

$STRUCTPROXY ::=$
 structproxy for MedicalFireFighter $\{TARGET_1 \ TARGET_2\}$

$STRUCTPROXY$
typ = MedicalFireFighter targetTypen = ?
$methoden(\text{MedicalFireFighter}) = TARGET_1.cms \cup TARGET_2.cms$

$TARGET_1 ::= \text{FireFighter } \{MDEL_1\}$

$TARGET_1$
typ = FireFighter cms = ? dms = ?
$dms \subseteq methoden(\text{FireFighter})$

$MDEL_1 ::= CALLM_1 \rightarrow DELM_1$

$MDEL_1$
cm = ? dm = ?

$CALLM_1 ::= \text{extinguishFire}(\text{Fire}) : STPROXY_1$

$CALLM_1$
paramTypen = {Fire} returnTargetTyp = ? methode = ?

$STPROXY_1 ::= \text{containerproxy for FireState with boolean } \{ \text{isActive} = NPX_1 \{$

$NPX_1 ::= \text{simpleproxy for boolean}$

$DELM_1 ::= \text{extinguishFire}(STPROXY_2) : \text{boolean}$

$DELM_1$
returnTyp = boolean paramTargetTypen = ? methode = ?

<i>TARGET₂</i>
typ = Doctor
cms =?
dms =?
dms \subseteq methoden(Doctor)

<i>MDEL₂</i>
cm =?
dm =?

<i>CALLM₂</i>
paramTypen = {Injured, MedCabinet}
returnTargetTyp =?
methode =?

<i>DELM₂</i>
returnTyp = void
paramTargetTypen =?
methode =?

An dieser Stelle ist Schluss mit dem strukturellen Proxy.

Andere Reihenfolge

Token: simpleproxy for boolean

<i>NPX₁</i>
returnTyp = void
paramTargetTypen =?
methode =?

Token: simpleproxy for Fire

Token: simpleproxy for void

Token: simpleproxy for String