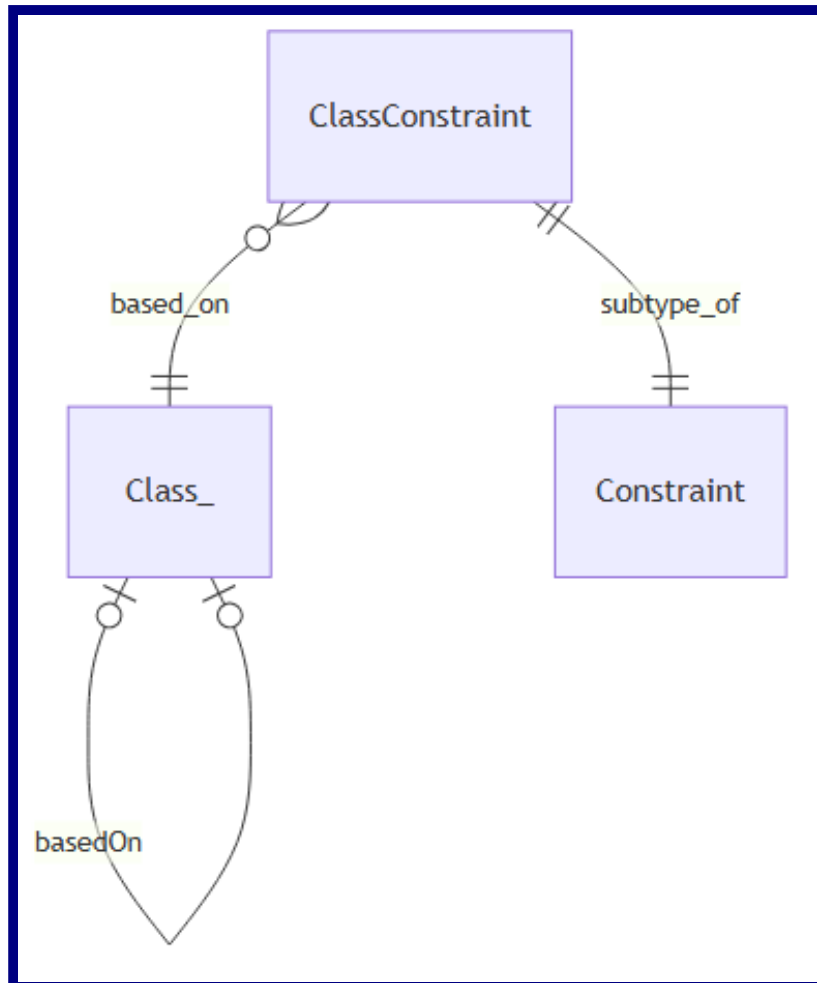
#### erDiagram

**Class\_ |o--o| Class\_ : basedOn**  
**ClassConstraint ||--|| Constraint : subtype\_of**  
**ClassConstraint }o--|| Class\_ : based\_on**

Mermaid ER Diagram for ClassConstraint - Live!

```
erDiagram
    Class_ ||--o| Class_ : basedOn
    ClassConstraint ||--o| Class_ : based_on
    Constraint ||--o| Class_ : subtype_of
```

Mermaid ER Diagram for ClassConstraint - PNG for mermaid



AttributeConstraint

AttributeConstraints  
 AttributeConstraints  
[Attribute](#)  
[Constraint](#)

created for AttributeConstraint

A link back to the Attribute on which this AttributeConstraint depends.  
( [Attribute value M\\_1](#) )

