Roles => adaptation without models modification

1 Roles medeling for different tools

Associate some roles to create a new one with all the different features

Rols => adapted the point of view according to the context.

All model elements can play rols

Role can play rols

A players ( role or type) can play servial rols

In most projects we used serval specific tools and interoperability is a necessary. A solution to create interoperability between two tools is to create a pivot model shared by the tools. A problem with this solution is that we need to modify the pivot model if one of the tools models change. We have proposed another solution to create an interoperability between tools ( 2 or more) it is Roll4All. In Rool4All we create one role model to different model tools. Unlike a pivot model a role model is independent to the tools and if a model tools is updating we just need to update the relation between this tools and the Roles model, no the Role model himself. Moreover all elements can play roles included an elements of unrelated type or another role.

Role provides others features, we can associate serval existing roles to create a new one, this feature is useful if a new concepts emerge from the roles model. Moreover an element can play several roles, therefor it is possible to create different point of view about the same model according to the context.

**Interoperability (https://www.ieee.org/):** Ability of a system or a product to work with other systems or products without special effort on the part of the customer. Interoperability is made possible by the implementation of standards.