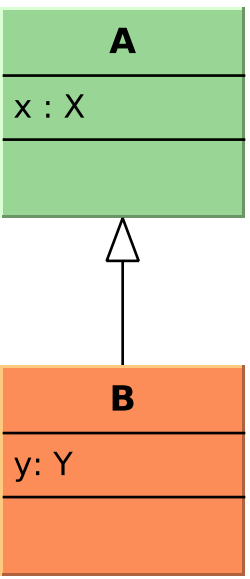
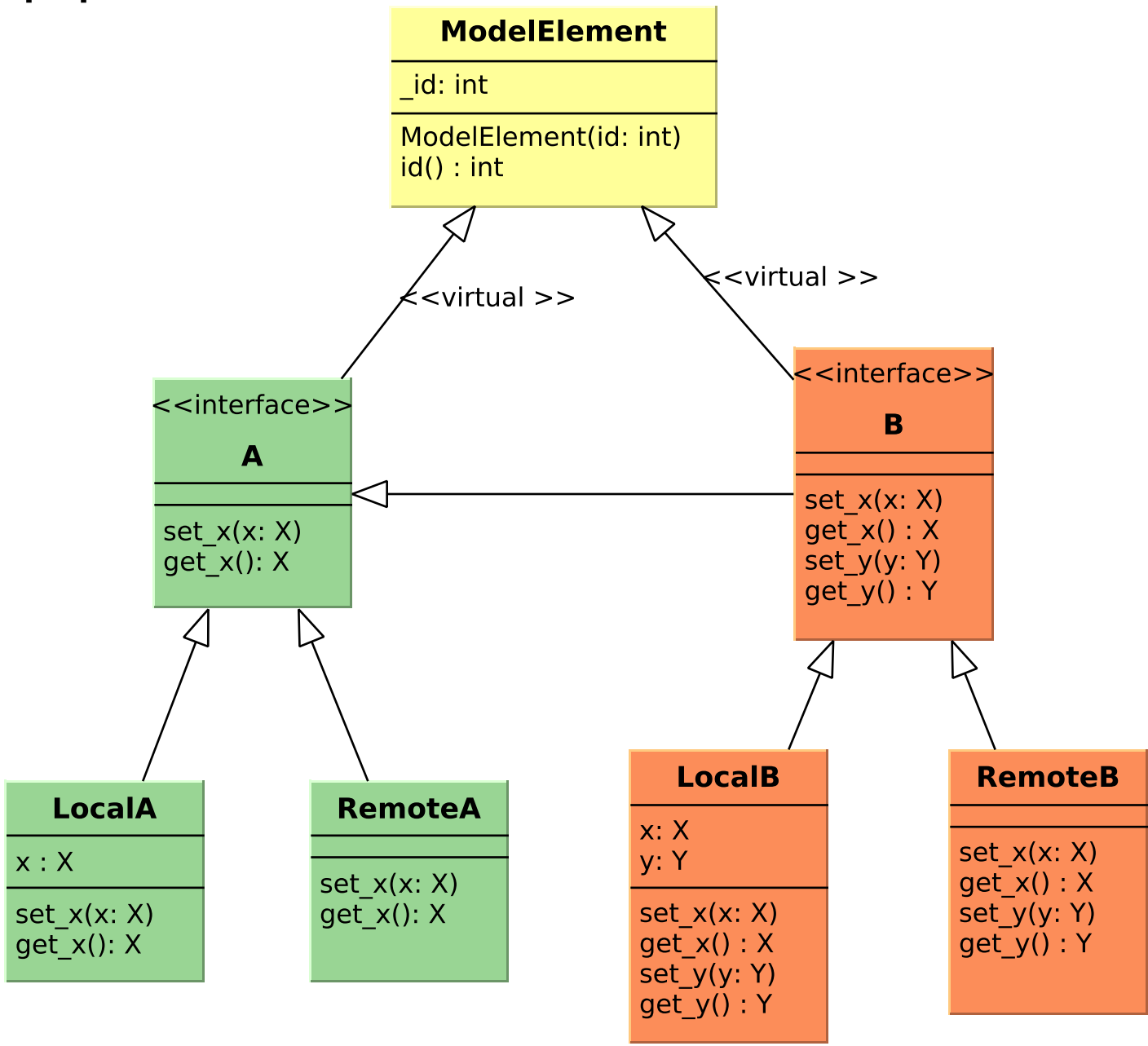
ECore

C++


A
x : X
B
y: Y


ModelElement
_id: int
ModelElement(id: int)
id() : int
<<virtual >>
<<virtual >>
<<interface>>
A
set_x(x: X)
get_x(): X
<<interface>>
B
set_x(x: X)
get_x() : X
set_y(y: Y)
get_y() : Y
LocalA
x : X
set_x(x: X)
get_x(): X
RemoteA
set_x(x: X)
get_x(): X
LocalB
x: X
y: Y
set_x(x: X)
get_x() : X
set_y(y: Y)
get_y() : Y
RemoteB
set_x(x: X)
get_x() : X
set_y(y: Y)
get_y() : Y