*Mermaid ER Diagram for AttributeConstraint - Inert*

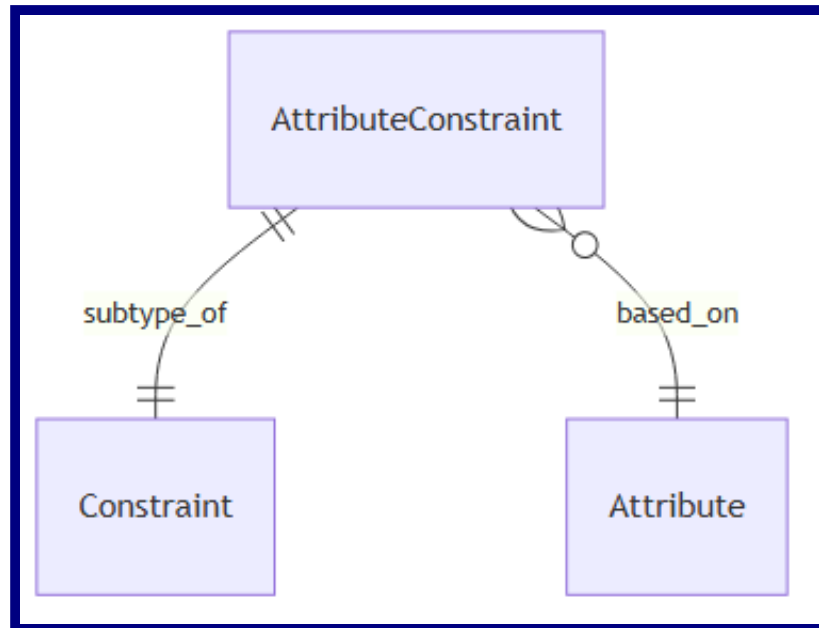
### erDiagram

**AttributeConstraint ||--|| Constraint : subtype\_of**  
**AttributeConstraint }o--|| Attribute : based\_on**

*Mermaid ER Diagram for AttributeConstraint - Live!*

erDiagram AttributeConstraint ||--|| Constraint : subtype\_of  
AttributeConstraint }o--|| Attribute : based\_on

*Mermaid ER Diagram for AttributeConstraint - PNG for mermaid*





## Methods

<b>Method</b> A behavior or operation associated with a class
Methods <a href="#">Component</a>
The input parameters of the method _ ( <i>List of <a href="#">Parameters</a> value O_O</i> ) <a href="#">Parameter.inverseOfParameters</a>
The data type of the value returned by the method _ ( <i><a href="#">DataType</a> value O_O</i> )
created for Method
Inverse attribute for Class.methods from which this was implied. ( <i><a href="#">Class</a> value M_1</i> ) <a href="#">Class.methods</a>

