<< Imported >>
Association

Rnum (I, R)
Domain (I, R)
(see Relationship Subsystem)

<< Imported >>
Class

Name (I, R)
Domain (I, R)
(see Class and Attribute Subsystem)

Single Assigner

Rnum (I, R514)
Domain (I, R514)

resolves competition on

R501

competition is resolved by

R514

specifies pattern of behavior for

R500

Assigner

Rnum (I, R501, R502)
Domain (I, R501, R502)

establishes constraint for

manages within constraint set by

R517

<< Imported >>
Constrained Loop

Element (I, R)
Domain (I, R)
(see Relationship Subsystem)

Multiple Assigner

Rnum (I, R514)
Domain (I, R514, R517, R518)
Loop (R517c)
Partitioning class (R518c)

behavior pattern is modeled by

Lifecycle

Class (I, R500, R502)
Domain (I, R500, R502)

deletes instances in

R513

**Deletion
Pseudo State**

Name (I, R510)
Class (I, R510, R513)
Domain (I, R510, R513)

instances are deleted upon entry to

R510

triggers creation of new instance on

R502

partitions concurrently linkable instance subsets for

R518

partitions time period on

State Model

Name (I) : SM name
Domain (I) : name

concurrently manages instance linkage subset partitioned by

<< Imported >>
Class

Name (I, R)
Domain (I, R)
(see Class and Attribute Subsystem)

R503

R519

Destination

Name (I) : name
State model (I) : SM name
Domain (I) : name

specifies period of time as

specifies new instance creation with

State

Name (I, R510)
Snum (I2) : nominal
State model (I, I2, R510, R503)
Domain (I, I2, R510, R503)

creates instance in

R508

is where a new instance may be created by

Creation Event

ID (I, RS67)
Class (I, I2, RS67, R519, R508)
Domain (I, I2, RS67, R519, R508)
To state (I2, R508)

**State Model Build
Specification**

Name (I) : name
Default initial state : name
Max event specs : posint

specifies path to

is responded to in

is arrived at via

R507

R505

specifies response to

**Effective Signaling
Event**

ID (I) : nominal
State model (I) : SM name
Domain (I) : name

Event Response

State (I, R505)
Event (I, R505)
State model (I, R505x)
Domain (I, R505x)

R506

Transition

State (I, R506)
Event (I, R506)
State model (I, R506, R507)
Domain (I, R506, R507)
Destination (R507)

**Non Transition
Response**

State (I, R506)
Event (I, R506)
State model (I, R506)
Domain (I, R506)
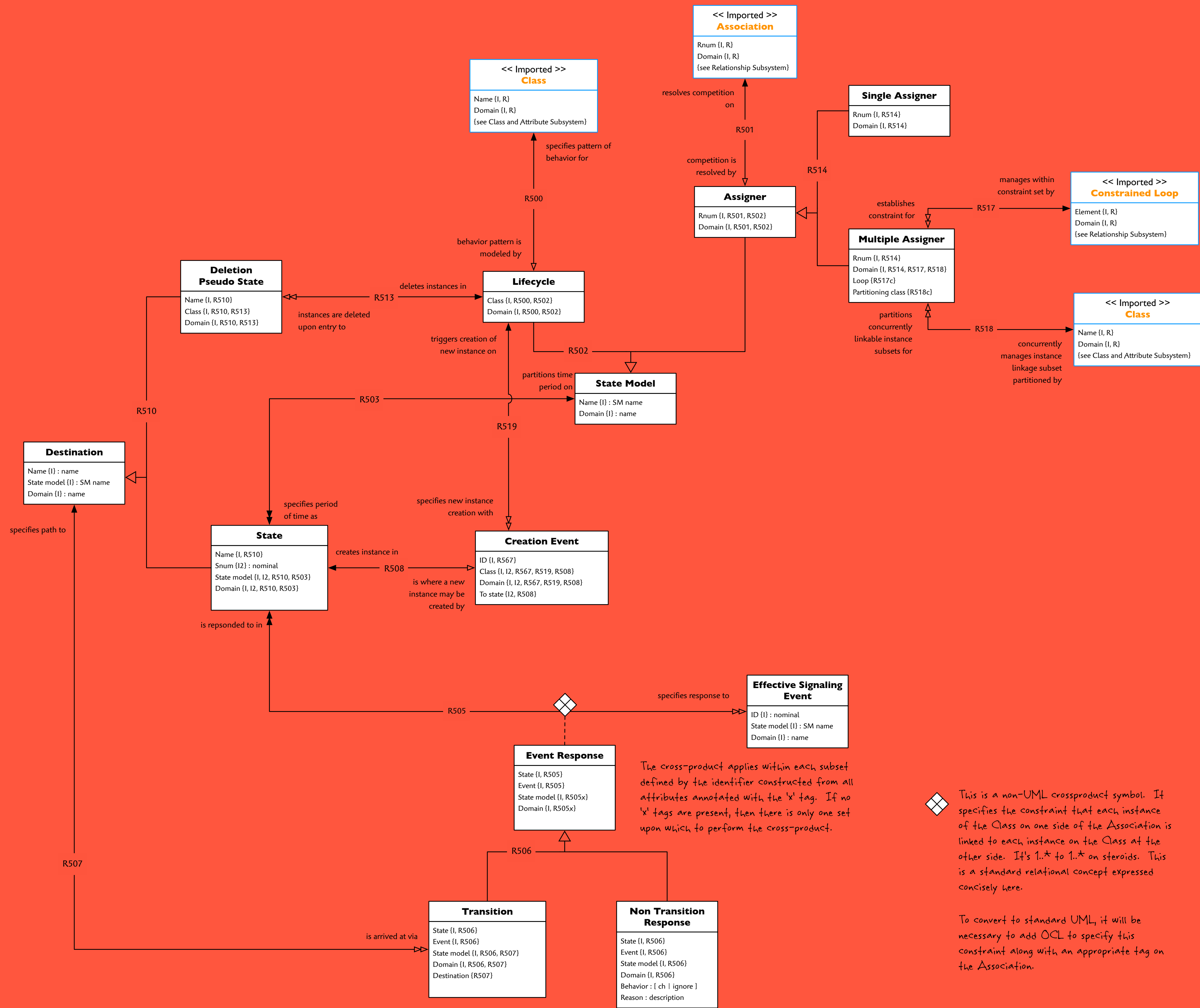Behavior : [ch | ignore]
Reason : description

Can we have two creation transitions into the same non-deletion state?
What would that mean? The event signatures must be identical, but possibly different names?
That doesn't seem to offer any value.
To enforce only one, we make the state + lifecycle an identifier with event + lifecycle as an alternate

The cross-product applies within each subset defined by the identifier constructed from all attributes annotated with the 'x' tag. If no 'x' tags are present, then there is only one set upon which to perform the cross-product.

This is a non-UML crossproduct symbol. It specifies the constraint that each instance of the Class on one side of the Association is linked to each instance on the Class at the other side. It's 1..* to 1..* on steroids. This is a standard relational concept expressed concisely here.

To convert to standard UML, it will be necessary to add OCL to specify this constraint along with an appropriate tag on the Association.

State Model Subsystem
Class Diagram
miUML Metamodel

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mint.miUMLmeta.td.4
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