*Mermaid ER Diagram for Method - Inert*

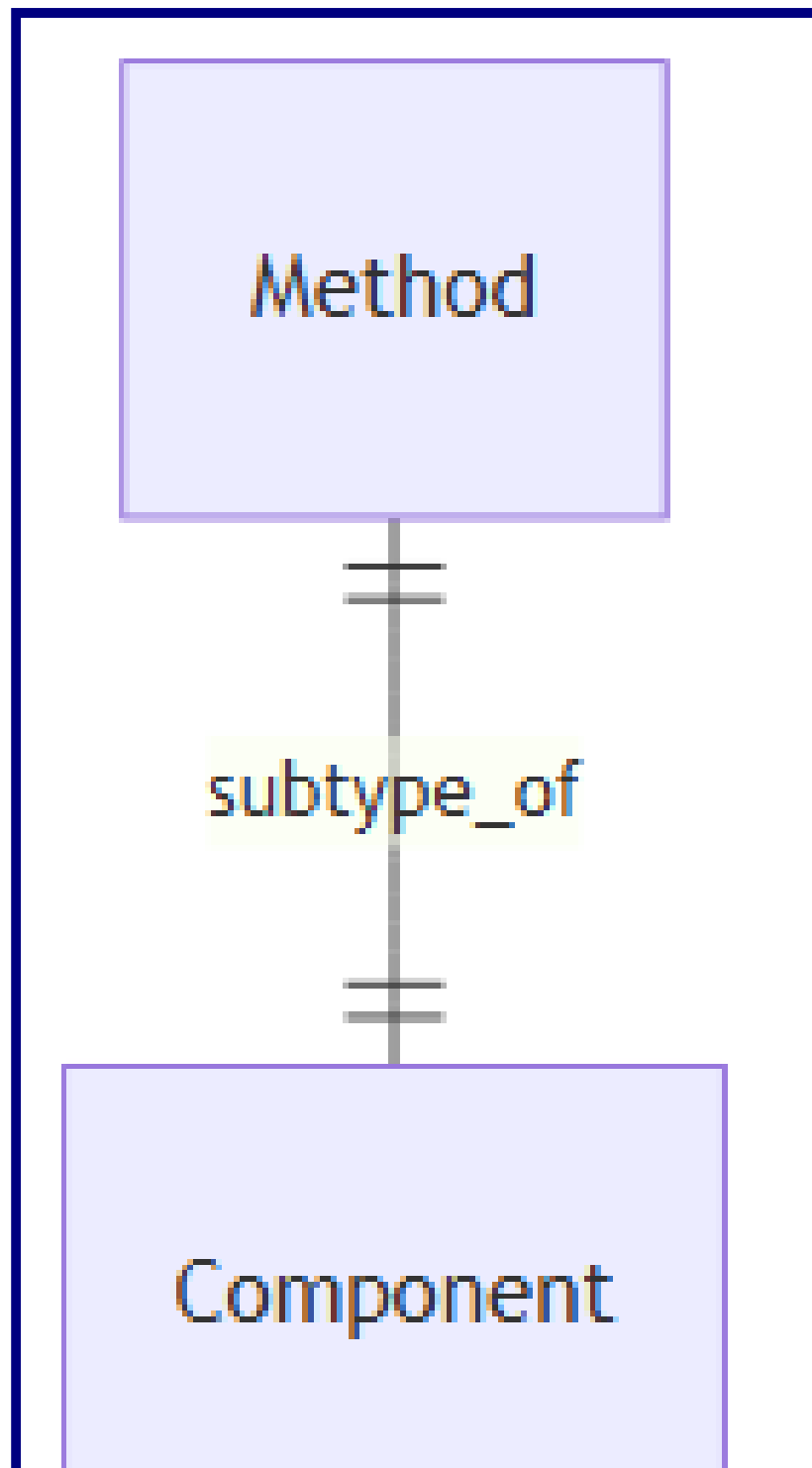
## erDiagram

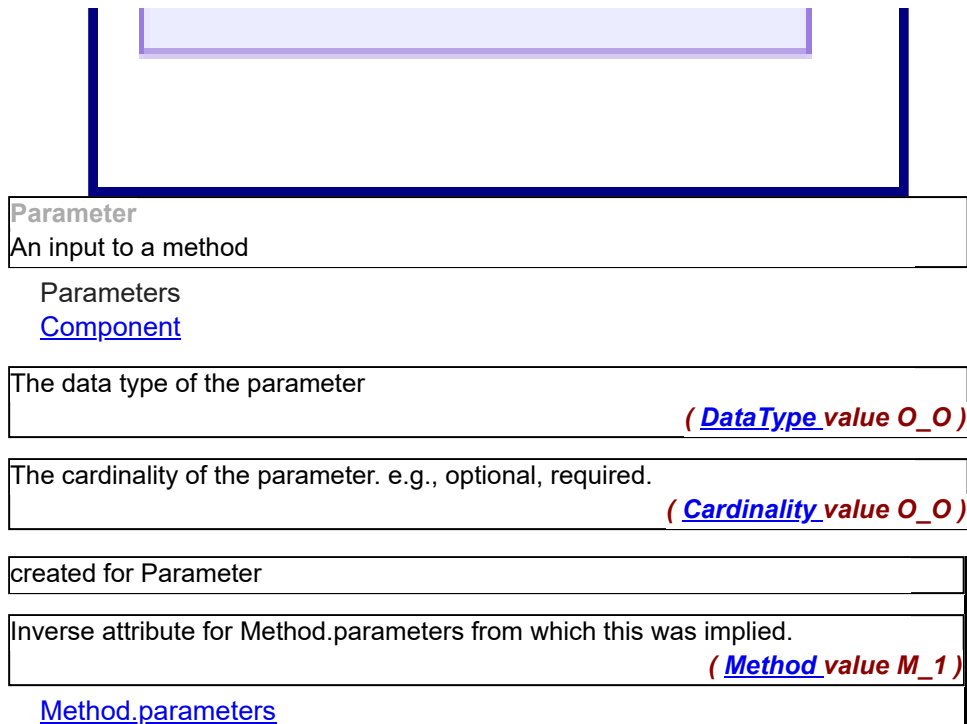
**Method ||--|| Component : subtype\_of**

*Mermaid ER Diagram for Method - Live!*

erDiagram Method ||--|| Component : subtype\_of

*Mermaid ER Diagram for Method - PNG for mermaid*





*Mermaid ER Diagram for Parameter - Inert*

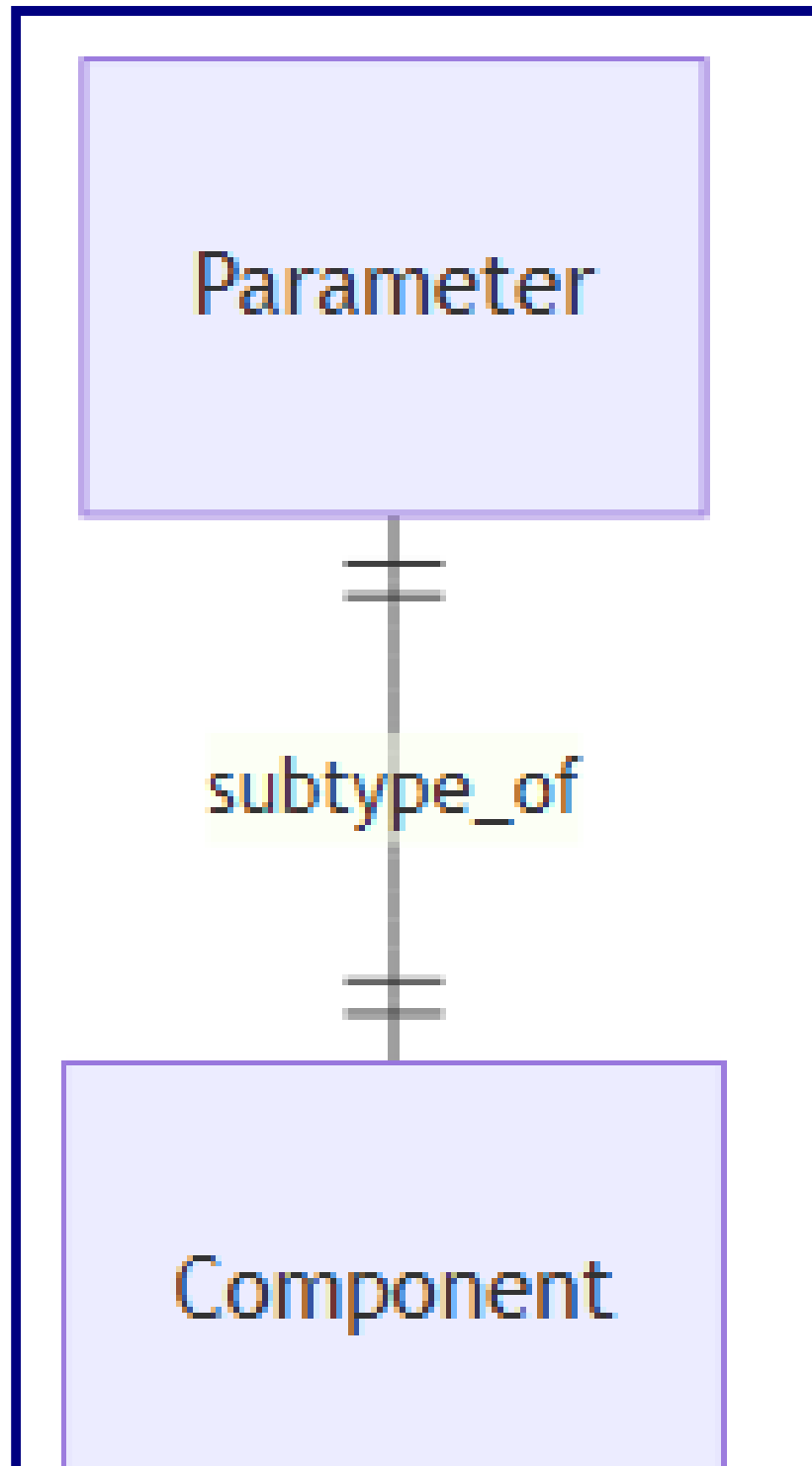
## erDiagram

**Parameter ||--|| Component : subtype\_of**

*Mermaid ER Diagram for Parameter - Live!*

erDiagram Parameter ||--|| Component : subtype\_of

*Mermaid ER Diagram for Parameter - PNG for mermaid*





Trivial Data Types

Message

Messages  
❗ Messages

**Message is trivial; no diagram**

CodeExpression

CodeExpressions  
❗ CodeExpressions

the programming language  
( [Code](#) value O\_O )

❗ OCL, Object Constraint Language  
Java, Java

( [String](#) value O\_O )

**CodeExpression is trivial; no diagram**

DataType

DataTypes  
❗ DataTypes

**DataType is trivial; no diagram**

SimpleDataTypeSubtpeOfDataType

SimpleDataTypeSubtpeOfDataTypes  
❗ SimpleDataTypeSubtpeOfDataTypes

( [Class](#) value O\_O )

[Class.inverseOfCoreClass](#)

**SimpleDataTypeSubtpeOfDataType is trivial; no diagram**

ComplexDataType

ComplexDataTypes  
❗ ComplexDataTypes

( [AggregatingOperator](#) value O\_O )

( [List of DataTypes](#) value O\_O )

## ComplexDataType is trivial; no diagram

AggregatingOperator

AggregatingOperators  
RAIAggregatingOperators

( [Code](#) value O\_O )

SetOf  
ListOf  
Mapping

( [Integer](#) value O\_O )

( [Template](#) value O\_O )

## AggregatingOperator is trivial; no diagram



Trivial Low level Data Types

insert Camel Case.md

Emoji

Emojis  
RAIEmojis

**Emoji is trivial; no diagram**

String

Strings  
RAIStrings

**String is trivial; no diagram**

CamelName

A short string without punctuation or spaces, suitable for names, labels, or identifiers and presented in camel case.

CamelNames  
RAICamelNames

[String](#)  
[UpperCamel](#), [LowerCamel](#)

( [String\\_value O\\_O](#) )

Must follow the camel case naming convention and not be empty.  
"firstName", "orderDate", "customerID"

- *CamelName* is presented here, just after its first usage by another class (Component), to provide context and understanding before it is used further in the model.

**CamelName is trivial; no diagram**

UpperCamel

a CamelName that begins with a capital letter

[\\_ "Customer", "ProductCategory", "PaymentMethod"](#)  
content begins with an upper case letter.  
UpperCamels  
RAIUpperCamels  
[CamelName](#)

## UpperCamel is trivial; no diagram

### LowerCamel

a CamelName that begins with a lower case letter

"firstName", "orderTotal", "shippingAddress"

content begins with a lower case letter.

LowerCamels

RAI LowerCamels

[CamelName](#)

## LowerCamel is trivial; no diagram

### QualifiedCamel

an expression consisting of Camel Names separated by periods

QualifiedCamels

RAI QualifiedCamels

[String](#)

content consists of CamelNames, separated by periods. Each of the camel names must be Upper Camel except, possibly, the first.

## QualifiedCamel is trivial; no diagram

### RichText

A string with markup for block level formatting.

RichTexts

RAI RichTexts

[String](#)

[OneLiner](#)

the string content

( [String](#) *value* **O\_O** )

the rich text coding language used

( [Code](#) *value* **O\_O** )

HTML  
Markdown

## RichText is trivial; no diagram

### OneLiner

String with markup for line level formatting.

OneLiners  
↻AllOneLiners  
[RichText](#)

the string content

( [String\\_value O\\_O](#) )

[RichText.value](#)  
must not contain a line break or new line character  
A line can't span two lines

### OneLiner is trivial; no diagram

PrimitiveType

A basic, built-in data type

PrimitiveTypes  
↻AllPrimitiveTypes  
[String](#), [Integer](#), [Decimal](#), [Boolean](#), [Date](#), [Time](#), [DateTime](#)

### PrimitiveType is trivial; no diagram

String

Strings  
↻AllStrings  
[PrimitiveType](#)  
[CamelName](#), [QualifiedCamel](#), [RichText](#)

### String is trivial; no diagram

Integer

Integers  
↻AllIntegers  
[PrimitiveType](#)

### Integer is trivial; no diagram

Decimal

Decimals  
↻AllDecimals  
[PrimitiveType](#)

### Decimal is trivial; no diagram

Boolean

Booleans  
rAIBooleans  
[PrimitiveType](#)

**Boolean is trivial; no diagram**

Date

Dates  
rAIDates  
[PrimitiveType](#)

**Date is trivial; no diagram**

Time

Times  
rAITimes  
[PrimitiveType](#)

**Time is trivial; no diagram**

DateTime

DateTimes  
rAIDateTimes  
[PrimitiveType](#)

**DateTime is trivial; no diagram**

CodingLanguage

CodingLanguages  
rAICodingLanguages

**CodingLanguage is trivial; no diagram**

Cardinality

Cardinalities  
rAICardinalities

**Cardinality is trivial; no diagram**

TemplateLanguage

TemplateLanguages

RAITemplateLanguages

**TemplateLanguage is trivial; no diagram**

Template

Templates  
RAITemplates

**Template is trivial; no diagram**

Code

Codes  
RAICodes

**Code is trivial; no diagram**

## Annotation Types Used

These are the recognized Annotation Types for the LDM model.

And this is how you register the AnnotationType for a model. By including this sort of array in the DSL document for the model.

*PlantUML Diagram - Inert*

**@startjson**

```
[
{
  "label": "Error",
  "emoji": "❌",
  "emojiName": "cross_mark",
  "emojiUnicode": "U+274C",
  "purpose": "Indicates a critical error or failure in
the model."
},
{
  "label": "Warning",
  "emoji": "⚠️",
  "emojiName": "warning",
  "emojiUnicode": "U+26A0",
  "purpose": "Indicates a potential issue or warning
in the model."
},
{
  "label": "Note",
  "emoji": "📘",
  "emojiName": "blue_book",
  "emojiUnicode": "U+1F4D8",
  "purpose": "Provides additional context,
explanations, or clarifications for the annotated
element."
},
{
  "label": "Issue",
  "emoji": "⚠️",
  "emojiName": "warning",
  "emojiUnicode": "U+26A0",
```

```


"purpose": "Highlights a potential issue or error that needs to be addressed or resolved."

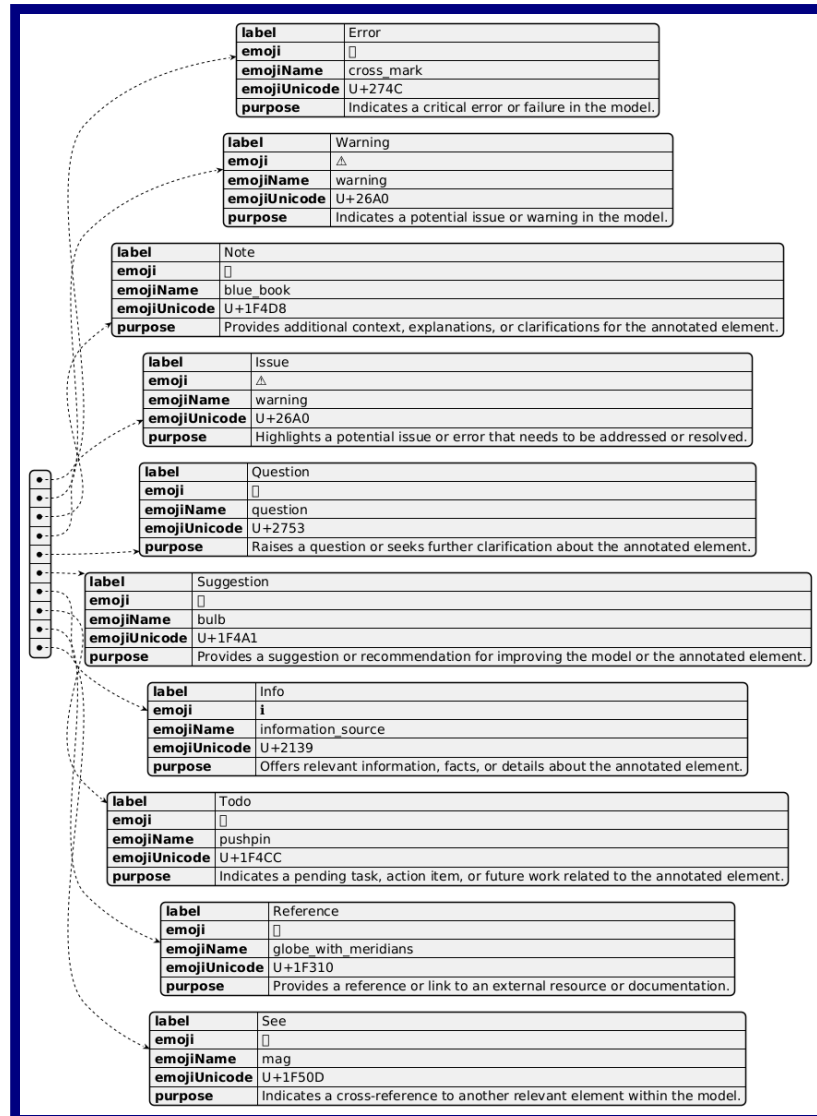

},
{
  "label": "Question",
  "emoji": "❓",
  "emojiName": "question",
  "emojiUnicode": "U+2753",
  "purpose": "Raises a question or seeks further clarification about the annotated element."
},
{
  "label": "Suggestion",
  "emoji": "💡",
  "emojiName": "bulb",
  "emojiUnicode": "U+1F4A1",
  "purpose": "Provides a suggestion or recommendation for improving the model or the annotated element."
},
{
  "label": "Info",
  "emoji": "ℹ️",
  "emojiName": "information_source",
  "emojiUnicode": "U+2139",
  "purpose": "Offers relevant information, facts, or details about the annotated element."
},
{
  "label": "Todo",
  "emoji": "📌",
  "emojiName": "pushpin",
  "emojiUnicode": "U+1F4CC",
  "purpose": "Indicates a pending task, action item, or future work related to the annotated element."
},
{
  "label": "Reference",
  "emoji": "🌐",
  "emojiName": "globe_with_meridians",
  "emojiUnicode": "U+1F310",

```



```
"purpose": "Provides a reference or link to an
external resource or documentation."
},
{
  "label": "See",
  "emoji": "🔍",
  "emojiName": "mag",
  "emojiUnicode": "U+1F50D",
  "purpose": "Indicates a cross-reference to another
relevant element within the model."
}
]
@endjson
```

*PlantUML Diagram - PNG for puml*



## Annotation types as CSV

label,emoji,emojiName,emojiUnicode,purpose

Error, ✖, cross mark, U+274C, Indicates a critical error or failure in the model.

Warning, ⚠, warning, U+26A0, Indicates a potential issue or warning in the model.

Note, 📘, blue book, U+1F4D8, "Provides additional context, explanations, or clarifications for the annotated element."

Issue, ⚠, warning, U+26A0, Highlights a potential issue or error that needs to be addressed or resolved.

Question, ❓, question, U+2753, Raises a question or seeks further clarification about the annotated element.

Suggestion, 💡, bulb, U+1F4A1, Provides a suggestion or recommendation for improving the model or the annotated element.

Info, 📘, information\_source, U+2139, "Offers relevant information, facts, or details about the annotated element."

Todo, 📌, pushpin, U+1F4CC, "Indicates a pending task, action item, or future work related to the annotated element."

Reference, 🌐, globe with meridians, U+1F310, Provides a reference or link to an external resource or documentation.

See, 🔍, mag, U+1F50D, Indicates a cross-reference to another relevant element within the model.

	label	emoji	emojiName	emojiUnicode	purpose
0	Error	✖	cross_mark	U+274C	Indicates a critical error or failure in the model.
1	Warning	⚠	warning	U+26A0	Indicates a potential issue or warning in the model.
2	Note	📘	blue_book	U+1F4D8	Provides additional context, explanations, or clarifications for the annotated element.
3	Issue	⚠	warning	U+26A0	Highlights a potential issue or error that needs to be addressed or resolved.
4	Question	❓	question	U+2753	Raises a question or seeks further clarification about the annotated element.
5	Suggestion	💡	bulb	U+1F4A1	Provides a suggestion or recommendation for improving the model or the annotated element.
6	Info	📘	information_source	U+2139	Offers relevant information, facts, or details about the annotated element.
7	Todo	📌	pushpin	U+1F4CC	Indicates a pending task, action item, or future work related to the annotated element.
8	Reference	🌐	globe_with_meridians	U+1F310	Provides a reference or link to an external resource or documentation.
9	See	🔍	mag	U+1F50D	Indicates a cross-reference to another relevant element within the model.

## Appendices

various sidebars to include Insert More Sidebars.md Insert Overrides.md insert  
LDM Intro.md Insert OCL.md Insert Camel Case.md

== content to add